A Building Game by James Ernest
Playtest Version 3.5, 11/19/23

Shipwrights of Marino is a lightweight board game of competitive airship building. Players are masters of the shipyards in Marino, the Golden City at the heart of Skye. Your money is your score, and your projects may give you special abilities along the way.

> **Players:** 2 to 5
> **Playing Time:** 60-90 Minutes

Components:
- **Contract Deck:** 54 Cards
- **Market Board:** One page
- **Resource Tokens:** 20 each in Black, Red, Blue, Green, Yellow, and White
- **Dice:** Six 6-sided dice
- **Explorer Ships**: Six pawns matching the six resource colors, and two Freebooters
- **Gold** (money), roughly 100 per player

About the Brickyard Market: The Brickyard is the busiest market in Marino, where savvy shipwrights can find the best materials from across the forty skies. You will find six resource types in the market: *metal, wood, crew, food, rope,* and *canvas*. As these resources come and go, their prices rise and fall. The price of each resource is indicated in the box below the spot.

The lowest occupied space defines the current market price. Whenever you add resources to the market, fill the most expensive spaces first. When you buy, take from the cheapest spaces.

Setting Up:

To start the game, fill the market as follows: Place 2 tokens each of metal and wood, 3 each of crew and food, and 4 each of rope and canvas. The rest of the resources form the *supply*.

Explorers: Place the six Carrier ships in their *home spaces* at the heads of their respective rows, and place the two Freebooters in their home spaces on the other side.

Gold: Players start with *zero gold*. You will take advances on the contracts you build.

Contracts: Shuffle the deck and deal six cards beside the market board, face up. These are the *open contracts*. Whenever a card is taken from this group, you will deal another immediately, so that there are always six open contracts. If the deck runs out, the game is over.

Opening Draft:

Each player controls two skydock berths, and each berth will hold one active contract. At the start of the game, players will draft for their first two contracts, as follows:

The player who most recently built something will go first. Starting with this player and proceeding to the left, each player chooses one contract from the market, keeping it on the table face up. After each contract card is taken, deal a new one from the deck.

When you take a contract card, you must also take gold from the bank, equal to its "Gold" value. This is an advance of the full value of completing the contract, which means that if you have unfinished contracts at the end of the game, you must pay this money back to the bank.

After each player has taken their first contract, go around the table again in reverse order, starting with the last player. Each player takes a second contract, and then the draft is over.

The player who chose the *highest paying contract* will take the first turn. If the highest contract is tied, compare the second. If these are also tied, the player who *started later* will go first..

On Each Turn:

A turn has three steps: *Roll*, *Action*, and *Build*.

Step 1, Roll: If you hold any explorer ships at the start of your turn, you roll for them now. If you have more than one, you may choose the order. After you roll for each, return it home.

There are two types of explorer ships: *Carriers*, which add a random amount of one resource to the market, and *Freebooters*, which add a random mix of resources. Explorers are "idle" when they are waiting in their home spaces, and "active" when someone has taken them.

> **Carriers:** There is one Carrier for each resource type. When you roll for a Carrier, roll one die, and add that number of tokens to the market from the supply.

> **Carrier Limits**: Each Carrier has a different minimum and maximum roll, as indicated by the dice icons on each home space. If you roll outside of this range, treat the result as the limiting value. For example, if you roll a 4 or higher for Metal, the roll becomes a 3.

> **Note:** The ship ability that adds 1 to your result does this *after* the adjustment.

Skipping a Carrier: If a Carrier's row is full before you roll for it, you *do not* roll. Instead, you must hold on to that Carrier for another round.

Freebooters: When you roll for a Freebooter, you roll three dice. Add one resource to the market for each die, as indicated in the Freebooter column. For example, if you roll a 1, 3, and 4, then you add one canvas, one food, and one crew.

Skipping a Freebooter: You would only skip this roll if the market were entirely full.

Market Overflow: If any explorer ship overfills the market, the extras are ignored.

Step 2, Action: In this step you may take up to two *actions*, which include **buying resources**, **hiring explorers**, or **exchanging contracts**. Some ships may give you additional actions during this step. (If something gives you extra actions *outside of this step*, they are ignored.)

Action: Buy a Resource. Purchase one token from the market. Pay the market price to the bank, and take the token from the board. If you buy the *last resource* from a market row, you also take the Carrier for that resource, if it is idle, at no extra cost.

Action: Hire an Explorer. Take an idle explorer ship from the market. When you hire an explorer ship, you are investing in an expedition that will bring more resources to the market. Carriers cost 1 gold, and Freebooters are free. The benefit of this action is that when the new resources enter the market, you will get first access.

When you hire a ship, you will hold that ship until your next turn, and then roll it as described above. You may buy any idle ship, including a ship that you just rolled.

