

THE SPEICHERSTADT

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OVERVIEW

You're the head of a large trading house in Hamburg's warehouse district, the Speicherstadt. Using a bidding-and-buying system, you purchase trade cards. These cards give you, for instance, ships loaded with cargo, which you take to your contractors, or firemen to protect you against fire. Collect points for your activities. In the end, the player with the highest score wins the game.

COMPONENTS



1 game board



54 trade cards

- 12 x Winter (A)
- 13 x Spring (B)
- 13 x Summer (C)
- 15 x Autumn (D)
- 1 x 4th Fire (E)



25 coins



20 workers
(4 in 5 player colors each)



5 market hall cards
(in 5 player colors)



1 metal coin



45 goods cubes

- 9 x coffee (brown)
- 9 x tea (green)
- 9 x saffron (yellow)
- 9 x rubber (white)
- 9 x carpet (red)



1 bag

GAME PREPARATIONS

At first, cut off the **quick guide** (pages A/B) from this rules manual. Follow the **setup** as described on page A. Afterwards, continue reading here if you want to know about all the rules before you start playing, or get acquainted with the game via the **quick entry** on page B of the quick guide if you want to start the game immediately.

GAME SEQUENCE

The game consists of several **rounds**. Each round comprises **5 phases**:

- 1) **Supply**
- 2) **Demand**
- 3) **Purchase**
- 4) **Loading**
- 5) **Income**

1) Supply

In this phase you determine the supply of **trade cards** that's available for the current round. For that purpose, take the top cards from the **drawing pile** (according to the number of players) and place them in a row **face-up**, from left to right on the **water spaces** of the Speicherstadt:

- 2 players: 3 cards
- 3 players: 4 cards
- 4 players: 5 cards
- 5 players: 6 cards

If you revealed 1 or more **ships**, **randomly** draw for each ship **3 goods cubes** from the bag and place them on the ship.

2) Demand

In this phase you determine the size of the demand for the supplied trade cards. The player with the **metal coin** is the first player and begins. **In clock-wise turn order** choose **1 card** by placing **1 worker** of your color above that card. Place your worker on the **lowest unoccupied building space**. After all players have placed 1 worker, repeat this process until all players have placed 3 workers.

You may **choose** cards **freely** for each worker. In case there are already workers placed above the card you chose, simply place your worker on the next unoccupied space above. You cannot forgo placing a worker. You may, however, place more than 1 of your workers above a single card. If all 8 building spaces of a card are occupied by workers, you cannot place any further workers there.

In this way, bit by bit, rows of workers form above the cards. It is also possible that there is no demand for a card and no-one places a worker above it. As soon as all players have placed **all 3 workers**, this phase ends.

For an example, see page B of the quick guide.

3) Purchase

Now, carry out the purchase of each card **individually**, from left to right. The procedure is the same for every card.

The player whose worker sits directly above the card (that is the **lowest** of the row) decides first whether or not they want to buy the card. If they do, they pay as many coins into the stock as the total number of **workers** above that card. (You can't pay with the metal coin.) The player then takes the card and places it in front of him- or herself. From now on that player may use the card's function. All workers in the row above that card return to their owners.

If the player is **unwilling** or **unable** to buy the card, take their worker back. Now, the player whose worker is next in line may buy the card. The price has dropped by 1 coin, since there is 1 worker less sitting above the card now. If that player doesn't want to buy the card either, it's the next player's turn, and so on.

Thus, the card is offered to all players who have workers placed above it in turn until one of them buys it. If no-one wants to buy the card, place it on the discard pile. The same applies if no worker at all was placed above a card. Afterwards, carry on with the next card.

For an example, see page B of the quick guide.

4) Loading

This phase happens for the first time in Spring (B), once the first ship has been purchased. You sell **goods cubes**, or you move them among various **trade cards** or the **market hall**.

The **First Player** begins, the others follow in clock-wise turn order. (In order to quicken the pace, you may also all act at the same time.)

Attention: As a rule, you may **not** trade or swap among yourselves – neither coins nor goods cubes or trade cards!

You may use the following cards in this phase:

Ship

If you bought one or more **ships** this round, you **need** to unload them now. 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** of goods (or forming a stock if there is no stock yet): do **not** return them into the bag!

Contract

You may place any number of goods cubes from **ships** to the **warehouse**, or the **market hall** on one or more **contract cards**. The **type of goods** must match the contract card. For instance, you may only place a brown cube on a coffee symbol or a white cube on a rubber 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.

Merchant

You may sell any number of goods cubes from **ships**, the **warehouse**, or the **market hall** to one or more merchants. There are 5 different merchants:

- **coffee roaster**
- **tea taster**
- **spice trader**
- **carpet trader**
- **vulcanizer**

Each merchant pays **1 coin per goods cube** of the depicted **type of goods**. For example, the tea roaster pays 1 coin for each green goods cube. Take the coin from the stock. Put the sold goods into the **stock**, do **not** return them to the bag!

