



Nat Levan's

NEW BEDFORD

A Game of Historic Whaling & Town Building

Contents



1 Ocean Bag



- 36 Right Whale Tokens
- 20 Bowhead Whale Tokens
- 4 Sperm Whale Tokens
- 16 Empty Sea Tokens



1 Town Board



- 8 Wooden Ship Tokens
- (2 in Each Color)



20 Building Tiles



- 8 Wooden Worker Tokens
- (2 in Each Color)



1 Ship's Wheel First Player Token



1 Whaling Board



4 Player Boards
(Solo-Player Mode on Back)



- 58 Money Tokens
- (\$1 and \$5)



1 Whale Round
Marker Token



25 Wood Tokens



30 Food Tokens



20 Brick Tokens

Wood, food, bricks, and money are unlimited. If more pieces are needed, improvise using whatever flotsam and jetsam is available. Whale tokens are limited and only the correct number based on the number of players should be used.

Setup

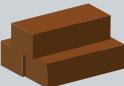
- 1) For each player, add 9 Right Whales, 5 Bowhead Whales, 1 Sperm Whale, and 4 Empty Sea Tokens to the Ocean Bag.
- 2) Place the Town Board, Whaling Board, goods, and money in the middle of the play area. Put the wooden Whale Round Marker Token on the round track of the Whaling Board in the 1 space.
- 3) Gather the Building tiles and place them next to the Town Board.

Suggested Buildings for 2 Player Games:

- Bank
- Counting House
- Dry Dock
- Lighthouse
- Lumber Mill
- Schoolhouse
- Seamen's Bethel
- Tavern
- Tryworks
- Wharf
- All Victory Buildings

For 3-4 Player games, use all Building tiles.

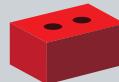
- 4) Give the wooden Ship's Wheel Token to the player who will go first. Then, players select a color and receive the 2 workers of that color, the Player Board for that color, and the 2 ships associated with the chosen color. Ships and workers are kept near the Player Board when they are not in use.
- 5) In turn order, each player also takes \$5 worth of goods from the general supply to begin the game with. (See side bar for more information.)



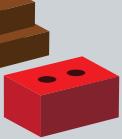
Wood - Worth \$1



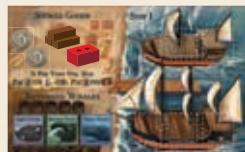
Food - Worth \$1



Brick - Worth \$2



Example starting goods



Game Overview

Your goal is to build the town of New Bedford into a thriving industrial city while accumulating the most points from Whale Tokens, Buildings, and money over 12 rounds. Each round is divided into 4 phases:

- 1) Starting with the *Action Phase*, each player in turn-order places one worker at a time on Town or Building Action Spaces and immediately follows the Action appointed. More Action Spaces are created through constructing Buildings.
- 2) When all players have placed their workers, the *Movement Phase* begins. Ships move toward the Return space. Players pay to receive whales on Returning ships or must sell them.
- 3) When all ships have finished moving and Returning, the *Whaling Phase* begins. Whale Tokens are drawn and players add them to ships, starting with the ships farthest out.
- 4) Once all ships have had a chance to select whales the round ends. In the *End of Round Phase*, workers are cleared and the First Player Token and Round Marker advance.

PHASE 1: Action Phase

In clockwise order, players place workers on Action Spaces, one at a time, until all players have placed both of their workers. All Town Spaces and most Buildings are Actions. Actions are resolved immediately. The player may also purchase either 2 wood or 2 food for \$3 before completing the selected Action once per action, per turn (i.e. each time a worker is placed, including the extra actions from the Inn). The player may purchase exactly 2 wood or exactly 2 food, but not one of each. A reminder of this is shown on the Player Board.

Initially, only actions on the Town Board and Whaling Board are available. These Actions can be used multiple times each round, with a bonus for the first player to place a worker on these spaces. The Buildings make more actions available after they are Built. Unlike Actions on the Town and Whaling Boards, a Building may only be used once per round. The owner may use it for free, but any other player may use it by paying the owner \$1. A player cannot take an Action they are unable to perform. (Example: Using the Dockyard without having a ship to Launch, or using the Lumber Mill without selling wood.)

