

BEGINNERS VARIANT

Getting started in Import / Export can feel limiting for new players who are not familiar with how long it takes to complete a shipment, how important imports/goods are, or how to gauge your opponents resources.

This beginners variant introduces several rule changes that accelerate the game, and offer more options to jump start your completed shipment powers engine.

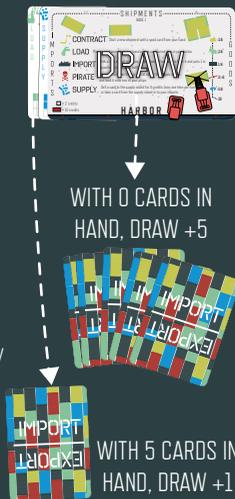
TRADING IMPORTS FOR DRAW ACTIONS

Players may now use the extra actions from the Imports section of their Harbor as draw actions. In the original rules, the maximum number of draw actions any player can take in a turn is 1, however this is now only limited to the number of total actions of the declared type you have for the turn.

EXAMPLE

You have 0 cards in hand, and a load and a supply card in your Imports. The leader of the round declares a load action. When it comes to you to follow, you may now draw, and also use the extra load card in your Imports to use another draw action instead of loading, allowing you to draw a total of 6 cards.

Note: Extra actions from your Imports may be traded for draw actions in any order. So you may choose to draw-action-draw if circumstances permit. All draw actions must still be declared immediately on your turn, you cannot wait to decide until after declaring to follow or not.



CONTRACTING FROM THE SUPPLY ISLAND

It is now possible to contract cards directly from the Supply Island when using a contract action, the trade off is you must replace the card you take from the Supply Island with one from your hand. This opens up more possibilities for contracting.

If playing with the Port of Tokyo and the beginners variant, you can choose to either pay for the card taken, or trade a card from your hand to the Port of Tokyo to use as 2 credits of payment (max of 1 card may be used for 2 credits). So for example if you contract a tier 2 card from the PoT, you have the option of either paying 2 credits and placing a card from your hand onto the port, or simply paying 4 credits.

SEEDING THE SUPPLY ISLAND

At the start of the game, seed the Supply Island with double the normal amount of cards. In a 2 player game, this means that you would seed the Supply Island with 4 cards, instead of the usual 2.

THIRD SUPPLY ACTION

There is now a third option when using supply. The first two options remain the same (as well as only being able to sell 1 card per turn regardless of how many supply actions you play).

The new third option is to move up to 2 cards from a single one of your ships at sea to the Supply Island. This offers another way to get your ship back to Harbor quickly, but it will come at the cost of missing out on credits or an extra Import.

SUGGESTIONS FOR BEGINNERS

- It is highly recommended to complete your first 1-2 shipments with as low a load requirement as possible (preferably a single contract per ship with a 2 load requirement). This will greatly increase your opportunity to import to your Goods and Imports, while also granting a quick active credit boost and new power.
- Don't overbid on import auctions. This can be very hard to gauge at first, and the price is often driven by the players involved, however bidding up to 10+ credits for a single import can be burdensome early on.
- Don't be afraid to pirate your own ships in order to get them back to port. It is always possible to pirate containers from a ship at sea and discard them if you have nowhere to put them, thus pirating from yourself can be an effective strategy to quickly reclaim your ships.
- If you are desperate to get a ship back to Harbor, but are full on your Goods and Imports limits, the quickest way to reclaim your ship may still be to lead an import action. Even if you bid low, if you win the auction from a tie, 2 containers will be taken from your ship. If you lose the auction, you will still receive 2 credits from the bank, and containers will be taken off of your ship, which is a win-win situation.

GET IN TOUCH

Feel free to send us an email at info@darkflightgames.com if you have any ruling questions or issues, and we will get back to you very quickly (sometimes even during your game), or check on the Board Game Geek page of Import / Export for clarifications.

We are here to give the best experience possible while playing our games, if your group gets frustrated with a rule we are here to help!

NOTES FROM JORDAN DRAPER

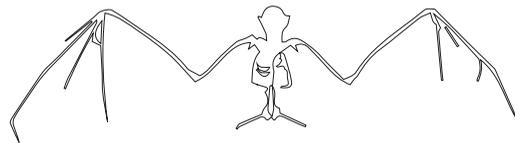
Even though this variant is titled the "beginners variant", feel free to implement any or all of these changed rules to the traditional game. All of the expansions are compliant with these variants.

Personally I believe the fun and strategy in the game comes from having to make hard decisions given the limited options available to you, while also managing the risk of running low on cards in hand, in order to make sure you maintain the opportunity to follow certain actions when necessary. It also useful to take advantage of your opponents low hand size when planning an action that they may not be able to follow in. For these reasons, this is simply a variant and not an alteration to the standard rule set. The traditional rules stand as they are and have been intended, in order to play the game in a more strategic environment.

Having said this, the main goal of the game is have fun, so if your group prefers certain rule options listed in this variant over the base rules, it is up to everyone to decide what they prefer!

I'm very thankful to all those who have offered feedback and requested these ruling options, which offer a great alternative way to try the game.

All of the rules listed here are official balanced variants, which should be tried at your own discretion.



DARK FLIGHT