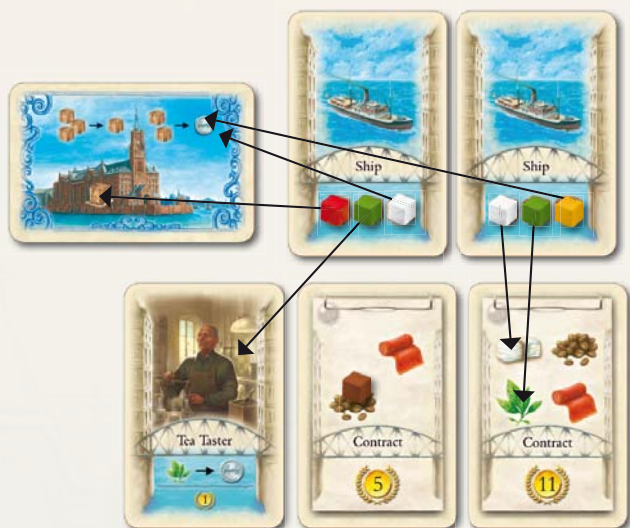
Warehouse

During the 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.

Market Hall

You may use the **market hall** for various purposes during the loading:

- **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**.
- **Note:** For this purpose you may not draw goods cubes from the bag or return them to the bag!
- **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.



Example: Blue bought 2 ships in this round and needs to unload them now. He places 1 rubber and 1 tea on his right-hand contract. He could place the carpet on the left-hand contract; this would fully complete the contract and yield 5 points at the end of the game. But Blue decides to place the carpet in his market hall, to keep it for a later time since the carpet may also be used to fulfill the other contract, which may yield 11 points, after all.

Blue could convert the remaining 3 goods cubes rubber, tea, and saffron into 1 coffee at the market hall and fulfill his right-hand contract with that. But Blue is confident that he'll get the needed coffee later on. He would rather have a few more coins for the next round. So, Blue sells the tea to the tea taster and receives 1 coin from the stock. He sells rubber and saffron at the market hall and receives 1 further coin from the stock.



Both ships are now unloaded and Blue wants to take no further action during the loading.

5) Income

Each player receives **1 coin**. Players who bought no trade card this round receive 1 **additional** coin. Afterwards, the First Player hands the **metal coin** to the player on their left.

In the rare case that there are not enough coins in the stock during the income phase, make do with tokens outside of the game, for example real coins or dice.

END OF THE GAME

As soon as in phase 1) "Supply" the only card left on the drawing pile after the drawing of the trade cards is the card *4th fire* (E), your last round has started. Proceed as per usual. Afterwards, carry out the final card on the drawing pile, *4th fire* (see p. 4, "fire"). After that, the game ends.

Attention: Occasionally it may happen that the card *3rd fire* (D) is the final autumn card and sits right above the card *4th fire* (E). In that event, the round ends after revealing and carrying out the 3rd fire, but carry out the 4th fire immediately. After that, the game ends.

Now, determine all the **points** you've collected. Use the **score track** on the game board to show your points. The player with the highest score wins. In case of a tie, the player who owns more coins wins.



TRADE CARDS

We will now explain the functions of the various **trade cards** (in alphabetical order) and the **market hall**. Each card may only be used by the player who bought it.
The figures underneath the illustrations indicate the number of appearances of a card in total and in the 4 seasons (A/B/C/D), respectively.

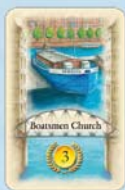
Bank



1: 0/0/1/0

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.

Boatsmen Church



1: 0/0/0/1

At the **end of the game** you will receive **3 points** for the Boatsmen Church.

Carpet Trader



1: 1/0/0/0

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.

Chamber of Commerce



1: 0/0/0/1

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

Coffee Roaster



1: 1/0/0/0

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.

Contract



10: 3/3/4/0

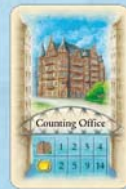
In the course of the game you should supply your **contracts** with **goods cubes**, since you will gain **points** for this. Contracts come in 3 different sizes:

- small contract: **2 goods** for **5 points**
- medium contract: **3 goods** for **8 points**
- large contract: **4 goods** for **11 points**

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 rubber 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** (5/8/11) shown on the contract, but only if **all** required **goods cubes** have been placed on it. There are **no** points for **incomplete** contracts.

Counting Office



4: 1/1/0/2

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 all **4 Counting Offices**.

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 **bonus 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

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.

Market Hall

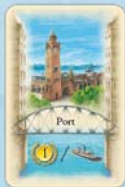


During the game set-up each player receives 1 market hall. In phase 4) "Loading" you may use it in various ways:

- **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.

Port



1: 0/0/0/1

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

Ship



15: 0/5/5/5

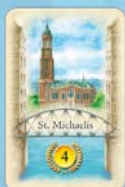
As soon as you reveal a **ship** in phase 1) "Supply", **randomly** draw for each **ship 3 goods cubes** from the bag and place them on the ship.

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!

St. Michaelis



1: 0/0/0/1

At the **end of the game** you receive **4 points** for St. Michaelis.

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 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.

Vulcanizer

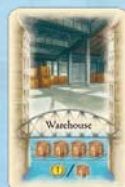


1: 1/0/0/0

In phase 4) "Loading" you may sell any number of **white goods cubes** (rubber) to the **vulcanizer**. For each rubber cube sold take **1 coin** from the stock. Put the sold rubber 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.

ABOUT

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TRADE CARDS OVERVIEW