The Town Board

Town Action Spaces are always available and can be used multiple times per round, even by the same player. Every player who uses the space takes the normal Action next to the plain worker symbol. The first player to place a worker on any empty Town Action also takes the Bonus Action, shown next to the worker symbol with "1st" on it. (See page 17 for in-depth descriptions for each Town Action Space.)

Denotes First
Player Bonus



Building Tiles

Building Tiles are double-sided. The light side shows the cost of the Building and gives a detailed description of the Building Action. The more vibrant side shows the Building Action in icons and should be used once a Building has been Built. To build a Building, the player pays the cost to the general supply from their supply, and places the Building Tile on their corner of the Town Board (completed side up), aligned with the steps around the edge. The player who builds the Building is considered the owner. A player may own any number of Buildings.

Player 4 Build Area



Player 3 Build Area

Player 2 Build Area

Player 1 Build Area

Building Starting Side

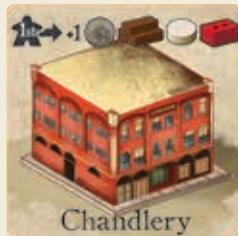


Completed Building Side



There are two types of Buildings: Action Spaces and Victory Buildings.

- Building Tiles with no border color provide new Action Spaces when they are built. Unlike Town Actions, Building Actions can only be used once per round and give no other bonus. Buildings with Action Spaces are marked with the worker symbol ().
- Building Tiles with a dark border are Victory Buildings worth additional Victory Points at the end of the game. (Victory Buildings do not contain an Action Space.)



Building Action Space



Victory Building

The owner of a Building can use its Action Space for free. Other players can use the Building's Action Space, but must pay the owner \$1 before using it. (See page 18 for in-depth descriptions for each Building.)

The Whaling Board

The Whaling Board contains the dock, the whaling track, the round track, and two additional Action Spaces (the Dockyard and the City Pier), which can be used multiple times per round, like Town Actions. The Dockyard allows a player to Prepare their ship on the dock for later Launching. The City Pier allows a player to Launch a ship from the dock. (For more in-depth descriptions of these spaces, see page 23.) Players may only ever Prepare and Launch their own ships, and ships can only be launched to spaces with a food cost shown.



The Whaling Board

1. Dockyard Action Space
2. City Pier Action Space
3. The Dock
4. Food Cost to Launch a Ship
5. Round Track
6. Whaling Track

Spaces on the whaling track are labeled 1st, 2nd, and 3rd to track the order in which ships arrive at the space. This order is important for Returning ships and selecting Whale Tokens.

No more than 3 ships can ever be on a space. Players may not take actions that would result in a 4th ship on the space.

The bottom of the whaling track is farthest from shore; the top is closest.

PHASE 2: Movement Phase

In the movement phase, all ships move up the whaling track toward the Return space. Starting with the ships closest to shore, each ship moves one space closer to shore. Any ships moving into the Return space Return to port in the same order as they selected whales in previous rounds.

Returning A Ship

Each Whale Token shows a cost, called the “lay”, in the upper left corner. When a player’s ship reaches the Return space on the Whaling Board, the lay must be paid to receive the Whale Tokens on that ship. Each token for which the lay has been paid earns the number of points shown in the barrel in the upper right.

Historical Note: The term "Lay" referred to the share of the profits each person on the ship received after Returning home.



Right Whale



Bowhead Whale



Sperm Whale



Empty Sea

Right Whale tokens are worth 1 point and cost \$2. Bowhead Whale tokens are worth 2 points and cost \$4. Sperm Whale tokens are worth 4 points and cost \$8. Empty Sea Tokens have no value and no purchase price since they cannot be selected. Any tokens that the player cannot or chooses not to pay for must be sold.

Selling and Buying Whale Tokens

When selling Whale Tokens, the seller first takes half of the cost of each sold token from the general supply. This money can immediately be used for other whales on the same or another ship.

Next, in clockwise order from the seller, each other player can buy one of the sold tokens or pass. The other players take turns either buying or passing, until all of the sold tokens are bought, or all players pass. The selling player may not repurchase whales they have sold. A buyer pays the full cost of each token to the general supply, and adds the whale to their supply to be scored. Tokens that are not bought by any player are removed from the game.

