Inka and Markus Brand

Village

PORT

The second expansion
for 2 to 5 players, aged 12 and up

With Village Port, you now have the option of boarding your own ship and travelling the seven seas. Hire captains, sell domestic goods, and pick up foreign commodities. Send family members as missionaries to far away islands and dig up treasure chests.

In addition, this expansion includes life goal cards that let you pursue your very own career, such as becoming a writer, a historian, or even a knight.

This expansion actually consists of 2 expansions: the main Village Port expansion and a small expansion called Life Goals. Both can be combined in any way with the base game and the first expansion, Village Inn. This rule book first covers the rules for "Village Port + base game" (*page 2*). The necessary rule changes for adding the Village Inn expansion are explained afterwards (*page 6*). Finally, the rules for Life Goals can be found at the end of this rule book (*page 7*).

Note: All the possible combinations can also be played with 5 players (if you own Village Inn).

‡ Components ‡

1 sea travel board

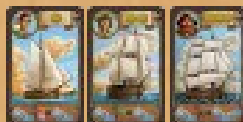**5 wooden ships**

6 cocoa baskets

6 tea bales

5 ship tiles

6 treasure chests

back   front   3 x

2 x

1 x

15 captain cards

4 setup cards
(for 2, 3, 4, 5 players)

12 influence cubes
(Add these to the ones from the base game.)

4 new villager cards
(Use these when you combine Village Port and Village Inn.)

17 life goal cards

8 silver goals

back

front

9 golden goals

back

front

‡ Village Port + base game ‡

‡ Setup ‡

Follow the setup description on page 3 of the base game rule book with the following changes:

In step 3, each player only gets 2 of his markers (1 for his life time track, 1 for the prestige track). The 6 markers usually used for travel are returned to the box.

In step 12, instead of the usual setup card, take the setup card from the Village Port expansion that matches the number of players. Place it nearby, with the side showing **just an anchor** face up.

Next, set up the additional components of Village Port as follows:

a. Cover the travel area of the game board with the **sea travel board**.

b. Sort the **captain cards** according to their cost and form 3 decks:
- 1 deck for the 5 captains that cost 1 coin
- 1 deck for the 5 captains that cost 2 coins
- 1 deck for the 5 captains that cost 3 coins

Place the 3 captain decks face up next to the sea travel board.
(The order of the cards within the decks is irrelevant.)

c. Shuffle the 6 **treasure chests** and form a face-down stack. Place this stack onto the "treasure island" on the sea travel board.

d. Form 1 stack for the **cocoa baskets** and 1 stack for the **tea bales**. The number of tiles in each of these 2 stacks depends on the number of players:
- in a 2-player game: 3 tiles
- in a 3-player game: 4 tiles
- in a 4-player game: 5 tiles
- in a 5-player game: 6 tiles.

Place each stack onto its respective island on the sea travel board.
Return any spare cocoa baskets and tea bales to the box.

e. Give each player the **wooden ship** and the **ship tile** of his color. Each player places his wooden ship in the **port** on the sea travel board and his ship tile next to his farmyard.
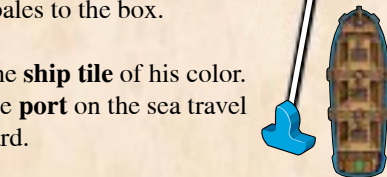
‡ Playing the game ‡

The game is played as usual. However, 2 of the actions are affected when playing with Village Port: the "travel" action and the "market" action. While there is only a slight addition to the "market" action, the "travel" action is performed in an entirely new way.

‡ Travel ‡

By choosing the "travel" action, you may move your wooden ship around the sea travel board. How the action is carried out depends on where your ship is and where you want it to go.

You may either: a) Set sail from the port
      OR   b) Continue sailing from anywhere at sea
      OR   c) Return to the port

a) Set sail from the port

When your ship is still in the port, carry out the following steps:
1. Hire a captain
2. Load your ship
3. Move your ship

1. Hire a captain

Choose **any** one captain card from any of the captain decks next to the game board. Pay its cost by returning the number of coins shown on the card to the supply. Then place the captain card face up next to your ship tile.
- You must hire a captain if you want to move your ship out of the port.
- The more expensive a captain is, the fewer influence cubes you will need to move your ship (*see section "3. Move your ship" on the next page*).

2. Load your ship

The ship tile next to your farmyard is used to mark the load that your wooden ship carries. The ship tile has **3 holds** and each of these holds can hold exactly 1 playing piece.

A variety of playing pieces can be loaded, however, your ship may not carry more than 1 playing piece **of the same type** at once.

The different types of playing pieces that your ship can carry are: horse, ox, plow, wagon, scroll, bag of grain, family member, cocoa basket, tea bale, treasure chest. (The last 3 can only be picked up at islands.)

