

CONTAINER

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1 INTRODUCTION



Container is a 3-5 player game that tests players' strategy to build and operate a simple supply and demand system. The game itself is played on 5 player boards and one foreign island board. Each player board contains spaces onto which players may build factories and warehouses. Additionally, there is a harbour area into which other players' ships may dock to load Containers for international shipment. Container is unique in that the game table itself is part of the board, since it functions as the open sea.

During a player's turn, they will have two actions to use. Each action entitles the player to do specific tasks. They may choose to build a factory to increase their production. They may also choose to increase the number of warehouses that store Containers for their harbour. They might also consider moving their boat into an opponents harbour. Each turn a player will need to consider the best possible options and make a wise decision.

The primary goal is to get Containers from a factory into a warehouse, then loaded onto a ship, and finally shipped out to the foreign island for consumption. That may sound easy enough, but there is one complication: players may not purchase or ship their own Containers; they must purchase **OTHER** players' Containers. This means that each turn, a player must entice other players to purchase from their factories, or perhaps bring their ship into port to load up Containers for delivery. There are two ways to accomplish this. First, a player might simply have a better mix of the 5 different commodities. Second, and somewhat more obvious, a player might just have a better price than his opponents can afford to match.

Once Containers reach the foreign island all players shift roles and become the buyer for their respective areas on the foreign island. Each player other than the one who just landed with his ship makes a blind offer for the entire shipment of Containers. The shipping player then has two options: either accept the highest bid **AND** receive a matching amount from the government of the island as an incentive, or pay the highest bid to the bank and keep the entire shipment for his own

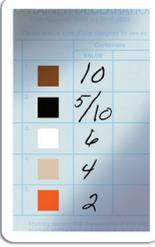
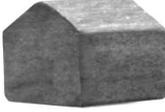
area on the island. Sometimes the decisions can be very difficult as a player must balance the need for cash-in-hand, versus supplying the foreign island with the important Containers that it will desperately need.

At the end of the game, all cash on hand is added to the secret cash value of the Containers in each player's area on the foreign island. These secret values are known by each respective player, but secret to all the other players in the game, having been concealed on a face-down card distributed at the start of the game. There is one final twist: if a player has managed to collect at least one of each type of Container in the game, he receives double points for his two-value (most important) Container. Then, each player must discard his Containers in which he have the most of and receive nothing for them as he has collected too much of it, oversupplying the foreign island and destroying the value.

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2 GAME CONTENTS

<p>5x Player Boards</p> 	<p>1x Foreign Island Board</p> 	<p>25x Machines 5 each in Black, White, Brown, Tan and Orange</p> 
<p>5x Value of Containers Cards</p> 	<p>10x Loan Documents</p> 	<p>115x Game Money Cards</p> 
<p>5x Plastic Ships 1 each in Blue, Red, Yellow, Green and Purple</p> 		<p>25x Warehouses</p> 
<p>100x Containers 20 each in Black, White, Brown, Tan and Orange</p> 		

3 GAME SETUP

3.1 The Foreign Island Board is placed face up in the middle of the table.

3.2 Each player takes one of the Player Boards and places it in front of him on the table. The Harbours must point towards the center of the table. If playing with less than 5 players, leave the unused Player Boards in the box.

The Player Boards consist of two different areas, the Factory Area and the Harbour Area.

The area closest to the player is the Factory Area. This is where a player's Machines and Factory Stores are located. It has room for up to 4 Machines on the round spaces marked as "-", \$6, \$9 and \$12. In front of these spaces is the Factory Store. This is where a player can sell the merchandise made by their Machines and has 4 rectangular spaces marked as \$1, \$2, \$3, and \$4.

The area closest to the center of the table is the Harbour Area. This is where a player's Warehouses, Harbour Store and Harbours are located. It has room for up to 5 Warehouses on the square spaces marked as "-", \$4, \$5, \$6 and \$7. In front of these spaces is the Harbour Store. This is where players can sell the

merchandise they have purchased from another player's Factory Store and has 5 rectangular spaces marked as \$2, \$3, \$4, \$5 and \$6.