After all of the whales are taken from a Returning ship, the ship piece is returned to the player. Each ship’s Return - including Buying and Selling - is performed 1 ship at a time in order of Return and must be completed before Returning the next ship.



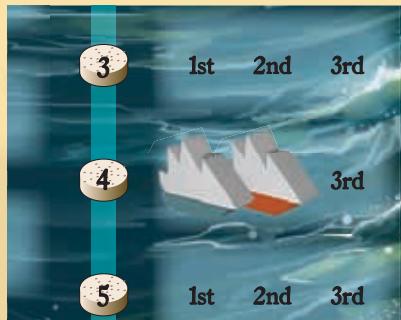
PHASE 3: The Whaling Phase

After all ships move, the whaling phase begins. Whaling is the primary means of earning points in the game.

At the start of the whaling phase, any Whale or Empty Sea Tokens on the board are returned to the Ocean Bag. Next, if there is at least 1 ship on the whaling track, draw 1 token from the bag, followed by an additional token for each ship on the whaling track. No tokens are drawn when there are no ships whaling.

Empty Sea Tokens might be drawn in addition to the Whale Tokens. Empty Sea Tokens cannot be selected or added to a ship and can only be removed from the game by using the Tavern Building Action.

Because there are
2 ships on the
whaling track,
3 tokens are drawn
from the Ocean Bag
and placed
beside the track.



Ships choose tokens based upon their order on the whaling track.



After the correct number of tokens is drawn, tokens are selected by players in order of position on the whaling track. Ships farther from the Return space select first. Ships on the same space select in the order of arrival. The owner of each ship can select a whale from the drawn tokens and place it next to the matching ship on the player board. Players are not required to select a Whale Token for a ship.

Any Whale Tokens or Empty Sea Tokens that are not selected during the whaling phase remain out until the start of the next whaling phase. Since valuable Whale Tokens are taken, but Empty Sea Tokens are returned to the bag, the selection of whales will get worse as the game progresses, representing the historic decline in whale population due to the whaling industry.



Historical Note: One of the most famous American whaling ships, the Essex, set sail from Nantucket, Massachusetts. In 1820 the ship was attacked by a sperm whale and sank. The novel Moby-Dick was inspired by the accounts of 2 of the 8 survivors.

Player Board

Each player has a board to track Whale Tokens and goods. All information is public, and players may not hide goods, money, or Whale Tokens. Workers and ships should remain near the Player Board when not in use. Goods should be stored in the upper left portion of the Player Board. Whale Tokens that have been Returned should be placed in the lower left.

Each player has a small ship (“Ship 1”) and a larger ship with more sails (“Ship 2”). The right side of the player board is used to track Whale Tokens on each ship. Whales selected by the small ship should be stored in the denoted spots on “Ship 1” and whales selected by the large ship should be stored on “Ship 2”. Whales in the holds of ships earn no points until the ship Returns and the lay has been paid. There is no limit to the number of whales a single ship can hold.



The Player Board

1. Area for storing all wood, food, and brick tokens throughout the game.
2. Area for storing all Returned whale tokens for scoring at the end of the game.
3. Area for storing whale tokens selected while Ship 1 is out to sea.
4. Area for storing whale tokens selected while Ship 2 is out to sea.

PHASE 4: End of Round Phase

After all players have selected whales, the end of round phase occurs. The First Player Marker moves 1 player to the left, the Round Marker moves 1 space along the round track, and players take their workers back. (If the Post Office Building is in play, the owner also takes \$2 in this phase.)

End of the Game

The game ends after the 12th round. Before scoring, the movement phase is repeated until all ships Return, so that whales remaining on ships can be obtained. Ships that did not Return during the movement phase of the final round still select Whale Tokens during the whaling phase of round 12. After all ships Return, scores are totaled.

Scoring

Scores are tallied in the following manner:

Whale Points:

A player earns points for any Whale Tokens they have. Each Right Whale earns 1 point. Each Bowhead Whale earns 2 points. Each Sperm Whale earns 4 points.

Building Points:

Each Building earns the owner 1 point. Each Victory Building counts as only 1 point at this time.

Victory Points:

Additional points from Victory Buildings are scored separately from points earned in other categories.

