

Atlantic Triangle



Game Manual

Atlantic Triangle

Control the Most Notorious Trade Route in History!

Game Overview and Goal:

Atlantic Triangle is a trading game for 2 - 5 players, who travel the seas as captains of merchant fleets in the dawn of the 18th century. The Atlantic Ocean and the three continents conjoined by it lay the scene for fierce competition for money and power. The players seek to strengthen their trading stature by defying storms, pirates and competitors, who are pursuing the same goal. A canny merchant keeps track of the market and the developments in supply and demand, and has the courage to take risks in the pursuit of greatness.

The winner of the game is decided by the victory cards. Victory cards can be acquired via purchasing bases and by hunting down pirates. Different combinations of victory card are worth different number of victory points. The winner of the game is the player who first acquires victory cards worth ten victory points.

Content:

1 Game Board 56 x 40 cm
55 Game cards
5 Fleet cards
3 Dice
15 Ship game pieces
15 Ship stands
44 Coins

40 Base counters
6 Pirate counters
45 Product counters
15 Damage counters
15 Cannon counters
Quick Guide
Game Manual

GAME BOARD



Counters

PRODUCTS: EUROPE

PRODUCTS: AFRICA



Muskets



Horses



Metal



Fabrics



Glass



Slaves



Ivory

PRODUCTS: NEW WORLD

DAMAGE CANNON



Cotton



Sugar



Rum



Tobacco



Coffee



PIRATES

SHIP



COINS

BASE

FLEET CARD

VICTORY / EVENT DECISION



VICTORY CARDS

EVENT CARDS



Europe

Demand in ...
Africa

New World

Pirate

Storm

The Game Board:

The game board is divided into three continents (Europe, Africa and New World), between which the players engage in trading activities. The continents are marked in different colors (blue, orange and green). Boxes in the game board labeled per continent serve as STORES; during the game these stores contain product counters (also referred to as products).

There are five PORTS in Africa and the New World each. The ports are marked with a red circle. Europe is represented as a single port. The octagonal PORT STORES are located in the vicinity of the ports. The products shipped from the other continents and the players' bases are placed in the port stores. In addition, the main product of each African and New World port, the one which is most often received in exchange, is shown on the port store. On the map next to Europe, there are six BASE SLOTS, each marked with one of the products imported into Europe. In these slots the players establish the bases they purchase in Europe.

In addition to the ports, there are eleven OCEAN POINTS in the middle part of the map. The ocean points are marked with circles of different shades. There are also five named insular ocean points (for example Canary Is.), indicated by white rosettes. In the course of the game, the players can purchase bases onto these insular ocean points. All of the ocean points are divided into three zones: North Atlantic (purple), Mid Atlantic (blue) and South Atlantic (green). Each time a player plays a storm event card, the storm has an effect on all the ocean points belonging to that specific zone.

The ocean points (11 pcs) and ports (11 pcs) are game squares where players' ships can be located in the course of the game. More than one ship can be on one game square; including ships belonging to different players. Two ocean points are interconnected by OCEAN ROUTES indicated by a line of long dashes. An ocean point and a port, or two different ports are interconnected with a COASTAL ROUTE (line of short dashes). During the game pirates may lurk only on coastal routes. In addition, at the lower right corner of the game board, there is a large compass rosette on which the pirate counters are placed at the start of the game, and on the left side of the game board, there is a list of the products that can be sold in Europe (PRICE TABLE).

STORES



Europe

Africa

New World

BASE SLOTS



PORT

PORT STORES



OCEAN POINTS

PRICE TABLE



Insular

Getting Started:

When the game is played the first time, game parts are removed from their frames and ship pieces are placed on their plastic stands. The event cards (blue back) and the vict cards (red back) are separated into two decks. The decks are shuffled and placed face down next to the game board. The product counters are placed into their own slots in the store each continent. Six pirate counters are placed on the big compass rosette in the lower right corner of the game board. Each of the players is given one fleet card, which is placed on table in the front of each player. The frame of each fleet card shows the color of the player. This also determines the color of the ships and the base counters of each player.

The fleet card has boxes for player's three ships. At the beginning of the game each player has only one ship (I). In the course of the game, the player can purchase ships II and III. Products loaded into the ships, the cannons acquired for the ships and the damages taken by the ships are entered in the form of counters on the fleet card in the box of the ship in question. At the top right corner of the fleet card, there is a treasure chest for the money player earns, and the bottom of the card summarizes of the rules of the game: on the left turn phases and the prices of the acquisition, on the right the circulation of the product the Atlantic Triangle. At the beginning of the game each of the players is given 3 pieces of money.

