**North Wind**

**North Cape, Fort Bravo, and Thand: the harbor towns of a trade alliance.** Recently, pirates have been attacking and stealing these towns. The bounty hunter towns offer a lucrative opportunity for players to join the快船手．每当你在任何港口放置一个船手，你都将获得金币并获得一个发布任务。

**Bounty Fields for Task Tokens**

1. **Bonus for Having Completed the Most Tasks**
   - If you have placed at least 1 Task token in each of the 3 task columns, and the third task is completed, you may place another Task token on the bonus field.

2. **Bonus for Supplying All Destination Harbors**
   - If you have placed the most victory point tokens, and may place 1 Task token on the bonus field.

3. **Bonus for the Maximum Crew Size**
   - If you have equipped your ship with 4 crew members, you may place another Task token on the "maximum crew size" bonus field.

**End of the Game**

In a 2- or 3-player game, White wins with 10 completed tasks. In a 4-player game, 8 completed tasks will claim the victory.

**Game Components**

- 10 woolen game pieces
- 12 crew members
- 5 black battle dice
- 5 blue double pips
- 5 yellow single pips
- 5 white double pips
- 5 red single pips
- 1 red event die, white"Trouble"
- 1 blue event die, black
- 1 yellow event die, purple
- 1 green event die, dark blue
- 1 blue battle die, black
- 1 red battle die, dark blue
- 8 wine, purple
- 8 grain, yellow
- 8 salt, white
- 8 pirate captains, dark blue
- 1 crow's nest, purple
- 1 mainmast, light blue
- 1 mizzenmast, dark blue
- 1 bowsprit, white
- 1 jibstay, blue
- 1 fishhook, gray
- 1 small graphic flower, black
- 4 wine, purple
- 4 grain, yellow
- 4 salt, white
- 4 pirate captains, dark blue
- 2 action sheets containing:
  - 6 ships (comprising of bottom and sides, deck mast, crew member, 2 parts, sail)
  - 8 commercial letters
  - 2 sea tiles
  - 1 gold coin, value 1
  - 1 gold coin, value 2
  - 1 Task board

**Playing Tip:**

- Please read this aloud to all players.
- The main character will have enough strength and will be able to act as efficiently as possible to the commodified offers and to the players. Although you receive 1 gold if you don't have any gold at the beginning of your turn, the player can earn money quickly and be able to finance the goals for your son, your daughter, or your grandchild.
- You can generate additional gold by buying commodities for 1 gold and selling them for 1 gold on the market or in a corresponding commercial harbor. If you know which stock contains a shipwreck, you may appear at the harbor, and each turn he wishes to perform the actions "reward on board," you are rewarded with 2 gold.

The bookkeeper is interesting because each time you sell 1 or 2 commodities you receive 1 additional gold.

- Do not underestimate the bookkeeper. He allows you to trade commodities in a given order. For example, you may trade cheap com¬modities first and a highly effic¬iently to the commodified offers and to the players. Although you receive 1 gold if you don't have any gold at the beginning of your turn, the player can earn money quickly and be able to finance the goals for your son, your daughter, or your grandchild.

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- If you have a merchant tile, you may either buy up to 2 commodities or sell up to 2 commodities. Alternatively, you may also buy 1 commodity and sell 1 different commodity.

- Each turn you sell 2 commodities, you receive 1 additional gold.

- If a blue double pips is rolled on the battle die, you hit the target twice.

- You may view the top tile of the stack, and take it with you for the rest of the game. Do not let the other players know what your ship is. If you play a merchant tile, you may receive up to 2 gold.

- The crew members have special advantages, and investing in sails increases the ship's range. To take the lead, you will need to cleverly manage the limited resources that you have.

**Example:**

In a 3-player game, White has completed the most tasks.

- He has placed 1 Task token in the task column of the destination harbor, and may place 1 Task token on the bonus field.

- In the illustration below, Yellow and Red each have completed 1 task, and the third task is still pending.

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Preparing the Sea Tile Stacks

The first 6 tiles are face down and set aside. Next, place the 12 tiles that depict the corresponding harbors on the Task board (North Cape, Fort Haven, and Olsand).

Shuffle the remaining tiles face down and create 3 stacks containing 7 tiles each. Place these stacks below each of the following harbors:

- North Cape
- Fort Haven
- Olsand

1. Gold Income for the Poor:
   - At the beginning of your turn, take 1 gold from the supply.

2. Action "Equipment Harbor":
   - Place a commercial letter (a tile depicting an "A" in the corner) face up on the Task board. The player now has performed an action, and continues his voyage.

3. The Fog
   - If you reveal an action tile, you decide whether to sail into the fog. Reveal one Sea tile after another from the stack until you reveal an action tile. You may store a maximum of 1 action tile.

Monopoly Tiles

On the Task board, the task column with task tiles is depicted for each of the 3 harbors.

Napoleonic Wars

The blue dice only enter play if you encounter a pirate ship while you are at sea. The wear and tear of your ship is described further below, in the section "The Battle."