- The Seamen's Bethel earns its owner 5 additional victory points.
- The Municipal Building earns its owner 1 additional victory point for each 2 Buildings owned by the owner, including itself.
- The Counting House earns its owner 1 additional victory point for each 2 Right Whale Tokens in their possession.
- The Mansion earns its owner 4 additional victory points.

Money Points:

Each \$5 a player has is worth 1 point. Extra goods are worth no points at the end of the game.

The player with the highest score wins. In case of a tie, the player with the most Whale Tokens wins. If there is still a tie, the player with the most unscored money wins. If the game remains tied after this, players should mutually enjoy their shared success.

Look for these icons to denote Victory Points!



The Lonely Ocean - Solo Game Rules

Extra Components



1-biased Heading die
(sides 1,1,1,2,2,3)



1 New Building Tile

Overview

In the Lonely Ocean a player faces off against some of the most talented Captains as they attempt to rise to prominence in the town of New Bedford. The Lonely Ocean includes 4 Captains with individual personalities – Starbuck: skilled in all aspects of the industry, Stubb: the master builder, Flask: the expert whaler, and finally Ahab: the mad Captain who is as mighty and unpredictable as a whale.

Each captain has his own board (found on the reverse side of the Player Boards), with Helm (in the form of an Action Rondel), which determines a Heading and a decision tree that gives the Captain's Orders. The Helm includes the basic types of Actions in the game: taking resources, Preparing and Launching ships, collecting money, and Building. Captain's Orders determine how those actions are accomplished.

Each Helm is unique to the character's personality (e.g. Flask has more whaling-related actions, and Stubb has more building actions). Some spaces list two actions, which will change the behavior after a certain round. Each Captain also has specific Buildings to use which complement their personalities.

The Captain's Orders are also unique to the Captain's personality (e.g. Starbuck mostly keeps to himself, while Ahab does whatever it takes to get ahead). Between the Heading and Captain's Orders, players can see what actions a Captain is likely to take, but will not be able to perfectly predict them.



Setup

- 1) Select a Captain (or Captains) to face off against. Give each Captain the 2 workers and 2 ships in his color, and the matching Captain token.
- 2) Select Buildings for the number of players (including Captains) as normal. Shuffle the Building Tiles for the game, and lay them out in a random order. This sets the order that Captains will look for Buildings to Build. Once complete, players may optionally add the Turner's Mill Building Tile to the selection of Buildings.
- 3) Add the appropriate Whale Tokens to the Ocean Bag.
- 4) The player selects goods as normal. Captains do not use goods or money.



- 5) Place the Captain's token on the leftmost Action Space of the Helm, roll the Heading die, and move the Captain clockwise around the Helm that number of spaces to determine his starting Heading.

1) Start with Captain's token in the leftmost Action Space on the rondel.



2) Roll the Heading die to determine the starting location.
(Ex: Stubb rolls a 3).



3) Move token to the starting Heading.

Taking A Turn For A Captain

The Captain is always the first player.

Determine A New Heading

On the Captain's turn, roll the Heading die and advance the Captain Token around the Helm Rondel to determine his Heading for the turn. (Note that Round 12 Headings are fixed, and listed below the Helm.)

Next, look at the Captain's orders to determine what Action to use. Look at the Buildings and locations in the order listed until one of the Buildings accomplishes the Action or provides the goods given by the Heading. When a Building is found, or if a named Building is available, place the Captain's worker there, and execute the Action. The Captain neither pays nor collects goods or money to take Actions; however, when the player's Building is used by the Captain, the player takes \$1 from the general supply.



Captain Board

1. Captain's Orders
2. Prepare & Launch Restrictions
3. Building Plans
4. Captain's Limits
5. Expert Variant
6. Ship's Storage
7. Helm (the entire rondel)
8. Headings (the individual Action Spaces)

The Lonely Ocean - Solo Game Rules

When following Captain's Orders, multiple Buildings in the same location may satisfy the Heading (e.g. the Captain owns both the Wharf and Dry Dock, or both School and Bakery). The Captain prefers the Building that gives the most goods, most money, or largest discount. Generally, use your common sense judgment to determine which Building to use. If there is no difference at all, the player may choose the Building for use by the Captain.