Important: All family members are considered the same type of playing piece (even though they have different numbers). The same is true of the treasure chests (even though they have different monetary values).

To load your ship in the port, place up to 3 different playing pieces **that you own** onto your ship tile (1 onto each hold). You may load fewer or even none at all. When you place a family member onto a hold, it must come from your farmyard.

3. Move your ship

Move your ship step by step along the connected water spaces. There are 2 kinds of water space:

time water-spaces and **island water-spaces**

Going to the next water space along a water line is considered **1 step**.

You may move several steps. However, the cost to move depends on your captain:

The first step of your movement is free. This is shown in the lower left corner of your captain card.

For any **additional** steps that you want to move, you must return to the supply the influence cubes shown in the lower right corner of your captain card.

Note: You can enter and stop at any water space no matter how many ships are already on that space.

For each **time water-space** that your ship enters during its movement, you immediately lose 1 time on your life time track.

Some examples of icons on captain cards

	For each orange *and* pink cube that you return to the supply, you may move 1 additional step.
	For every 2 cubes (of one or more colors) that you return to the supply, you may move 1 additional step.
	For each green cube that you return to the supply, you may move *up to* 2 additional steps.

Example: *After hiring a captain for 2 coins, Philipp decides to place an ox, a plow, and a family member from his farmyard onto the holds of his ship tile.*
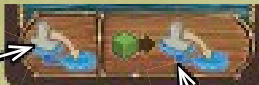
Example (continued):
Right after loading the ox, plow, and family member onto his ship tile (as seen above), Philipp moves his ship.

For his first step onto Ⓐ, he does not have to pay any influence cubes.

However, since Ⓐ is a time water-space, he loses 1 time for entering it. He could stop moving now, but chooses to move another step to Ⓑ. For this step, he must return 1 green cube to the supply.
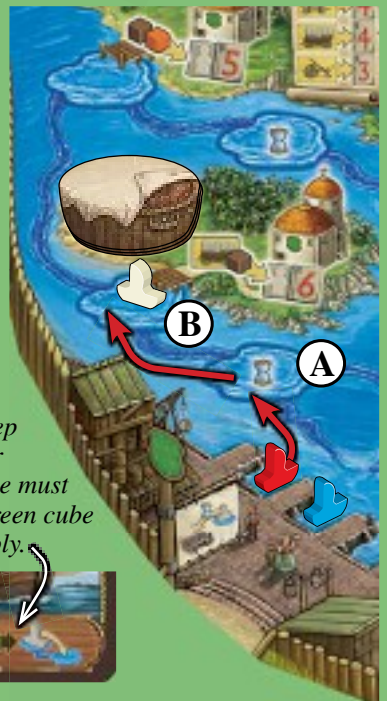
If you enter an **island water-space**, you may land on that island. If you choose not to land, you may continue your movement.

If you choose to land, your movement is **immediately over**. Your ship stays on that island water-space and you may immediately perform any number of the actions that the island allows:

• **Sell goods/bag of grain**

   If the island shows a parchment with goods/a bag of grain, you may return any of those **from your ship tile** to the supply and for each **immediately** gain the prestige points shown.

• **Pick up cocoa basket/tea bale/treasure chest**

   If there is a stack of tiles on the island, take the **top** tile (cocoa basket, tea bale, or treasure chest) and place it onto an **empty** hold of your ship tile. This is free of charge. You may secretly look what your treasure chest is worth (3, 4, or 5 coins) before placing it face down on a hold.

• **Place a family member onto a missionary church**

   If there is an **empty** missionary church on the island, you may place a family member **from your ship tile** there. First, pay the cost in front of the arrow that points to the church's **missionary space** [6]. (If a wagon is needed, you must return it from a hold of your ship tile to the supply. Influence cubes are returned from your farmyard as usual.) Then place your family member onto the missionary space and **immediately** gain that space's prestige points. As long as your family member is on that space, the missionary church is occupied and nobody can place another family member there. The missionary church can only become empty again if the family member on it dies (*see section "A family member passes away at sea"*).

Example (continued):

If Philipp chose to land on the island of water space B *, his movement would be over and he could perform any of the actions of this island. However, since he has no wagon on board, he could not place his family member onto the missionary church. And since he has no free hold on his ship tile, he could not pick up a cocoa basket. Therefore, he decides not to land on the island but instead move another step to* C *by returning another green cube to the supply.*