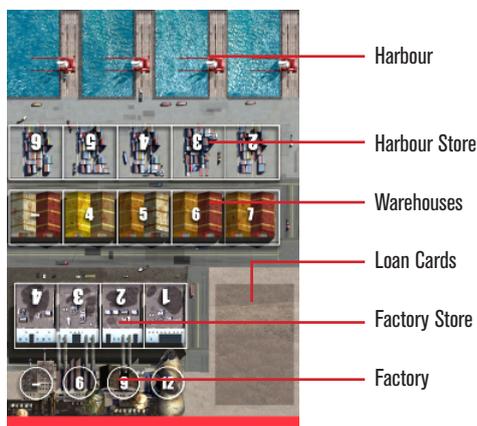
The Harbours have room for up to 4 Ships. This is where a player with a Ship docked in a Harbour can purchase merchandise in the Harbour Store from the player owning the Harbour.

3.3 Clear an area to one side of the table where the components to play the game can be stored for easy access.

Place all the game money and the loan documents in one area which will serve as the bank.

Depending on the number of players, count out a number of Containers for each colour as indicated in the table below. Sort these Containers by colour, and place them in this area. This is the Container Supply for the game.

# of Players	# of Containers for EACH colour
3	12
4	16
5	20



Place all the Warehouses in this area as the Warehouse Supply.

Place all the Machines in this area as the Machine Supply.

3.4 Each player takes one Warehouse from the Warehouse Supply and places it on the square “-” space in their Harbour Area.

3.5 Place 1 Machine of each colour from the Machine Supply into the game box lid and have each player randomly select one Machine to begin the game with. Players place their randomly chosen Machine on the circular “-” space in their Factory Area.

If playing with less than 5 players, place the unchosen Machines in the lid back into the Machine Supply.

Each player now receives one Container from the Container Supply in the colour of their randomly drawn Machine and places it in the rectangular area marked with \$2 in their Factory Store.

3.6 The table area between all the Player Boards and the Foreign Island Board is the Open Sea.

Each player places their Ship that matches their Player Board colour anywhere in the Open Sea.

If playing with less than 5 players, surplus Ships are not used and left in the box.

3.7 Each player receives \$20 in play money (5 x \$1, 5 x \$2 and 1 x \$5). Players should ensure they keep their money secret from the rest of the players.

3.8 The five Value of Containers Cards are shuffled face down and each player randomly receives 1 of these cards. These cards indicate the end game value of each Container they have on the Foreign Island Board at the end of the game. These cards must be kept secret at all times.

If playing with less than five players, surplus Value of Containers Cards are not used and left in the box. The values of the unused cards are not revealed.

PLAYING THE GAME

Randomly determine a starting player for the game. Each player completes his turn before play proceeds to the next player.

Play proceeds clockwise around the table.

There are two “pre-turn” actions each player performs in this order:

1. Pay Interest
2. Domestic Sale (if using “Beginner Variant”)

Then each player has two actions to perform any of the following activities in any order. The same activity may be performed twice in one turn, with the exception of the Produce Merchandise action.

3. Buy a Warehouse OR Buy a Machine
4. Buy Merchandise for their Harbour Store
5. Produce Merchandise (once per turn)
6. Sail with their Ship

4.1 Pay Interest

At the beginning of each player’s turn, if a player has any loans (5.) he MUST pay interest for that loan. The player must pay \$1 to the bank for each Loan Document he has.

If a player cannot pay his interest, the bank seizes one (or more) of the delinquent player’s Containers for each loan in default in the following manner:

The bank seizes 1 Container from the delinquent player’s area on the Foreign Island Board.

If the delinquent player has no Containers on the Foreign Island Board, the bank seizes 2 Containers from the delinquent player’s Harbour Store.

For example, if a delinquent player has one unpaid loan document, and only one Container in their Harbour Store, the bank seizes 1 Container from the delinquent player’s Factory Store for each Container that the delinquent player cannot provide from their Harbour Store. For example, if a delinquent player has two unpaid loan documents, and only one Container in their Harbour Store, the bank will seize the Container from the Harbour Store and then 1 additional Container from the delinquent player’s Factory Store.