Possible Headings:

Wood, Food, Brick: Use an action that gives at least 1 of the associated goods.

Money: Use an Action that gives money. To determine the value of a given money Action evaluate the Action Space normally for these Buildings: Tryworks, Refinery, Cooperage, Perfumery, Tavern, Bank, and Customhouse. The following buildings have fixed value to the Captain – Market: \$6, Wood Mill: \$5, Chandlery: \$4, Brewery: none, and Post Office: none.

Prepare: Use an Action that Prepares a ship, following any restrictions in Captain's Orders.

Launch: Use an Action that Launches a ship, following any restrictions in Captain's Orders.

Combined Prepare/Launch: Prepare first, if possible, then Launch.

  **Buildings:** Use an Action that Builds a Building. Build one of the Buildings listed next to the matching icon, using the order determined during setup.

Victory Buildings: Use an action that Builds a Building. Build one of the Victory Buildings in the order listed in the Captain's Orders.

Captain's Orders:

Captain's : Check the Buildings owned by the captain.

Player's : Check the Buildings owned by all other players. Whenever a Captain uses the player's Building, the player takes \$1 from the supply.

: Check the Town/Building Tile Actions.

Named Buildings: Use this specific Building if Built, regardless of owner.

Other Heading Icons: Change Heading and search again.

Special notes for Ahab:

 **Most** and  **Combo:** Check both the player's and Ahab's Buildings, but not Town Actions. Look for the one which provides the most total resources, or largest discount. (e.g. Wharf before City Pier). If no discounts can be found on Buildings, or in case of a tie (e.g. Bakery and School both provide 4), use a Building that combines different resources or actions (e.g. School before Bakery). Ahab only uses the Post Office if he is not currently the owner.

If Ahab cycles through his orders two times in a turn, he uses his action of last resort, pulling a whale from the Ocean Bag and adding it to a ship if possible. In this case, Ahab's worker is not placed on any building, and will not take an action in the round.

Example Scenarios

Example 1: Starbuck's Heading is the food action.



According to the Captain's Orders, first check Starbuck's owned Buildings to see if any of them provides any amount of food. In this example, Starbuck only owns the Wharf, which does not provide any food.



Because neither Building satisfied the current Heading, Starbuck must now look to the Town Buildings. The Farm provides food, so Starbuck uses the Farm.



Starbuck has now successfully fulfilled his current Heading and his turn is over.

Starbuck's current Heading is to gain food. Neither of his current Buildings provide food so he is forced to look to the Town Buildings. He finds the Farm and adds food to his supply using that Action. His turn is now complete.

2) On his next turn, Starbuck's Heading is now money.



Again following his Captain's Orders, Starbuck checks his own Buildings and then the Town Buildings. He does not own any Buildings that give money and there are none in the Town so his next option is to check Opponent's Buildings, so if the player owned the Bank, Starbuck could use it. Because he cannot satisfy the first step in his Captain's Orders, he proceeds to step 2, as shown above. Neither the Inn nor Lighthouse is Built, and Starbuck's Heading is already money, so he cannot fulfill the requirements given by step 2. The final option is to use step 3 and change his action's purpose to wood, not moving the Captain Token. Starbuck then uses the Forest.

Whaling Phase

Captains always take the most valuable whale available to them, and add them to their corresponding ship. When a Captain's ship Returns, he simply sets the whales and ship aside, and earns points.

Ending The Game

The game ends normally after 12 rounds and points are totaled for the players and Captains. The player wins if they have a higher score than all Captains.

Captain Limits

During a game, it is possible for a Captain to reach his limits. Captain Boards list restrictions on Buildings and Whale Tokens for each Captain. No more buildings can be built by the Captain once that limit is reached. Similarly, no more whales can be added to a Captain's ship when that limit is reached. (For a challenge variant, if a Captain completely reaches his limits, advance the round marker to round 12 at the end of the current round.)

Adding More Players

More than 1 Captain can be used in a solo game to add a third or even fourth player. Set up as normal for the number of players including Captains. If using more than 1 Captain, the Captains take turns being first, but the player is always last in turn order. Each Captain treats other Captains as normal players, but prefers their Action Spaces in case of a tie with the player.

