

ADDITIONAL RULES

1. Players trade by positioning their ships next to each other and negotiating over the exchange of resources.
2. The trade is only costing one of the player an action - the one whose turn it is.
3. Ships can only conduct two trades in a row in the same position - after that they must move before they trade again.
4. If an Event Card demands that a player "invests" in their country, these resources go to its container, everything else goes to the bank.
5. When an alliance is formed, it must come with a trade; immediate if ships are next to each other, planned if they are not.

ALLIANCES

Two players form an alliance by shaking hands and proclaiming that they now have an alliance. Players that have an alliance can trade without wasting an action on it. Every player can only be in alliance simultaneously.

STRATEGIES AND STRAITS

Instructions

-  3-4 Players
-  14+
-  30-60 mins
-  Hybrid



INTRODUCTION

Lately, you might have heard about the Hormuz Strait and of the geopolitical tension between the US and Iran concerning this passage, which constitutes a vital artery of global trade. Or maybe you've heard adults around you complain about the price of oil for their cars? The world, today more than ever, relies heavily on maritime chokepoints for global trade. Our game aims to teach students about the impact of such passages in a fun and engaging way. Practice resource management, negotiation, and crisis response in order to achieve your country's objective. Through doing so, players will explore the importance of connection, cooperation and communication in a globalized world, both allowed and constrained by maritime passages.

MATERIAL

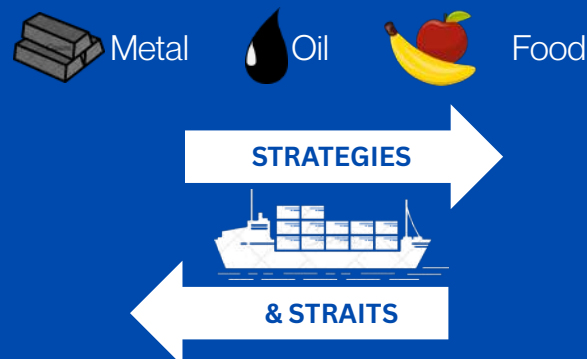
1 x Board
2 x Board pieces
4 x Actor cards
18 x Event cards
4 x Ships small
4 x Ships containers
Paper and Pens to keep track

THE SETUP

Before playing, players must 'set up' the board by reading the facts on the back of the landmass outlines and placing them in decreasing size order onto the board. Hence, players will receive some context about the geographical world of our game.

The setup will take about 5-10 minutes. Players are strongly encourage to discuss the information provided on the board pieces.

1. Set up the bank of resources on one end of the table
2. Distribute actor cards and read them carefully
3. Distribute initial resources of metal, oil, and food.
4. Position ships in ports, indicated by the colored pins on the board.
5. Begin to play!



HOW TO PLAY

In the beginning of each round (except for the first one), every player gets the additional resources indicated on their actor card. Upon their turn, a player can choose conduct two actions.

Actions include:

- moving their ship one step
- trading resources with another player
- pulling one event card
- submitting resources for their development threshold to their resource container
- forming an alliance.

GOAL

Players aim to fulfill the objectives on their actor cards and develop their country by investing and trading. A player wins if they complete these objectives before any other player. The game can go on after one player won to lead all participants to the win. The game can terminate when one player has fulfilled all their objectives, or continue if the victor wants to help other players achieve their objectives.