Dark Times at Mississippi

The story behind this board game stems from the rural areas next to the Mississippi river, near the city of New Orleans, Louisiana (USA). The farmers in this area had a tradition to prove their manliness. This tradition involved young men coming of age, who would set sail for the city of New Orleans with goods to sell, on a self-made boat. While thee play this game for amusement, the journey to New Orleans was never without dangers. All sorts of threats were waiting for uncer travellers, and more than once a sailor has not returned from their journey. For those who did return, awaited fortune and respect from the elderly. Go now, those brave enough, set sail for fortune, and glory shall await thou who returns before all others!

The basics

The board features a one way river towards the market of New Orleans. To get back to thine farm, thou shall use either of two featured one way paths. All players start the game with 10 units of wheat and 2 dollars. At the start of every round, excluding the first round, all players receive 1 unit of wheat at their farm. To win, thou shall acquire 30 dollars, and return to thine farm. Every player has three resource piles:

* Thou shall store thine wheat at the farm.
* Thou shall store thine money in the safe.
* Thou shall store thine wheat for selling in the boat.

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* Thou shall not overload thine boat with more than 10 units of wheat.
* Thou shall skip one turn to build a new boat.
* Thou shall stop moving upon reaching the market or farm, discarding any leftover steps.
* Thou shall pay 3 dollars for an improved boat, featuring:
  + An extra capacity for 5 units of wheat;
  + Leave the farm without skipping a turn;
  + Use left over steps from reaching the farm immediately
* Thou shall place an obstacle in the turn thee received it.
* Thou will never lose acquired money, other than spending it.
* Thou can buy the improved boat on any occasion.
* Thou can wait turns only on the farm.
* Thou shall load thee ship before throwing the dices.
* The spots with a question mark are event spots.
* Thou shall execute an event when landing on an event spot, even if this is by being stopped by an obstacle.
* There is no limit on the amount of wheat that can be stored at the farm.
* After throwing the dices, thou shall execute them.

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* A violent storm sets, a tornado appears! Shall thou risk travelling further? **Continue (and lose 2 wheat) or skip thine next turn.**
* An amateurish bandit robbed thine farm whilst thee were adventuring! **You lose 1 wheat out of your farm stock.**
* A bandit robbed thine farm whilst thee were adventuring! **You lose 2 wheat out of your farm stock.**
* A plague roams the lands, the harvest doesn’t look good. Not much wheat will be left for thine next journey. **At thine next journey to the market, thou shall carry no more than 8 wheat aboard.**
* The weather and the barren circumstances start taking their toll on thine health. Thou hast gotten sick, and should take some rest. **Skip thine next 2 turns.**
* Thine boat is rotting! Let’s hope thou won’t encounter obstacles on thine journey. **When encountering an obstacle, thou will lose 2 wheat.**
* Bad weather has clogged the canals. **Thou can’t take any shortcuts on this journey.**
* All these travels have exhausted thee. **Skip thine next turn upon arriving at the market.**
* The river seems peaceful, thou can’t feel a breeze. **At thine next turn, thou shall subtract 2 from the amount thee rolled.**
* One man’s trash is another man’s treasure. Thou hast stumbled upon a stranded ship, and it has wheat aboard! **Thou receives 2 wheat, provided your boat can carry more.**
* Drowning in sight, 12 o’clock! The drowning man thou hast saved, turns out to be the shipwright’s son. He will reward thee generously. **Thou will receive an enhanced vessel for thine next journey, free of charge.**
* In thine dreams, a vision about thine journey appeared. There are no obstacles to be seen! **Thou may ignore any obstacles thee encounters on this journey.**
* The fertilizer thee used has greatly increased thine harvest. **At thine next 3 turns, thou will receive 2 wheat instead of 1.**
* Thine boat has gotten into a rapid! **Take 3 extra steps.**
* Thou hast found an obstacle to leave behind for your opponents. **Thou may place an obstacle on the board.**
* Thine boat has hit something! Water is leaking into the boat through a small hole. **Thou lost a quarter of thine load.**
* Thine boat has bumped into a small rock! Water is leaking into the boat rapidly. **Thou lost half thine load, and shall skip thine next turn to get rid of the water inside the boat.**
* Thine vessel has collided with a rock and sunk! **Thou lost thine boat and all load aboard.**
* An amateurish bandit attempted to mug you. The poor fool. **Take 3 extra steps and skip thine next turn.**
* Thou hast been mugged by a bandit! **Thou lost half your load.**
* Thou hast been robbed by an ambitious bandit! **Thou hast lost thine ship and its load.**
* An ambush! Thine boat is stopped by a mob of savage bandits. Thou hast jumped overboard and swum away to save thine dear life. **Thou hast lost thine ship and its load.**
* Thou are being extorted by a criminal! **Give up all thine wheat aboard, or pay him off with 10 dollars. In the latter case, the criminal will extort a player of your choosing for half their load or 5 dollars.**
* At the side of the river thou sees an old farmer with an offer thou can’t refuse. **The farmer offers you 2 wheat in exchange for 1 dollar, up to 10 wheat.**
* Whilst taking a break, thou hast found a purse. **Thou receives 5 dollars.**
* It’s raining heavily, and thine wheat has gotten wet. **Thou lost 1 wheat.**
* Thou sees a man drowning in the river. Save him: **The man thanked thee with 3 dollars. Skip thine next turn.** Keep going: **Pull another card.**
* A fire has purged thine crop. **For the next 3 turns, thou shall not receive wheat at the farm.**