Captains can even be added to a 2 or 3 player game to increase the player count. For 1 Captain, the Captain is always first player, and the other players alternate going next in turn order. For 2 Captains and 2 players, each player controls 1 Captain. Captains alternate being the first player, and the other Captain is the second player. The third player is whichever player is controlling the current first player Captain. (e.g. Starbuck, Flask, player controlling Starbuck, player controlling Flask). In cases where the Captain has a choice between 2 players that is not otherwise resolved by the Captain's Orders, the current first player decides how to resolve the action.

Turner's Mill

The Turner's Mill may be added to solo-player games in addition to the chosen Building Tiles. The Turner's Mill works as follows:

Build Cost: 2 wood & 2 food

Action: Repeat the action of the Captain's last worker. Pay the normal cost of the action plus \$1.



REFERENCE SECTION

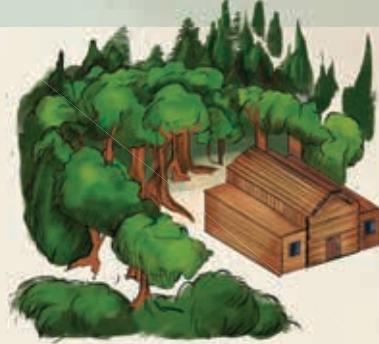
Town Board Action Spaces



FARM

Action: Add 2 food to your supply.

1st Player Bonus: Add 1 extra food to your supply.



FOREST

Action: Add 2 wood to your supply.

1st Player Bonus: Add 1 extra wood to your supply.



GENERAL STORE

Action: Sell any number of wood or food for \$1, and any number of brick for \$2.

1st Player Bonus: Add \$1 extra in total to your supply.



TOWN HALL

Action: Build a Building by returning its cost to the general supply and placing the Building on the player's corner of the board.

1st Player Bonus: Pay 1 less wood, food, or brick. When using the bonus, the player selects which resource they will pay 1 less of. The bonus “1 less resource” does not apply to money in the cost for the Mansion. The player cannot reduce the cost below zero of a given resource, or use the bonus to take a resource that is not in the cost.



WAREHOUSE

Action: Add 1 brick to your supply.

1st Player Bonus: Add either 1 extra wood, 1 extra food, or 1 extra brick to your supply.

Suggested 2 Player Town Building Tiles

BANK

Build Cost: 4 brick

Action: Add \$5 to your supply.



DRY DOCK

Build Cost: 2 wood & 2 brick

Action: Prepare and Launch a ship for 2 wood, plus the full food cost. Players do not receive the Dockyard or City Pier bonuses also.



LIGHTHOUSE

Build Cost: 2 wood & 2 brick

Action: Move 1 of your ships 1 space farther out on the whaling track and into the 1st position on the new space. Other ships retain their relative order.

Historical Note: The Lighthouse is modeled after Clark's Point Light. Originally built from wood in 1797, it was replaced by the stone tower in 1804 and (though rebuilt) it still stands lit today.



LUMBER MILL

Build Cost: 3 wood & 1 brick

Action: Sell wood only, but take \$2 for each wood sold instead of \$1.



REFERENCE SECTION

Suggested 2 Player Town Building Tiles

SCHOOLHOUSE

Build Cost: 2 wood, 2 food, & 1 brick

Action: Add 2 wood and 2 food to your supply.



TAVERN

Build Cost: 3 food & 2 brick

Action: Remove 1 or 2 Empty Sea Tokens that were drawn in the previous whaling phase, and take \$4 or \$6, respectively. These Empty Sea Tokens are removed from the game. The Tavern only has an effect if at least 1 Empty Sea Token was revealed during the previous whaling phase.



TRYWORKS

Build Cost: 3 brick

Action: When occupied, 1 of your ships may Return up to 3 Right Whales for free.

Historical Note: Tryworks were comprised of cast iron pots set into brick, iron, and wood furnaces used to render whale oil from the blubber of whales. Often found on ships, Tryworks could also be found at ports near the shore.



WHARF

Build Cost: 3 wood & 1 brick

Action: Launch a ship for half of the normal food cost, rounded up.



Additional 3-4 Player Town Building Tiles

BAKERY

Build Cost: 2 food & 1 brick

Action: Add 4 food to your supply.