If the delinquent player has no Containers in play at all, the bank seizes either a Warehouse or a Machine. However, the “-” and \$6 Machine and the “-” and \$4 Warehouse are always safe and cannot be seized by the bank.

In the event that the player has nothing for the bank to seize, the player may avoid paying the remaining interest for the current turn only.

In all cases, selection of the seized Containers, Factories or Warehouses by the bank is done by the player to the delinquent player's right. Selection is NOT done by the delinquent player himself.

4.2 Domestic Sale (Beginners Variant Only)

The active player may take one Container from their Factory Store and return it to the Container Supply.

If the player does not have a Container in their Factory Store, he may take one Container from his Harbour Store and return it to the Container Supply.

The player then collects \$2 from the bank for the returned Container.

This action may not be used on a player's first turn of the game.

4.3 Buy a Warehouse OR Buy a Machine

In the beginning, each player owns only one Machine and one Warehouse. This action allows a player to buy one additional Machine or Warehouse.

To buy another Machine or Warehouse a player must pay to the bank the amount listed in the next available Machine space or Warehouse space on their Player Board. The costs for each successive Machine or Warehouse purchase are summarized below.

	Factory	Warehouse
1st	Free	Free
2nd	\$6	\$4
3rd	\$9	\$5
4th	\$12	\$6
5th	N/A	\$7

Machines increase a player's Production Capacity (4.5) and Factory Storage Capacity (4.5). Warehouses increase a player's Harbour Storage Capacity (4.4). This increased capacity is effective immediately.

A player is never allowed to own two machines of the same colour.

4.4 Buy Containers for the Harbour Store

This action allows a player to buy Containers from ANOTHER player's Factory Store and place it in his Harbour Store. Any number of Containers can be purchased but there cannot be more Containers in a player's Harbour Store than the player's current Harbour Storage Capacity.

A player's Harbour Storage Capacity is equal to 1 Container for every Warehouse the player currently owns. For example, if a player has 4 Warehouses that player can have a maximum of 4 Containers in their Harbour Store.

The purchasing player pays to the selling player the total amount of all Containers he wishes to buy. For example, the red player has two black Containers in his Factory Store for \$2 and both an orange and a white Container in his Factory Store for \$4. The purchasing player chooses to buy one black Container and the orange Container. The purchasing player pays \$6 to the selling player and takes the orange and black Containers to place in his Harbour Store.

A player may never refuse to sell a Container from his Factory Store.

When a Container is purchased, the purchasing player may place that Container in any space in their Harbour Store which will indicate what the player is selling that Container for to other players. If multiple Containers are purchased, the player may place them both in the same Harbour Store space or in any number of different Harbour Store spaces.

There is no limit to the number of Containers or the number of Container colours that can be placed in any one Harbour Store space, as long as the total Harbour Storage Capacity is observed. Stacking of the Containers in each space is encouraged for realism.

In addition to purchasing and pricing Containers, a player may reorganize his Containers in the Harbour Store. This may be done, for example, if a player feels he has priced his Containers either too high or too low and needs to be more competitive. A player need not purchase any Containers from another player in order to reorganize his Containers in the Harbour Store, he need simply declare the action and then reorganize his Containers.

This action costs one action **PER PLAYER** that the active player purchases Containers from. For example, if a player wants to purchase Containers from the red player and the blue player, he would have to use both his actions for the turn to do this. However, he can purchase as many Containers as he wants from each player.

A player may never purchase Containers from his own Factory Store.

4.5 Produce Merchandise (once per turn)

This action allows a player to produce a number of Containers from the Container Supply and place them in his Factory Store. The number of Containers produced is equal to the player's current Production Capacity and limited by the player's current Factory Storage Capacity.

A player's Production Capacity is equal to one Container for each Machine currently in the player's Factory. The Containers **MUST** be of the same colour as the Machine producing it.

