CAPITAL EXPANSION

Growing your business is all about capital. This expansion adds new ways to use cards after they are completed as a shipment, such as becoming a temporary rental ship, at the cost of discarding them after they are used.

SPECIAL RULES

Playing with the capital expansion adds a few special rules to the game, the first and foremost being that the grey player ships may now be used for less than 6 players, granting the player who receives them 2 extra credits at game start and 1 tier in capital.

- When setting up the game, if a captial card is seeded onto a ship at sea, discard it and replace it with another card from the draw deck.
- Two matching cards may not be used as a wild for a barter action. If you play a barter action, it is never possible to do any other type of action on that turn. You may still use two barter cards as a wild to follow any other action.
- You may still use multiple contract actions together to skip tier levels when contracting a capital shipment contract.
- When you complete a capital shipment follow the instructions of the power, and take credits as usual for the number of loaded containers on the ship.
- Capital cards may be discarded at any time from your hand, you will not draw new cards to replace them until you use a draw action.

THE CARDS

BARTER

The barter action is a new action that allows you to swap a card from your hand with one from the Supply Island. This action may be used to follow any other action, in which case you will be the only player to use it. If you lead with barter, only you will use the action and the next player will then become the leader.

YEN

Permanently tuck Yen under one of your ships, it now has 1 less load requirement

CAPITAL GOODS

Capital goods count as 1 good of whatever your leftmost good is. So if your first good was a technology good, and you have 1 capital good, at game end you will have 2 technology goods.

TIER REQ

Ranging from 0-9, the tier requirement to build a capital card is based on the total number of your goods.

IN IMPORTS

If you have a barter card in your imports, this means you can follow any action with a barter action. The trade off is, you may not use the led action if you do. At most you would be able to barter and draw when following with barter.
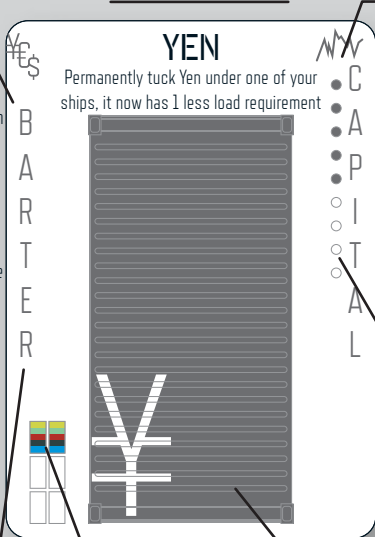
RAINBOW LOAD

If a capital card has a multicolored load requirement, this means that any color container may be used to fulfill the requirement for the shipping contract.
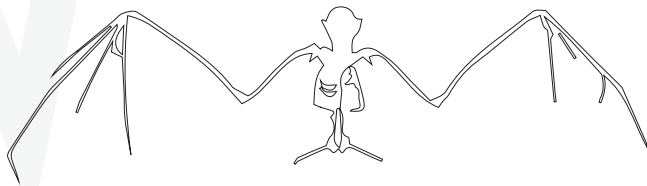
GREY CONTAINERS

Grey containers count as a wild container color, which means they can fulfill any load requirement color, however they cannot be loaded or pirated, so you will have to get them on your ships another way...

- **AUTOMATION** As soon as Automation's shipment is completed, if you have an eligible ship in harbor with a shipment contract, load Automation onto that ship as a wild colored container; Once a new ship with Automation loaded onto it completes its shipment, if there is a another ship in your harbor with a shipment contract Automation will be loaded onto it and so on.. If there is not an eligible ship the first time Automation's shipment is completed, discard it. If there is not an eligible ship in harbor after Automation has been loaded as a wild container, when that shipment completes, Automation will enter the open sea with that shipment as usual.

- **CHEAP LABOR** When Cheap Labor's shipment is complete, load it onto a ship in harbor, even if that ship has no shipment contract. If there is no ship to load it onto, Cheap Labor will be added to your shipments.

- **CONTAINER PLANT** When completed, Container Plant may be added to your imports, goods, shipments, loaded as a wild colored container, or returned to your hand.

- **DIESEL ENGINES** As soon as Diesel Engines completes you must turn it sideways and add it to your harbor as an extra ship that will only be used for one shipment. After it enters the open sea and all containers are taken from it, it will go to the discard pile.

- **EUROS** When completed, place Euros onto any ship at sea. If there are no ships at sea, add it to your shipments.

EXPORT TAX All players except you pay 4 credits to the bank, then discard Export Tax instead of adding it to your shipments.

GPS Load GPS onto a ship in your harbor if able to do so as a wild colored container, after that ship enters the open sea, if GPS is the last container on it discard GPS and return the ship to your harbor. If you cannot load GPS onto a ship in your harbor when it's shipment completes, discard it.

IMPROBABILITY If you have one of every color card in your imports, shipments, and goods you win the game immediately. Grey capital cards do not count as a colored card.

INVESTMENT All players give you a good from their harbor of their choice, which you add to your harbor goods.

MARKETING DATA All players give you 2 cards, then discard Marketing Data instead of adding it to your shipments.

PARTNERSHIP You must have two ships in your harbor that do not exceed a total combined value of 4 load requirement between them from contracted shipping contracts, if this condition is met, put those ships side by side, they are now welded as one ship with a max capacity load requirement of 6 containers. Contract Partnership as a shipping contract onto these ships. When the super ship's shipment(s) complete, take double the normal payout amount from the bank, add Partnership to your shipments, and send the double ship out to sea. If another player besides you imports from the super ship, you take 4 credits from the bank instead of two. After all containers are gone from it, the two ships return to your harbor as separate ships again.

SOLAR PANELS Pay 2 credits to the bank, then move Solar Panels to your goods when completed.

THE ALGORITHM Add to your imports or load onto an eligible ship if possible. If both options are not possible, add The Algorithm to your shipments.

US DOLLARS Add to your shipments, after in your shipments, you may discard US Dollars at any time to act as a virtual import of any action type for one turn only.

YEN Permanently tuck Yen under one of your ships, it now has 1 less load requirement for all shipment contracts contracted onto it for the rest of the game. (Note there is no payment increase for completing a shipment with an odd number of containers on it).

DARK FLIGHT