BRICKYARD

Build Cost: 4 brick

Action: Add 3 brick to your supply.



CHANDLERY

Build Cost: 2 wood, 2 food, & 2 brick

Action: Add \$1, 1 food, 1 wood, and 1 brick to your supply.

Historical Note: The Chandlery is modeled after the Corson Block, a building constructed in several phases between 1878 and 1884. It is a prime example of late 19th century architecture and still stands today.



COOPERAGE

Build Cost: 4 wood

Action: Add \$1 for each Whale Token on one of your ships to your supply.



REFERENCE SECTION

Additional 3-4 Player Town Building Tiles

COURTHOUSE

Build Cost: 5 wood & 1 brick

Action: Build a Building, paying 2 fewer resources. The resources can be different.



INN

Build Cost: 2 food & 2 brick

Action: After all players have taken their actions, but before the movement phase, the player picks up their pieces and places them on any two Town Board or Whaling Board Action Spaces. The player may not use Building Actions. Other players' pieces remain in place. It is possible to receive the bonus for the same Town Action twice in a round if a player leaves a space empty and re-enters it.



MARKET

Build Cost: 1 wood, 1 food, & 1 brick

Action: Sell goods. Take double the cost of the first good of each type sold. All of these can be earned in the same action.



POST OFFICE

Build Cost: 2 wood & 1 brick

Action: The owner takes \$2 during each end of round phase. Use the action to move this Building to your corner of the board, becoming the owner. The Building cost does not need to be paid when using the action.



Victory Building Tiles

COUNTING HOUSE

Build Cost: 3 wood & 2 food

Game End Effect: Earns 1 additional victory point for every 2 Right Whales you have.



MANSION

Build Cost: 4 wood & \$10

Game End Effect: Earn 4 additional victory points.

Historical Note: The Mansion is modeled after the Grinnell Mansion designed in 1831 by Russell Warren for U.S. Congressman Joseph Grinnell. The Greek Revival-style granite is one of the great examples of the fortunes made in the golden age of whaling. The building still stands in New Bedford today as a shared-living environment for the elderly.



MUNICIPAL OFFICE

Build Cost: 4 food & 4 brick

Game End Effect: Earn 1 additional victory point for each 2 Buildings owned.



SEAMEN'S BETHEL

Build Cost: 5 wood & 5 brick

Game End Effect: Earn 5 additional victory points.

Historical Note: The Seamen's Bethel is modeled after the chapel of the same name. It is a National Historic Landmark that was constructed in 1832 for the sailors who called New Bedford their home. Herman Melville's novel Moby-Dick references the church as the "Whalemen's Chapel" in a scene where a sermon was given from the bow-shaped pulpit.



REFERENCE SECTION

Whaling Board Actions

DOCKYARD

Action: Pay 2 wood to Prepare 1 ship (place 1 of your available ships on the dock). Ships remain on the dock until launched.

1st Player Bonus: Pay 1 less wood to Prepare your ship.

CITY PIER

Action: Launch a Prepared ship from the dock by moving it to any space on the whaling track with a food cost, and pay the amount of food shown.

1st Player Bonus: Launch for 1 less food.



NOTES/FAQs

- 1) Cash and goods on hand, and the number of whales caught and Returned are public knowledge.
- 2) A player cannot occupy an action space he is unable to perform. Example: Taking the port without having a ship to Launch, or using the Lumber Mill without selling any wood.
- 3) The cost to use another player's Building must be paid before using the Building. Example: the money received from using the Tavern cannot be used to pay for the Tavern.
- 4) A purchase of 2 wood or 2 food for \$3 can be made once per action, per turn (i.e. each time a worker is placed, including the extra actions from the Inn). The player may purchase exactly 2 wood or exactly 2 food, but not one of each.
- 5) The extra actions from the Inn are taken before moving ships on the whaling track.
- 6) The Town Hall bonus and Courthouse action apply only to the printed resource cost. Money cost cannot be reduced (example: Mansion).
- 7) All ships go through one last Returning phase after the end of the last round. This means that ships still select Whale Tokens at the end of the last round.
- 8) When multiple ships Return in the same round, ships Return to port in the same order as token selection.
- 9) A player may not prevent other players from buying Whale Tokens they must sell. A player may choose to sell any number of tokens Returned to port.

