# DIE SPEICHERSTADT

...so mok wi dat

## Setup

Kaispeicher rules are denoted in red.

**1.** Each player starts with a colored Market Hall, 4 (5) (put 1 on the score track), and 5 .

**2.** Shuffle Trade cards per season, then stack them with A on top and E on bottom. Set Metal (Start), and Break cards aside with the 2 gray .

**3.** Based on the number of players remove the listed cards from D pile:

2 players - Port/Fireman 3/Mayor/Truck  3 players - Boatsmen Church/Fireman 3/Mayor/Truck

4 players - None  5 players - Boatsmen Church/Fireman 3/Mayor/Truck

## Sequence

**1. Supply:** Place the top cards from the draw pile face-up from left to right on the water spaces of the Speicherstadt. In addition, you lay out the same number of cards above the game board. When Ships are revealed, randomly draw as many goods from the bag as the Ship shows crates and place the goods on the Ship. Reference the Fire card on the back to resolve fires.

**2. Demand:** Starting the player with the metal (Start card) and continuing clock-wise, place 1 of your above your desired card on the lowest unoccupied building spaces. After all players have placed 1 , repeat this process until all players have placed 3 (4) . If there are already placed above your desired card, simply place your on the next unoccupied space above. You cannot forgo placing a . You may, place more than 1 of your above a single card. If all 8 building spaces of a card are occupied by , you cannot place any further there. You also have the option of reserving a card of your choice from the row above the board. To do this, you take one of these cards, place it next to the lower left side of the board, and put one of your onto it. If there are already one or more reserved cards, the new card must always be placed above the last reserved one.

**3. Purchase:** Carry out the purchase of each card individually, from left to right. The player whose sits directly above the card decides first whether or not they want to buy the card. If they do, they pay as many as the total number of above that card. The player then takes the card and places it in front of himself. All in the row above that card return to their owners. If the player is unwilling or unable to buy the card, they take their back. Now, the player whose is next in line may buy the card (using the previously stated rules). If no one buys the card, place it on the discard pile. After all cards from the water spaces are purchased move to the reserved cards. Start with the lowest card in the row. The card can only be purchased by the player who placed his on it. If the player wants to buy the card, he must return a number of to the stock equal to the number of reserved cards in the row. If no one buys the card, place it on the discard pile.

**4. Loading:** Occurs when you buy Ships. Remove the good and do one of the following:

*-Place it on a Contract:* You may place any number of from Ships, the Warehouse, or the Market Hall on one or more Contract cards. The type of goods must match the Contract card. You can place the goods in partial steps, and may not remove goods once they are placed.

*-Sell it to a Merchant:* You may sell any number of from Ships, the Warehouse, or the Market Hall to one or more Merchants. Each Merchant pays 1 per of the depicted type of goods. Put the sold goods into the stock. Do not return them to the bag!

*-Keep it in your Warehouse:* you may place in your Warehouse or remove them.

*-Convert:* 3 Put any of your choice to the stock and take 1 other of your choice from the stock. Do not return them to the bag!

*-Sell:* Put any 2 to the stock and take 1 from the stock. Do not return them to the bag!

*-Keep it in the Market Hall:* You may keep 1 in the Market Hall for use in a later round.

**5. Income:** Each player receives 1 (2) . Players who bought no Trade card this round receive 1 additional . Afterwards, the First Player hands the Start card to the player on their left.

## End of Game

**1.** Resolve final Fire card. **2.** Tally your points. **3.** Most points wins. Tied player with the most win.

## Trade Cards

**Accountant:** At the end of the game, you receive 1 additional point for each of your Contracts, regardless of whether the Contract has been completed or not.
1: 0/0/0/1

**Auction Hall:** At any point in the game, you may take 1 good of your choice from the stock. You must load this good immediately (using it with one of your cards). After that, discard the Auction Hall.
1: 0/0/1/0

**Bank:** As owner of the bank you receive 1 additional coin in phase 5) "Income". That way, you receive 2 coins if you bought at least 1 trade card this round and 3 coins if you bought no trade cards this round.
1: 0/0/1/0

**Boatsmen Church:** At the end of the game you will receive 3 points for the Boatsmen Church.
1: 0/0/0/1

**Carpet Storage:** In phase 4) "Loading", you may deliver any number of red goods cubes (carpets) to the Carpet Storage. For each carpet cube that you return to the stock you gain 2 points on the score track.
1: 1/0/0/0

**Carpet Trader:** In phase 4) "Loading" you may sell any number of red goods cubes (carpets) to the carpet trader. For each carpet cube sold take 1 coin from the stock. Put the sold carpet cubes into the stock and do not return them to the bag! At the end of the game you will receive 1 point for the carpet trader.
1: 1/0/0/0

**Chamber of Commerce:** At the end of the game you will receive 1 point for each coin you own. (You do not have to return the coins.)
1: 0/0/0/1