On this island, he decides to land.
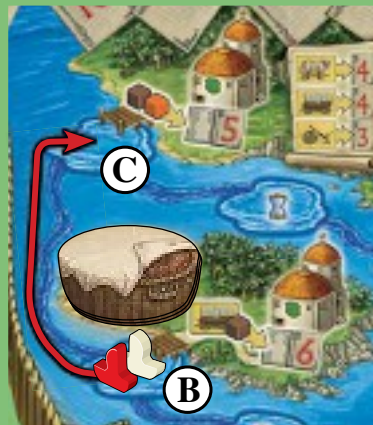
He first sells his ox for 4 prestige points and his plow for 3 prestige points. Then he returns 1 orange and 1 brown influence cube to the supply and places his family member onto the missionary space of the missionary church. This gives him 5 prestige points immediately. Then his turn is over.
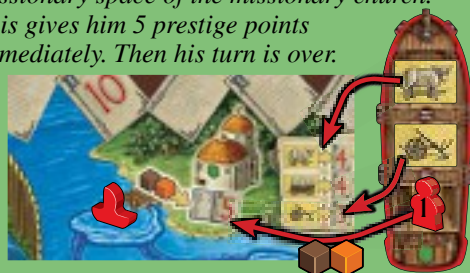
b) Continue sailing from anywhere at sea

If you start your movement from **any** time water-space or island water-space (and do not want to return to the port yet), the same rules apply as described above in section "**3. Move your ship**".

c) Return to the port

Instead of continuing sailing, you may return to the port immediately. Simply place your ship back in the port and lose exactly **1 time** (no matter from where you return).

Then unload your ship by taking all playing pieces off your ship tile and placing them in front of you. Finally, **return your captain to the box**. (Used captains always go out of the game).

• When unloading a treasure chest, keep it face down in front of you. At any point during the game, you may turn it face up, take the amount of coins shown on it from the supply, and then return the treasure chest to the box.

• If the stack of tiles on an island is empty, you cannot load a tile from that island.

• You may not throw any load over board to make room on your ship tile.

• As long as your ship is at sea, you cannot use any of its loaded playing pieces for actions in the village. (For example, an ox on your ship tile cannot be used for harvest or be sold at the market. Also cocoa baskets, tea bales, and treasure chests cannot be used before the ship has returned to port.)

• You cannot use the "family" action to return a family member to your farmyard that is placed on a missionary church or is on your ship tile.

• The number of captains is limited. If you cannot hire a captain (because the available captains are too expensive or all captain decks are empty), you cannot move out of the port.

‡ Market ‡

The market day is triggered and held as usual. However, each time it is your turn during a market day, you can either serve a customer as usual **or** sell 1 cocoa basket or 1 tea bale at the new stalls (but only those cocoa baskets and tea bales which you have brought home, not those still on your ship tile). As usual, the first sale of the triggering player is free while any subsequent sales cost 1 green cube and 1 time. If you sell a cocoa basket, immediately gain 7 prestige points on the prestige track. If you sell a tea bale, immediately gain 5 prestige points and 1 coin from the supply. Any cocoa baskets and tea bales sold are returned **to the box** (their number is limited). The 2 new stalls are always open (so they can handle several sales during the same market day).

‡ A family member passes away at sea ‡

When a family member dies while either placed on a **missionary church** OR on your **ship tile**: Check if there is still an empty space in the **travel** section (green crest) of the village chronicle. If there is, place the family member there as usual.

However, if there is no empty space in the chronicle, the famliy member is **not** placed onto an anonymous grave but buried at sea instead! Place it onto an **empty sea burial space** on the sea travel board and immediately gain the number of prestige points (if any) shown on that space.

‡ End of the game ‡

The end of the game is still triggered when a family member is either placed onto the last empty space of the chronicle or the anonymous graves. However, now there is a third possibility: The end of the game is also triggered when a family member is put on the **last empty sea burial space**. All other rules are identical to those of the base game. (During the final scoring, skip the "travel" part, as any points from the sea travel board are always awarded immediately).

‡ Village Port + base game + Village Inn ‡

‡ Setup ‡

Follow the setup description in the rule book of Village Inn with the following changes:

In step 1, before shuffling the villager cards, return the following 4 cards to the box: Count, Traveller, Messenger, Toll keeper. Add the 4 cards from this expansion instead: Admiral, Helmsman, Quartermaster, Cartographer (*see next page for details on these new villager cards*).

In step 3 (of the base game rules), each player only gets 2 of his markers (1 for his life time track, 1 for the prestige track). The 6 markers usually used for travel are returned to the box.

In step 12, instead of the usual setup card, take the setup card from the Village Port expansion that matches the number of players. Place it nearby, with the side showing **an anchor leaning against a beer mug** face up.

Next, set up the components of Village Port exactly as described in the white box on page 3 of this rule book.

‡ Playing the game ‡

There are no additional rules. For any rules relating to the Village Inn expansion, see the Village Inn rule book. For any rules relating to the Village Port expansion, see the previous chapter.

‡ End of the game ‡

The game end is triggered as described in the chapter above. The scoring is carried out as usual.