Acknowledgments

Credits

Game Design: Nat Levan

Cover and In-Game Art: Nolan N. Nasser

Character Art: Jorge Ramos

Graphic Design and Art Direction: Jennifer Clossen

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Historical Notes referenced from *Leviathan* by Eric Jay Dolan, *New Bedford* by Anthony Sammarco & Paul Buchanan, *History of New Bedford* by Daniel Ricketson (1858), the New Bedford Whaling Museum, the New Bedford National Historic Park, Encyclopedia Britannica and the Waterfront Historic Area League (WHALE). For more information about the history of New Bedford, visit their website at <http://www.waterfrontleague.org>.

QUICK START GUIDE

Set-Up (page 4)

2 Player Building List

- Bank
- Counting House
- Dry Dock
- Lighthouse
- Lumber Mill
- Schoolhouse
- Seamen's Bethel
- Tavern
- Tryworks
- Wharf
- All Victory Buildings

3-4 Player games, use all Buildings.

Each Player Starts With

- A Player Board
- 2 Ships of the matching color
- 2 Workers of the matching color
- \$5 worth of wood, food, brick, and money in any combination



Number of tokens in the Ocean Bag by player count:

	2 Players	3 Players	4 Players
Right Whales	18	27	36
Bowhead Whales	10	15	20
Sperm Whales	2	3	4
Empty Sea	8	12	16

Phases (pages 5-11)

1) Action Phase

Each player in turn-order places one worker at a time on Town or Building Action Spaces and immediately follows the Action appointed.

2) Movement Phase

Once all players have placed their workers, ships move toward the Return space. Players pay to receive whales on Returning ships or must sell them.

3) Whaling Phase

Whale Tokens are drawn and players add them to ships. Begin with the ship in 1st place farthest out on the board.

4) End of Round Phase

Workers are cleared and the First Player Token and Round Marker advance.

Scoring (page 11)

Points are counted in the following order: Whale Points, Building Points, Victory Points, and finally Money Points. In case of a tie, the player with the most Whale Tokens wins. If there is still a tie, the player with the most unscored money wins. If players remain tied, they share the victory.

GLOSSARY OF TERMS

Action: Placing a worker on any Town or Building space, following the instructions.

Action Space: Includes both Town Actions and Building Actions.

Action Buildings: Buildable Buildings with Action Spaces. See Pages 17-21.

Build: Taking a Building and adding it to your corner of the Town Board after paying the cost.

Building Action: Only the Action Spaces on the Buildings, not on the main boards.

Buildings: Includes Action and Victory Buildings.

Dock: The area for prepared ships on the Whaling Board.

General Supply: The food, wood, brick, and money supplied in the center of the table for all players.

Goods: Includes food, wood, and brick.

Launch: Moving a ship from the dock to the whaling track, after paying the food cost shown on the whaling track.

Money: \$1 and \$5 coins.

Movement: The phase of the round where all ships are moved.

Ocean Bag: The bag used to draw Whale and Empty Sea Tokens.

Owner: The player with the Building on their corner of the board who earns the points from it.

Prepare: Placing a ship on the Dock so that it can be launched.

Return: Process of taking whales from your ship, paying the Lay, and/or selling whales.
See page 6.

Ship: The two ship tokens in each player color, and the hold represented on the player board.

Town Board: Includes Farm, Forest, Warehouse, General Store, Town Hall. See pages 3 & 17.

Town Buildings: Includes the named spaces on the Town Board and spaces on the Whaling Board.

Victory Buildings: Buildable Buildings that earn points at game end, with no actions.
See page 22.

Whale Token: Includes any token with a type of whale on it, i.e. Right Whale, Bowhead Whale, and Sperm Whale.

Whaling: The phase of the round where new Whale Tokens are drawn and players select whales for ships.

Whaling Board: Includes City Pier, Dockyard, Whaling Track, Round Track. See pages 5 & 23.

Whaling Track: Tracks movement of ships and turn order for whaling.

Worker: The tokens used to select and mark actions.

Your Supply: The food, wood, brick, and money kept in the “stored goods” area in the upper left of the Player Board.