Note: On the *first round of the game* (each player's first turn), each player may hire no more than one explorer. After that, there is no limit except your available actions.

Action: Exchange a Contract. Swap one of your active contracts with another in the open market. When you exchange contracts, you must also collect (or pay) the difference in the contract's gold value. You will take the difference from the bank, if the new contract pays more, or pay back the difference, if the new contract pays less.

Step 3, Build:

In this step, you may spend resources to finish your active contracts. This means launching those ships from drydock. To finish a contract, return the indicated resources to the supply, and set the card aside in a collection of finished contracts.

Note that resources in your collection are never promised to specific contracts until you actually launch them, and you are never required to complete a contract even if you have the resources to do so.

Special Abilities: Finished contracts usually give you special abilities, as follows:

- **Ordinary:** Most abilities are ongoing. They become active as soon as you finish the contract, and are effective for the rest of the game.
- **Immediate:** If an ability says "At Launch," then it happens just once, when you complete the contract.
- **Endgame:** If an ability says "Game End," then it happens at the end of the game. These abilities grant bonuses based on various accomplishments, as indicated.

Refilling Your Skydocks: After you have finished launching ships, refill your skydocks with new contracts from the open market. Take these one at a time, and refill the open market after each. If the deck is empty and you can't refill the market, the game is over (see below).

Turn End: After your Build step, the turn passes to the left.

Game End: The game ends either when one player has completed a given number of ship contracts, or when the deck is empty.

Total Contracts: When any player completes the required number of contracts (or more), this will be their last turn, and everyone else will get one more turn:

Players:	2	3	4	5	6+
Contracts:	10	9	8	7	6

End of Deck: If the deck is empty, then from this point on, every player *including the current player* will get one more turn. This begins as soon as the last card is drawn.

Shutdown: On their last turns of the game, players *do not refill their skydocks,* since taking new contracts would be of no use. However, players can still collect resources, or anything else of value, that might result from their special abilities or other players' actions.

Winning: Your money is your score. At the end of the game, check all the "Game End" bonuses from your completed contracts, as well as the Family Bonus and extra resources as follows:

Family Bonus: The player who completed the most contracts for each family earns 5 gold. If players are tied for the most contracts, they each earn the full amount.

Extra Resources: Unused resources can be converted into gold at their *lowest possible* market price (This means 7 for metal, 5 for wood, and so on.)

After all the bonuses are collected, the player with the most money wins. In the case of a tie, break the tie in favor of the player who *started the game later*.

Credits: Shipwrights of Marino was designed by James Ernest. Character art by Nate Taylor. Playtesters included Tim Beech, Jessica Blair, James Buchanan, Liz Burall, Logan Chops, Rick Fish, Alex Flagg, Jeremy Holcomb, Ben Laflen, Brandon Laflen, Nora Miller, Lauren Tozer-Kilts, Shel Tozer-Kilts, Paul Peterson, Toivo Rovainen, Sammy Salkind, Leo Saunders, Rennie Saunders, Cathy Saxton, Tom Saxton, Schoon, Alicia Shedd-Stewart, Wyatt Shedd-Stewar, Jeff Wilcox, and myriad other guinea pigs too plentiful to recall.

Shipwrights of Marino is still in beta, which means that we hope to get your feedback to make it better. We recommend the following for printing and playing:

- **Rules:** Be sure to grab the latest version of this doc from Crab Fragment Labs: https://crabfragmentlabs.com/shipwrights.
- **Cards:** Use card sleeves to make the cards. This method makes it easy to reprint and update any cards that need changing.
- **Board:** You can print the board on plain paper, and tape it to something sturdier, or you can use a full-sheet mailing label for a more finished look. But don't invest too much in this component, until we say it's final!

We have videos about how to build prototypes at the Lecture Hall.

If you get a chance to play, please let us know what you think! There's a formal playtest form at the About Us page; here's a direct link.

Bookkeeping Variant: For a "more realistic" mechanic with a bit more bookkeeping, you can force your contracts to pay less if you take too long to finish them.

To track this obnoxiously realistic penalty, at the start of each turn, place one gold on each of your contracts. You will get this gold back when you finish the contract, but if you do not complete it by the end of the game (or if you exchange it), that gold is lost.

Furthermore, each contract can hold only as many gold coins as the number of resource chips it requires: 3, 4, or 5. If you keep a contract longer than this, each additional coin you pay goes directly to the bank.

The Plan From Here: We plan to post a final deck and board at DriveThruCards, and another in print-and-play format, by the end of 2023. You'll always need to scavenge the other components from games you don't like (or buy them at your friendly neighborhood game store). Perhaps one day this game will be picked up by a real game publisher.

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