A player's Factory Storage Capacity is equal to 2 Containers for every Machine the player currently owns. For example, if a player has 3 Machines that player can have a maximum of 6 Containers in their Factory Store.

When a Container is produced, the player may place that Container in any space in their Factory Store. This will indicate the price at which the player is selling that Container to other players. If multiple Containers are produced, the player may place them both in the same Factory Store space or in any number of different Factory Store spaces.

There is no limit to the number of Containers or the number of Container colours that can be placed in any one Factory Store space, as long as the total Factory Storage Capacity is observed. Stacking of Containers in each space is encouraged for realism.

If there are not enough Containers available in the Container Supply, only what is available is produced. However, if the Containers are available they **MUST** be produced. A player may not **CHOOSE** to produce less than his full Production Capacity. In the event that this action would cause a player to exceed his current Factory Storage Capacity, the player chooses which Containers are to be produced.

In addition to producing and pricing Containers, a player may reorganize their Containers in the Factory Store. A player might want to consider this option if they have priced their Containers either too high or too low and need to be more competitive.

Regardless of how many Containers are produced during this action, Produce Merchandise always costs \$1 to perform. This \$1 is paid to the Union Boss which is always the player to the right of the active player.

Produce Merchandise can only be performed once per turn.

4.6 Move the Ship

This action allows a player to move his Ship from one area to another. It requires 1 action to move the Ship from one area to another area. There are two areas in the game, Open Sea and Harbours. There are Harbours on every Player Board and on the Foreign Island Board. The rest of the table is the Open Sea.



It requires one action to move from a Harbour into the Open Sea and another action to move from the Open Sea into a Harbour. A player may never move directly from a Harbour to another Harbour as a single action as this always requires entering the Open Sea first. There are 3 scenarios on how a Move the Ship action can end:

1. Move ends in the Open Sea;
2. Move ends in another player's Harbour;
3. Move ends in the Foreign Island Harbour.

4.6.1 Move ends or begins in the Open Sea.

If this action ends in the Open Sea, nothing further happens and the action is done.

If this action begins in the Open Sea, it requires one action to move into any Harbour.

4.6.2 Move ends in another player's Harbour

If this action ends in another player's Harbour, the player moving the Ship now has the option to buy Containers from that Harbour Store. This does not require an additional action provided it is performed **AT THE END** of a Move the Ship action. A separate action is required if the player chooses to purchase Containers for their Ship at the beginning of an action, and the player is **NOT** entitled to move their Ship as part of the same action. They must spend a new action to do so.

The purchasing player pays to the selling player the total amount of all Containers he wishes to buy. For example, the red player has two

black Containers in his Harbour Store for \$3 and both a brown and a tan Container in his Harbour Store for \$4. The purchasing player chooses to buy one black Container and the tan Container. The purchasing player pays \$7 to the selling player and takes the black and tan Containers to place on his Ship.

A player may never refuse to sell a Container from his Harbour Store.

A Ship can carry a maximum of 5 Containers at any one time and there are no restrictions on what mixture of Container colours may be carried.

A player may **NEVER** place his own Ship in his own Harbour and subsequently may **NEVER** buy from his own Harbour Store. A player may never purchase Containers from a Harbour Store unless his Ship is presently in the corresponding Harbour.

4.6.3 Move ends in the Foreign Island Harbour.

If this action ends in the Foreign Island Harbour, the player moving the Ship must now hold a single auction for all the Containers on his Ship. This does not require an additional action.

Each player other than the selling player now secretly places an amount of money in their hand as their bid for **ALL** the Containers on the selling player's Ship. Simultaneously, each player now simultaneously reveals their bid. The selling player now has 2 choices:

1. Accept the highest bid; or
2. Decline all the bids.

In the situation that there is a tie for the highest bid, all the players who are tied must place that bid amount on the table and then bid an **ADDITIONAL** amount of money to break the tie. The total value of the bid becomes the initial bid plus the additional bid to break the tie. If there is still a tie after the additional bid, the selling player may choose which offer to accept.

