All your ships at sea move IV.

OR

In Surat, Porto Novo, Canton or Nagasaki you may draw FOUR cargo cards upon arrival.

Extra: You may also place or replace the storm card.

All your ships at sea move IV.

OR

In Surat, Porto Novo, Canton or Nagasaki you may drawFOUR cargo cards upon arrival.

Extra: You may also place or replace the storm card.

All your ships at sea move III + III .

OR

You arrange for crew and provisions, immediately upon entering port, free of charge

OR

Pay no harbour fees upon entering port.

All your ships at sea move III + III .

OR

In Surat, Porto Novo, Canton or Nagasaki you may drawFOUR cargo cards upon arrival.

Extra: You may also place or replace the storm card.

All your ships at sea move III + III .

OR

Draw FOUR cargo cards when arriving in Canton or Nagasaki.

Extra: Place or replace the storm card.

STORM: All your ships at sea move a distance I.

OR

One of your cargo cards is water damaged

OR

You must pay increased harbour fees for one of your ships. 1,000 r:dr in G*ö*theborg or 5,000 s:pr in any other port.

STORM: All your ships at sea move a distance I.

OR

One of your cargo cards is water damaged

OR

You must pay increased harbour fees for one of your ships. 1,000 r:dr in Gö*ö*theborg or 5,000 s:pr in any other port.

SCURVY: Lose a 1/4 of the crew aboard one of your ships at sea

OR

DRINKING WATER POLLUTED: Decrease one of your ships' provisions by a 1/4

SCURVY: Lose a 1/4 of the crew aboard one of your ships at sea

OR

DRINKING WATER POLLUTED: Decrease one of your ships' provisions by a 1/4

One of your ships moves III + II and the others IV.

OR

Draw THREE cargo cards when arriving in Canton or Nagasaki.

Extra: Place or replace the storm card.

All your ships at sea move III.

OR

Draw FOUR cargo cards on arrival at Canton or Nagasaki and then draw a logbook card.

All your ships at sea move III.

OR

Draw THREE cargo cards in any port (where you have aship already or one will arrive this turn) and then draw a logbook card.

BECALMED: Your ships do not move this turn.

OR

Your heaviest cargo cards is water damaged

OR

You must pay increased harbour fees for one of your ships. 2,000 r:dr in G*ö*theborg or 10,000 s:pr in any other port.

BECALMED: Your ships do not move this turn.

OR

Your heaviest cargo cards is water damaged

OR

You must pay increased harbour fees for one of your ships. 2,000 r:dr in G*ö*theborg or 10,000 s:pr in any other port.

SCARLET FEVER : Lose 1/4 of the crew on one of your ships

OR

MOLDY PROVISIONS: Decrease one of your ships' provisions by a 1/4

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OR

MOLDY PROVISIONS: Decrease one of your ships' provisions by a 1/4

All your ships at sea move IV + II.

OR

Draw THREE cargo cards when arriving in any port.

Extra: Place or replace the storm card.

All your ships at sea move III + III .

OR

You are in luck when making landfall this turn. You find as much water and provisions as required

OR

You do not have to pay a harbour fee when making port.

All your ships at sea move IV + III.

OR

Draw FOUR cargo cards when arriving in any port and then draw a logbook card.

All your ships at sea move IV.

OR

You are in luck when making landfall this turn. You find as much water and provisions as required

OR

You do not have to pay a harbour fee when making port.

All your ships at sea move IV.

OR

You are in luck when making landfall this turn. You find as much water and provisions as required

OR

You do not have to pay a harbour fee when making port.

One of your ships moves IV and the others III.

OR

Upon your arrival in Götheborg you may sell as many cards as you wish.

All your ships at sea move IV + II.

OR

You are in luck when making landfall this turn. You find as much water and provisions as required

OR

You do not have to pay a harbour fee when making port.

One of your ships moves IV + III and the others move IV + I.

OR

Draw FOUR cargo cards when arriving in any port.

Extra: Place or replace the storm card.

All your ships at sea move IV.

OR

Upon your arrival in Götheborg you may sell as many cards as you wish.

Extra: Place or replace the storm card.

All your ships at sea move IV + II.

OR

Your chance for a <u>bonus</u>.If you arrive in Götheborg with any three of the following cargos (Tea, Porcelain, Rattan or art wares) you get a bonus of 50,000 r:dr (70,000 r:dr if all four)

All your ships at sea move IV + I.

OR

Draw THREE cargo cards when arriving in any port.

Extra: Place or replace the storm card.

You may discard this without effect.

OR

All your ships at sea move IV and then draw a logbook card.

You may discard this without effect.

OR

All your ships at sea move IV and then draw a logbook card.

You may discard this without effect

OR

Draw FOUR cargo cards in any port (where you have a ship already or one will arrive this turn) and then draw a logbook card.

You may discard this without effect

OR

Draw FOUR cargo cards in any port (where you have a ship already or one will arrive this turn) and then draw a logbook card.

You may discard this without effect.

OR

All your ships at sea move IV and then draw a logbook card.

You may discard this without effect.

OR

All your ships at sea move IV and then draw a logbook card.

You may discard this without effect.

OR

All your ships at sea move IV and then draw a logbook card.

All your ships at sea move IV + II.

OR

In Surat, Porto Novo, Canton or Nagasaki you may draw four cargo cards upon arrival.

Extra: You may also place or replace the storm card.

All your ships at sea move IV + II.

OR

Your chance for a <u>bonus</u>.If you arrive in Göteborg with any three of the following cargos (Spice, Silk, Enamelled furniture or zinc) you get a bonus of 60,000 r:dr (80,000 r:dr if all four)

One of your ships moves IV + II and the others IV.

OR

In Surat, Porto Novo or Nagasaki you may draw four cargo cards upon arrival.

Extra: You may also place or replace the storm card.

All your ships at sea move IV + I.

OR

When buying cargo you may DEDUCT 20,000 s:pr from the price AND round off downwards to the nearesr 10,000 s:pr.

One of your ships moves IV and the others III.

OR

Upon your arrival in Göteborg you may sell as many cards as you wish.

One of your ships moves IV and the others III.

OR

In Surat, Porto Novo or Nagasaki you may draw THREE cargo cards upon arrival.

Extra: You may also place or replace the storm card.

All your ships at sea move IV + II.

OR

Your chance for a <u>bonus</u>.If you arrive in Göteborg with any three of the following cargos (Cloth, Porcelain, China Root or Arrac) you get a bonus of 70,000 r:dr (90,000 r:dr if all four)

BECALMED: Your ships do not move this turn.

OR

One of your cargo cards is water damaged

OR

You must pay increased harbour fees for one of your ships. 2,000 r:dr in Göteborg or 10,000 s:pr in any other port.

All your ships at sea move III + III .

OR

Draw THREE cargo cards in any port (where you have aship already or one will arrive this turn) and then draw a logbook card.

All your ships at sea move IV + II.

OR

You are in luck when making landfall this turn. You find as much water and provisions as required

OR

You do not have to pay a harbour fee when making port.

You may discard this without effect

OR

Draw FOUR cargo cards in any port (where you have aship already or one will arrive this turn) and then draw a logbook card.

You may discard this without effect.

OR

All your ships at sea move IV and then draw a logbook card.