The rest of the money, two ships of each color and all the base, cannon and damage counters are placed in the bank, from where they are taken into play in the course of the game.

Each player is dealt one event card which is not shown to the other players. Each player places his/her first ship into the European port. The starting player is determined by the dice. After this the game turn rotates clockwise. Starting from the first player, each player loads his/her ship with a product of choice from the European store. The product counter is placed on the first ship in the fleet card to indicate that the product is being carried by the ship. Exception: The player is not allowed to buy muskets during the first turn.

Once all players have loaded their ships with a product, the first player begins the seafaring phase.

Game Turns in Brief:

A Player's turn consists of three phases (as represented in the fleet card). The phases are always played in the following order:

- 1) Seafaring phase: In the seafaring phase, the player rolls three dice, and moves his/her ships accordingly. If a ship encounters a pirate, the player makes a pirate roll before moving on to the next phase.
- 2) Trading phase: In the trading phase, the player exchanges and sells products and makes investments.
- 3) Event card phase: In the event card phase, the player plays one event card; either from his/her hand or by taking the next card from the top of the event card deck. Playing the card and performing the event ends the turn, and the player hands the dice over to the player on his/her left.



Note: The first two phases are optional. The event card must always be played! Especially in the beginning of the game, the players may have to play event cards that do not always have a direct impact on the game. Later the significance of the events depends largely on the current game situation.

Seafaring Phase:

The player rolls three dice. The player distributes the result among his/her ships: one die per ship. In order to illustrate how many movement points each ship has been given, the dice can be placed next to the ships. The numbers can't be summed up and the number in one die can't be shared among the ships. The player can move each ship the number of movement points that is indicated by the die belonging to the ship. If the player has less than three ships (as is the case in the beginning of the game), the lowest results are not taken into account.

The ships can be moved up to the number of movement points given to them. Moving a ship is optional. Moving a ship from one ocean point or port to an adjacent one counts as one space. The adjacent squares have been conjoined by an ocean route or a coastal route. The ship can engage in trading activities only at a port at which she stops.

If a ship moves a space on a coastal route occupied by a pirate, she has to stop on that pirate. Note! The rule does not apply to ships that move with the total of 6. Regardless of how many movement points the ship really moves, with the total of 6 the ship can pass through pirate counters, if the player so wishes. At the end of the player's seafaring phase, there will be a pirate roll for the ships that have been stopped by pirates.

If the player has, at the end of his/her seafaring phase (after the pirate roll), even one ship in an insular base (ocean point with a base built in it) belonging to another player, he/she has to pay one coin to the owner of the base (regardless of how many ships he/she has at the base(s) of another player). If the player has ships at the insular bases of more than one other player, he/she has to pay a coin to each of them. A player who cannot afford to pay for the use of the bases is not allowed to stop at another player's base or move to it after the pirate roll.

Repairing a Damaged Ship:

The player can also repair his/her ships during the seafaring phase. The ship that is being repaired must be in the European port. During the seafaring phase, instead of moving the ship, the damage counter is removed from the ship's box in the fleet card and the ship is undamaged again. The repaired ship can be loaded with products during the trading phase of the same turn.

Pirate Roll:

The pirate roll(s) are performed at the end of the seafaring phase, prior to proceeding to the trading phase, for all ships that have stopped on a pirate, one die per ship. If a pirate roll is needed for more than one ship, the player decides one by one in which order the rolls will be performed. The total indicated by the die, and the cannon arsenal of the player's ship dictate what kind of an influence the pirate have on the ship.

Pirate roll for a merchant ship (Ship with no cannons):

- Total 2-6: The player escapes the attempted hijacking, and his/her ship moves instantly to the one of the two nearest game squares (chosen by the player).
- Total 1: The ship is lost. The ship will be returned to the bank, and her possible cargo will be returned to its original store. The pirate counter stays in its place.