**City Hall:** At the end of the game, you receive 5 points for the City Hall.
1: 0/0/0/1

**Coffee Break:** When you purchase this card, you also take the two "Break" cards that were put aside during setup. You may now pass during phase 2) "Demand" by discarding a "Break" card instead of placing a worker. This gives you the advantage of stalling and placing your workers later in the round. After using both "Break" cards, also discard the Coffee Break.
1: 1/0/0/0

**Coffee Roaster:** In phase 4) "Loading" you may sell any number of brown goods cubes (coffee) to the coffee roaster. For each coffee cube sold take 1 coin from the stock. Put the sold coffee cubes into the stock and do not return them to the bag! At the end of the game you will receive 1 point for the coffee roaster.
1: 1/0/0/0

**Contract:** In the course of the game you should supply your contracts with goods cubes, since you will gain points for this. Contracts come in 3 (5) different sizes. In phase 4) "Loading" you may place any number of goods cubes from ships, the warehouse, or the market hall on one or more contract cards. The type of goods of the cube and of the contract card must match. For instance, you may only place a brown cube on a coffee symbol or a white cube on a caoutchouc symbol. You may place single goods on a contract, fulfilling it in partial steps. You may not remove goods cubes that are already placed on contracts. At the end of the game you receive the number of points shown on the contract, but only if all required goods cubes have been placed on it. There are no points for incomplete contracts.
10: 3/3/4/0
6: 0/2/2/2

**Counting Office:** At the end of the game you will receive points for your Counting Offices, as follows: · 2 points if you own 1 Counting Office, · 5 points if you own 2 Counting Offices, · 9 points if you own 3 Counting Offices, · 14 points if you own 4 Counting Offices. No player may score more than 4 Counting Offices at the end of the game.
4: 1/1/0/2
2: 0/0/1/1

**Davidwache:** At the end of the game, you receive 3 points for the Davidwache.
1: 0/0/0/1

**Deichtorhallen:** At the end of the game, you receive 1 additional point for each of your Merchants. Only the 8 trade cards that convert goods to money are considered Merchants (for example Spice Trader, Gaffer).
1: 0/0/0/1

**Dressmaker:** In phase 4) "Loading", you may sell any number of pink goods cubes (fabric) to the Dressmaker. For each fabric cube that you return to the stock you receive 3 coins.
1: 1/0/0/0

## Trade Cards Continued....

**Fire:** 4: 0/1/1/1 end of game
There are 4 fire cards. As soon as you reveal a fire in Phase 1) "Supply", immediately halt the game. Each player adds the values of their firemen. The player with the largest sum immediately receives as many points as shown on the fire card. The player with the smallest sum immediately receives as many negative points. Use the score track on the game board to show your points. In case of a tie, each participant receives the points or negative points. In the rare case that all players possess the same sum, nobody receives any points (positive or negative). After carrying out the fire card, place it on the discard pile. Reveal a further trade card to replace the fire and completely stack the water spaces. Continue the game.

**Fireman:** 10: 2/3/2/3 5:2/1/1/1
Firemen will protect you from the 4 fires that will start during the course of the game. Each fireman has a value (1-5). In the event of a fire, the sum of the values of your firemen will determine whether you may receive bonus or negative points.

**Fire Truck:** 1: 0/0/1/0
During each fire, the Fire Truck doubles the value of one of your Firemen.

**Fish Market:** 1: 0/1/0/0
In Phase 3) "Purchase" you may discard the Fish Market to pay for 1 card instead of paying with coins.

**Gaffer:** 1: 1/0/0/0
In phase 4) "Loading", you may sell any number of blue goods cubes (glass) to the Gaffer. For each glass cube that you return to the stock you receive 3 coins.

**Harbor Master:** 1: 0/1/0/0
In phase 4) "Loading", you may convert any 2 goods into 1 other good as many times as you want. To do this, return 2 goods to the stock and replace them with 1 good of your choice that is available in the stock.

**Harbor Tour:** 1: 0/0/0/1
At the end of the game, you receive 1 additional point for each of your scoring buildings. Only the 9 trade cards that have a fixed point value of 1 to 5 are considered scoring buildings (for example Davidwache, Music Hall).

**Insurance:** 1: 0/1/0/0
Each time you would get negative points during a fire, you may avoid those negative points by returning 2 coins to the stock.

**Light House:** 1: 0/1/0/0
At the end of the game, you receive 1 point for the Light House.

**Market Hall:**
During the game set-up each player receives 1 market hall. In phase 4) "Loading" you may use it in various ways: · Convert: Put any 3 goods cubes of your choice to the stock and take any 1 other goods cube of your choice from the stock. · Sell: Put any 2 goods cubes to the stock and take 1 coin from the stock. · Keep: You may keep no more than 1 goods cube in the market hall for use in a later round. For an example, see page 3.

**Mayor:** 1: 0/0/0/1
At the end of the game, your highest scoring building yields twice as many points. Only the 9 trade cards that have a fixed point value of 1 to 5 are considered scoring buildings (for example Davidwache, Music Hall).

