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Ocean Liner Card Game Instructions

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- Ages 8+
- 2 - 4 players
- Setup:
    - In addition to the board, cards, and player flags, this game requires 25 coin tokens (or pennies).
    - Each player chooses a flag, and collects four coins to start.
    - Each player receives six *Steamships & Technologies* cards.
        - If a player has no ships in their hand of *Steamships & Technologies* cards, they must discard one card of their choice from their hand and draw a new one from the deck, showing it to the other players. If that card is not a ship, discard it and draw another.
        - Repeat this until each player has at least one ship card in their hand.
    - Each player lays down their earliest launched ship.
    - Arrange the Ships on the board with the earliest launched ship in the 1st Place spot, the second earliest ship in 2nd Place spot, and so on. (The order of the ships will change during the game).
        - Whenever a player places a ship on the board, he/she must place one of their flags on top of the card, so everyone can see who owns that ship.
    - Whoever has the earliest launched ship goes first.
- On Your Turn:
    - Draw 2 *Steamships & Technologies* cards.
    - Do **ONE** of the following:
        - **Launch a Ship:** if you have a Ship card in your hand, you may place it and a flag behind the other ships on the board.
        - **Buy an Improvement:** if you have an Improvement card in your hand, you may pay the number of coins the card requires to build it on one of your launched ships.
        - **Wreck a Ship:** if you have a Shipwreck card in your hand, you may play it to either remove an improvement from a launched ship belonging to each player, or to discard any one ship and its improvements. In either case, no one receives any coins.
        - **Scrap a Ship:** Move one of your launched ships to the discard pile. If it has improvements, they are also discarded and you collect a coin for each.
        - *If you can do none of the above, move one of your launched ships directly behind the ship in last place. Scoot the necessary ships forward a place, so that there are no gaps in the Place spots.*
    - Discard 1 card from your hand.
    - Turn over an Event Card, and follow its instructions.
        - If a ship is moved forward or back, adjust the necessary ships so that there are no gaps in the Place spots.
- How to Win: When all Event Cards have been played, the game is over. Each ship on the board and each coin counts as 1 point. Each improvement is worth the same number of points as the coins it took to build. Whoever has the most points wins the game.