In either case, the auction always ends a player's turn, even if it is at the end of the first action.

4.6.3.1 Accept the highest bid

If the selling player decides to accept the highest bid for all the Containers on his Ship, the player who bid the highest then pays his bid to the selling player. The selling player then gives all the Containers on his Ship to the highest bidder. The highest bidder now places these Containers in his area on the Foreign Island Board.

In addition to receiving money from the highest bid, the active player

also receives the same amount of money as the highest bid from the bank. For example, if the blue Ship has just landed in the Foreign Island Harbour and the highest bid for the Containers on his Ship is \$12, the blue player receives a total of \$24 - \$12 from the highest bidder plus the government subsidy of \$12 from the bank.

4.6.3.2 Decline all the bids

If the selling player decides not to accept the highest bid because he feels it is too low an offer, he can decline all the bids and pay for the Containers himself. The selling player pays the highest bid that was offered for his Containers to the bank and places his own Containers in his area of the Foreign Island Board.

When the active player purchases his own Containers, he **DOES NOT** receive the matching amount of money from the bank. For example, the active player has just landed in the Foreign Island Harbour and the highest bid for the Containers on his Ship is \$8. The active player decides that the Containers are worth more in the final scoring (6.1) and so chooses to purchase the Containers himself. Instead of receiving \$16, the active player pays \$8 to the bank.

This is a very expensive option for the active player as this results in having 3 times less money at the end of the turn. However, there may be situations in which the player deems this decision necessary, such as when all bids are unusually low.

5 LOANS

At any time a player may take a loan from the bank. This does not require an action and can be done in the middle of any action.

When a player takes a loan he takes a Loan Document from the pile and \$10 from the bank. All bank loans are for \$10 only.

At the beginning of the player's next turn he **MUST** pay interest (4.1) for the loan. Interest for a loan is always \$1 per turn per Loan Document.

The player may, at any time during his turn after paying interest, pay back the entire loan to the bank to avoid paying interest on his next turn. This does not require an action, and does not allow the player to avoid paying interest for the loan on the current turn. However, if the player does not pay back the loan during his current turn he will be required to pay the interest at the beginning of his next turn, even if he has enough money to pay back the entire loan.

The maximum number of loans a player may have at any one time is two.

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ENDING THE GAME

The game ends when any two of the five colours are no longer available in the Container Supply Pool. When this happens the current player who triggered the game end finishes his turn as normal. After this player's turn, the game is over. The final scoring is then calculated.

6.1 Final Scoring

Each player sorts out their Containers from the Foreign Island Board into their respective colours.

Each player now refers to their Value of Containers Card. Each colour has a value. This is how much money the player receives for each Container they have in their area on the Foreign Island in that colour. Each Value of Containers Card also has a colour on it, which is worth more if that player has at least one of each colour Container on the Foreign Island Board. This colour has two values listed: \$5 and \$10. If a player has managed to collect at least one Container of each colour, that player uses the value of \$10 for the corresponding Containers. If the player has failed to collect at least one of each colour, they must use a value of \$5 for each Container of that colour.



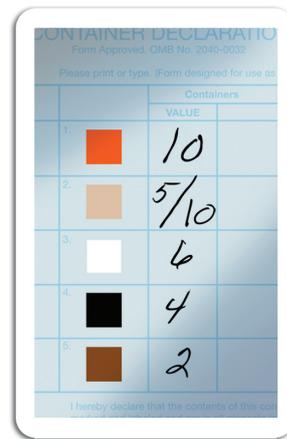
Each player now discards **ALL** the Containers of the colour in which they have the most. There is an abundance of this product on the Foreign Island and it has lost its value. It is possible that the colour to be discarded is the two-value colour, rendering any potential benefit of collecting at least one Container of each colour useless. If a player has two colours in which they have the most, they must decide which colour to discard. If there is a tie for the most between the two-value colour and any other colour then the two-value colour **MUST** be the colour discarded.

Each player then receives from the bank money equal to the final value of all of their remaining Containers. This is added to any money a player still has in hand.