Pirate roll for a war ship (Ship armed with cannons): +

- Total 2-5: The ship moves to the nearest game square (chosen by the player), same way as does a merchant ship.
- Total 6: The player wins the battle. The player removes the pirate counter from the game and takes two victory cards from the top of the victory card deck. The player chooses the card he/she likes and returns the other card to the bottom of the victory card deck (without showing it to the other players). The ship moves to one of the nearest game squares. The pirate counter is removed from the game completely.
- Total 1: The ship takes damage. A damage counter is placed in the ship's box on the fleet card. If the ship is already damaged, she will be sunk. The damaged ship moves to the nearest game square (chosen by the player). If the ship taking damage has both cargo and cannons, it must give up either the cargo or the cannon counter.
- If the pirate is destroyed (6) or evaded (2-5) with a war ship, merchant ships stopped on the same pirate counter, can automatically move to the nearest game square (chosen by the player).
- After the pirate roll the player will proceed to the trading phase of his/her turn.

Trading Phase:

Trading consist of purchasing, exchanging and selling products in the ports of the three continents. The trading rules differ from continent to continent, but all of the trading takes place during the trading phase of the players turn.

On the Triangular Trade:

The player purchases products in Europe, ships them to Africa to trades for slaves. From Africa, the slaves are shipped to the New World and traded for local goods in demand in Europe. After having returned to Europe, the player sells the New World products and thus enhances his/her trading stature. Muskets and ivory make an exception: muskets can be traded directly in the New World and Ivory can be shipped directly from Africa to

Europe. It pays off to take advantage of these special products whenever possible.

Trading in Europe, purchasing products:

The player can purchase products for a ship that is in the port in Europe. Purchasing product within the scope of this game is free.

The player rolls one die and takes the corresponding product from the European store: 1=muskets, 2=horses, 3=metal, 4=fabrics, 5=glass. If the player rolls a 6 or the correspondi to the total of his/her roll is out of stock, he/she can freely choose any product from tl European store. The purchased product is placed on the fleet card in the box of the ship question in order to indicate the product is being carried by the ship.

Purchase Limitation in Europe:

- Only one product counter can be loaded in one ship.
- A damaged ship carrying cannons must be repaired before it can take cargo (products
- In the beginning of the game, the player is not allowed to purchase muskets, but he/st has to purchase any of the other four products

Trading in Africa:

Only European products (blue counters) can be traded for African products (orange counters) in the African ports. A prerequisite for trading is that the port in question is ab to receive the product the player has in his/her ship. In other words, the product in questic is not in the store at that port, and there is maximum one other product in that port store. When a product is traded, the player takes the product from his/her ship (the box in th fleet card) and places it on the map in the port store to indicate that the product has bee delivered to the port.

In the exchange, the player may load his/her ship with the main product of that po (indicated by the product picture in the port store). If the main product is out of stoc the player takes a product that is still available in the African store. If the player see to receive a product other than the main product of that port, he/she must roll one di. The player takes a product counter corresponding to the total of his/her roll: 1, 2, 3 and = slaves, 5 = ivory. If the player rolls a 6, he/she can choose any of the products left in th African store. If in the port store there are already two product counters (any product: it means the supply and demand situation is bad, and this port won't accept any product

Note! Although there are four slots for the slave counters in the African store, the slav counters function as they were in the same stack. For example, if the player rolls 3, ar there are no slave counters in the stack 3, the player takes a slave counter from anothe stack in the African store. The slave counters may also be rearranged from a stack t another during the game. This has no effect on the game play.

Trading in the New World:



The ports of the New World receive only two products: slaves from Africa and muskets from Europe. These can be traded for New World products that are sold in Europe. The player places the product from his/her ship to the port store and in exchange takes the main product of that port (the product counter is taken from the New World store). If the main product of that port is out of stock or the player wishes to have some other product from the New World store, he/she rolls one die and loads his/her ship with the product corresponding to the total: 1 = cotton, 2 = sugar, 3 = rum, 4 = tobacco, 5 = coffee. If the player rolls a 6 or the product corresponding to the total is out of stock, the player chooses one of the products still left in the New World store. A prerequisite for trading is that the port in question is able to receive the product in the player's ship.