The new villager cards (showing an anchor in the upper right corner):

Admiral
When hiring a captain for your ship, you may instead play this card and place it face up next to your ship tile. It is used like any other captain. (In this case: Move your ship 1 additional step per influence cube of any color that you return to the supply.) Discard the Admiral when you return to port.

Cartographer
During a travel action, instead of moving your ship via your captain, you may play this card and immediately place your ship onto any island water space (this does not cost any time or influence cubes). However, the cartographer only replaces the usual cost for moving the ship. You still need to have hired a captain to be able to move at all.
At the island on which you land, perform any possible actions as usual. Then discard the Cartographer.

Helmsman
When hiring a captain for your ship, you may play this card and place it face up next to your captain. Now, when moving your ship, you may move 1 additional free step (i.e. you can move a total of 2 free steps before you would need to pay influence cubes for any further steps). Discard the Helmsman along with your captain when you return to port.

Quartermaster
Play this card when you load something onto your ship, either at the port or at an island. This once, you may load 2 playing pieces of one type (each item still needs its own hold). This also means that if you play this card when you pick up a tile on an island, you may immediately load the top 2 tiles from the island's stack onto your ship free of charge. Discard the Quartermaster afterwards.

‡ Life Goals ‡

This small expansion adds life goal cards to the game. You can use these cards when playing with just the base game or when playing with any possible combination of the base game, Village Inn, and Village Port.

‡ Setup ‡

First, set up the game as usual, following the setup description of the combination you want to play (base game / Village Inn / Village Port). After you have finished the setup but before you seed the action spaces for the first round, take the life goal cards and separate the **silver goals** (silver back) from the **golden goals** (golden back). Depending on whether you play with just the base game or include other expansions, you must remove some of the life goal cards and return them to the box (those cards also have an appropriate symbol in their upper right corner):

	base game	base game + Village Inn	base game + Village Port	base game + Village Inn + Village Port
remove from the **silver goals**:	• Brewer 🏺 • Explorer ⚓	• Explorer ⚓	• Brewer 🏺	
remove from the **golden goals**:	• Innkeeper 🍺 • Missionary ⚓	• Missionary ⚓	• Innkeeper 🍺 • Travelling salesman 🎒	• Travelling salesman 🎒

After you have removed the appropriate cards, shuffle the silver goals and the golden goals separately. Deal each player **1 random silver goal and 1 random golden goal** face down. Return any spare life goal cards to the box. Each player can always look at his own 2 life goal cards but should keep them concealed from the other players.

‡ Playing the game ‡

The life goal cards do not change any of the usual rules, they simply offer a new way to score (you are not obliged to fulfill your life goals). Each life goal card has certain requirements. At **any** point during the game (even at game end), if you meet or exceed **all** requirements of a life goal card, you can turn it face up and immediately gain the number of prestige points shown on the card. Then return the card to the box. (You do not get a new card.)

• To gain the prestige points of a life goal card, you only have to **meet** (or exceed) its requirements. You do not need to surrender anything (except the life goal card itself).

The silver goals

The requirements are met if you have gathered all playing pieces shown on the right side of the card.

Aristocrat   **Farmer**   **Bailiff**   **Writer**   **Knight**

Carter   **Brewer**   **Explorer**

*Regarding the Explorer: The required playing pieces must actually be on your **ship tile** (though not necessarily in the order shown).*

The golden goals

Secretary

At least 1 of your family members must be on the **4th stage** in the council chamber *and* you must own the next starting player marker.

Master

You must have at least 4 family members in the "crafts". This includes any of your family members on craft buildings as well as in the "crafts" section of the village chronicle.

Historian

You must have family members in at least **4 sections** (that is, professional categories) of the village chronicle. (A family member placed via the Bard does not count).

Saint

You must have at least 3 family members in the church: 1 on **each** of the 3 rightmost windows.

Travelling salesman
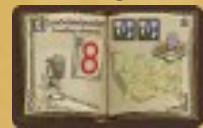
At least 1 of your family members (not just a marker) must be in the city in the upper right corner of the travel map *and* you must have served at least 2 customers.
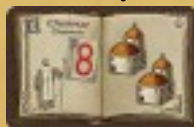
Acolyte
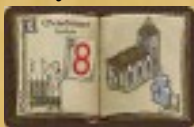
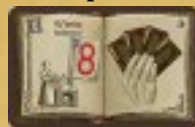At least 1 of your family members of the **4th generation** must be in the church.

Merchant
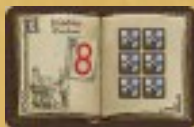
You must have served at least 6 customers.

Missionary

You must have family members on at least 2 missionary churches.

Innkeeper

You must have at least 4 villager cards **in hand** (they must not have been played yet).

‡ End of the game ‡

Game end and scoring are played as usual. There is no penalty if you did not manage to fulfill 1 or even both of your life goal cards.