Additionally, each player also receives \$2 for each Container remaining in their Harbour Store and \$3 for each Container left on their Ship.

Lastly, each player subtracts \$11 from his total for each outstanding loan document still in his hand.

For example, a player has 4 orange, 4 brown, 3 tan, 2 white and 2 black Containers in his area on the Foreign Island Board. He also has 3 Containers left in his Harbour Store and 2 Containers on his Ship. The player has one outstanding Loan Document. His Value of Containers Card is as follows;



The player first determines if he has collected at least one of each colour Container. In this example, he has so his tan coloured Containers will be worth \$10 each.

The player now determines which colour he has the most of. In this case, he has the most of both orange and brown so he has the choice which one to throw away. Since the brown Containers are worth less, he chooses to throw away the brown Containers (if he also had 4 tan Containers, he would have no choice but to discard the tan Containers).

The player will also receive \$2 for each of the 3 remaining Containers in his Harbour Store and \$3 for each Container left on his Ship.

The total money the player will receive from the bank is;

Containers on Foreign Island:			
4	x	\$10	= \$40
3	x	\$10	= \$30
2	x	\$6	= \$12
2	x	\$4	= \$8
			<u>\$90</u>
Containers in Harbour Store:			
3	x	\$2	= <u>\$6</u>
Containers on Ship:			
2	x	\$3	= <u>\$6</u>
			= <u>\$102</u>
Subtract outstanding Loan Documents:			
		- \$11	= <u>\$91</u>

The player adds this to any money he may still have in his hand for his total income for the game.

The player with the most money at the end of the scoring round is the winner. In the case of a tie, the player with the most Containers on the Foreign Island Board is the winner. If there is still a tie, the tied players share the victory.

1

STRATEGY TIPS FOR EAGER INDUSTRIALISTS

7.1 Beginner Variant

Container is a difficult game to master, and the economic system can prove very unforgiving at times. Because of this, it is highly recommended that new players use the “Beginner Variant” described earlier in the rules. In fact, it is entirely possible that players will want to continue to use the variant; especially if they find the economic system too difficult or unforgiving.

7.2 Game Tips

Consider these points while playing your first game of Container. While there is no sure way to win at Container, there are some good ways to improve your chances!

A player must be able to determine the value of Containers in the game, and weigh this information against the amount of cash currently in the game. This will help determine if you should be a collector of Containers, or a seller of Containers.

Cash can be very limited, especially early in the game. Remember that each time you choose to build a building, or spend interest on a loan, you are removing cash from the game. If all players are building lots of buildings, it becomes a major advantage to hold cash. This means that while other players cannot afford to bid on shipments to the Foreign Island, you can easily make the purchase, and probably at greatly reduced prices!

When bidding on the Containers on a Ship, be sure to bid what you feel they are worth to you. If you try to bargain too much and bid low with the intention of getting a great deal, you may lose out as the selling player has the option of buying the Containers himself. This can be very advantageous for the selling player if he does not have to pay very much for the Containers **AND** he earns the end game value for them as well.

Remember that when you choose to refuse all bids on the Foreign Island, and instead make the purchase yourself, you are forgoing not only the extra cash from the government subsidy, but also the advantage of holding cash. A \$10 Container on the island is great, but it won't be worth any more than \$10 whether you collect it on turn 1 or turn 15. It's far better to accept \$6 for that same Container, and then put that money to work to generate more money for later in the game.

When setting prices for Containers, remember that Container is a game about splitting profits. If you are always selling your Containers in the Harbour Store at \$2 per Container, you will get plenty of customers. The problem is that these customers will then take your Containers out to the island for big profits! Instead, try setting the less popular Containers at a lower amount to draw in customers, and then set an “array” of Containers at higher prices. Perhaps you would have one Container selling for \$2, one for \$3, and then all the rest at \$4 and \$5. You may get less customers this way, but you'll also stop giving away all of your profit margin to the shipping portion of the process. This same idea can be applied to Factory Stores too.