**Music Hall:** 1: 0/0/0/1
At the end of the game, you receive 4 points for the Music Hall.

**Port:** 1: 0/0/0/1
At the end of the game the port will gain you 1 point for each ship you own.

**Press:** 1: 0/0/1/0
At the end of the game, you receive 1 point for each of your Firemen.

**Roasting House:** 1: 0/1/0/0
In phase 4) "Loading", you may deliver any number of brown goods cubes (coffee) to the Coffee House. For each coffee cube that you return to the stock you gain 2 points on the score track.

**Ropemaker:** 1: 0/1/0/0
In phase 4) "Loading", you may sell any number of gray goods cubes (hemp) to the Ropemaker. For each hemp cube that you return to the stock you receive 3 coins.

**Rubber Factory:** 1: 1/0/0/0
In phase 4) "Loading", you may deliver any number of white goods cubes (rubber) to the Rubber Factory. For each rubber cube that you return to the stock you gain 2 points on the score track.

**Ship:** 15: 0/5/5/5 6: 0/2/2/2
As soon as you reveal a ship in phase 1) "Supply", randomly draw as many goods from the bag as the Ship shows crates and place them on the ship. If you buy a ship, you need to unload it in the same round. Take all goods cubes off the ship. You may now choose what to do with each goods cube individually: · Place it on a contract. · Sell it to a merchant. · Keep it in your warehouse. · Convert, sell or keep it in the market hall. At the end of each loading, no goods cubes may remain on any ships. Any unused goods cubes expire. Put them into the stock and do not return them to the bag!

**Smuggler:** 1: 0/0/1/0
At any point in the game, you may steal 1 good from any incomplete Contract of another player. You must load this good immediately (using it with one of your cards). After that, discard the Smuggler.

**Snitch:** 1: 1/0/0/0
Right before starting phase 3) "Purchase", you may swap the places of one of your workers with the worker of another player. After that, discard the Snitch.

**Spice Storage:** 1: 1/0/0/0
In phase 4) "Loading", you may deliver any number of yellow goods cubes (saffron) to the Spice Storage. For each saffron cube that you return to the stock you gain 2 points on the score track.

**Squad Leader:** 1: 1/0/0/0
Once in the game, you may double the points that you gain during a fire. After that, discard the Squad Leader.

**St. Michaelis:** 1: 0/0/0/1
At the end of the game you receive 4 points for St. Michaelis.

**Storekeeper:** 1: 0/1/0/0
When you purchase this card, you also take the two gray workers that were put aside during setup. In phase 2) "Demand", you may place one or both gray workers in addition to your other workers (thus increasing your number of workers this round). However, if you placed a gray worker, he does not return to you during phase 3) "Purchase" but is removed from the game. As soon as both gray workers have been removed from the game, discard the Storekeeper.

**Spice Trader:** 1: 1/0/0/0
In phase 4) "Loading" you may sell any number of yellow goods cubes (saffron) to the spice trader. For each saffron cube sold take 1 coin from the stock. Put the sold saffron cubes into the stock and do not return them to the bag! At the end of the game you will receive 1 point for the spice trader.

**Tea House:** 1: 1/0/0/0
In phase 4) "Loading", you may deliver any number of green goods cubes (tea) to the Tea House. For each tea cube that you return to the stock you gain 2 points on the score track.

**Tea Taster:** 1: 1/0/0/0
In phase 4) "Loading" you may sell any number of green goods cubes (tea) to the tea taster. For each tea cube sold take 1 coin from the stock. Put the sold tea cubes to the stock, do not return them to the bag! At the end of the game you will receive 1 point for the tea taster.

**Theater:** 1: 0/1/0/0
At the end of the game, you receive 2 points for the Theater.

**Thief:** 1: 0/0/1/0
As soon as you purchase the Thief, all other players must immediately give you 1 coin. Players with no coins give you nothing. After that, discard the Thief.

**Thrift Institution:** 1: 0/0/1/0
As soon as you purchase the Thrift Institution, you immediately receive 4 coins from the stock. After that, discard the Thrift Institution.

**Truck:** 1: 0/0/0/1
At any point in the game, you may take up to 3 goods from your Contracts and redistribute them among any of your Contracts in any way you want. After that, discard the Truck.

**Vulcanizer:** 1: 1/0/0/0
In phase 4) "Loading" you may sell any number of white goods cubes (caoutchouc) to the vulcanizer. For each caoutchouc cube sold take 1 coin from the stock. Put the sold caoutchouc cubes into the stock and do not return them to the bag! At the end of the game you will receive 1 point for the vulcanizer.

**Warehouse:** 1: 1/0/0/0
In phase 4) "Loading" you may place goods cubes in your warehouse or remove them from your warehouse. Here, you may keep goods cubes for use in later rounds or for gaining points at the end of the game. There may be no more than 4 goods cubes in a warehouse at any time, however. At the end of the game you receive 1 point for each goods cube in your warehouse.