- Muskets can be traded only at ports that don't have muskets in the port store
- Slaves can be traded only at ports with no more than one product counter
- If a port has one musket counter, it can receive one slave counter (no muskets)
- If a port has one slave counter, it can receive one more slave or musket counter

The ports in Africa and in the New World are gradually filled with products, and the players have to head for ports that will still accept products. The event cards played in the course of the game increase the demand at the ports and they will once more accept products

Trading in Europe, Selling Products:

- Six different products (cotton, sugar, rum, tobacco, coffee & ivory) can be sold in Europe
- A player can sell products that are on a ship that is at the European port
- Once a player has sold a product, the product counter is taken from the ship and placed in the European price table. The counter is placed in the table in the row dedicated to the product in the first empty column from the left. For any product sold the player receives the amount of money that is indicated in the table: four for the first one, three for the second one and two for the third. European prices go down due to increased supply, but the event cards can increase the demand and the prices.

Investments:

During the trading phase, a player can use his/her money to enhance his/her trading stature. The player can purchase new ships, cannons for the ships and continental or insular bases. The player pays the corresponding sum to the bank. A new ship costs 5 coins and it is placed in the European port. Each player can have maximum of three ships. If the player has enough money, he/she can purchase cannons to the new ship at the same turn. Products can also be loaded in the new ship at the same turn the ship is bought.

Cannon for a ship costs 3 coins. A ship can carry only one cannon counter and the ship that is being equipped with a cannon must be at the European port. If the ship carries cargo and is already damaged, it must be repaired before being equipped with a cannon. Like the

product and the damage counters, the cannon counter is placed in the ship's box in the fleet card.

A base costs 5 coins. A player can establish an insular base (Azores, Bermuda, Cap Vert, Canary Is. or St. Helena), a base in Europe or a base in one of the ten port stores in Africa or the New World. At the moment of purchase, the player must have at least one ship in the game square where the base is to be established.

An insular base is placed at an ocean point marked by a white rosette. During storms, the base protects the player's ships that have stopped in the same ocean point. The base also gives its owner the chance of getting money from other players, who seek shelter from the storm. Each ocean point marked by a rosette can have only one base. When a player builds an insular base, he/she receives always one victory card.

A base established in Europe is placed in the product slot of the player's choice next to Europe. The player will specialize in trading the product in question and will earn money every time the product in question is removed from the price table with the Demand in Europe card. Each of the players can establish only one base in Europe. The base must be built for a product that has no base yet. When establishing a base in Europe, the player receives one victory card.

A base established in Africa or in the New World will be placed in the port store of the player's choice in Africa or in the New World. The player will earn money every time the port store is emptied with the Demand in Africa or the Demand in the New World card. A base can be established only in a port store that has no base yet. The player acquires one victory card when establishing his or her first base in Africa, and one victory card when establishing his or her first base in the New World. The bases the player establishes after that won't yield victory cards.

One player can establish a maximum of eight bases. In the investment phase, the player can also buy a victory card with ten (10) coins. The player can trade and invest in whichever order as long as the actions are taken after the seafaring phase and before the playing of the event card. The investment prices are indicated in the fleet card.

Playing an Event Card



At the end of a turn, the player plays one event card. The player can choose an event card in hand, or draw the topmost card from the event card deck. If the player plays the card in hand, he/she takes a new card from the event card deck (the players always have one card in their hand). Once the event indicated by the card has been played, the card is placed onto a discard pile next to the board, face down. Once the entire deck has been used up, the discard pile is shuffled and the deck is put to play again.

Tip: the player can try to save the event card that is in his/her hand for later, but then he/she has to take the risk that the card drawn from the deck is less beneficial.

The Effects of Event Cards:

Demand in Europe

All products in question are removed from the price table and returned to their original store. The player who has a base in Europe in the slot of the product in question receives one coin for each counter that is removed.

Demand in Africa

All products will be removed from a non-empty African port. The port is selected by the player who has the turn. The removed product/products are returned to the European store. If someone has a base at the port, he/she receives one coin from the bank for each product counter removed.

Demand in the New World

All products will be removed from a non-empty New World port. The port is selected by the player who has the turn. The removed product/products are returned to the store of the source area. If someone has a base at the port, he/she receives one coin from the bank for each product counter removed.

Storm in the North/Mid/South Atlantic

All ships that are at an ocean point in the zone indicated in the card, take damage. Players place a damage counter in each of the damaged ships' box on the fleet card. If a ship that is carrying both cannons and a product takes damage, it returns its cargo to its original storehouse, or gives up its cannons. A ship that takes damage for the second time will sink and will be returned to the bank.

NOTE! Ships that are protected by an insular base are not affected: ships that are in an ocean point with any player's base are automatically protected.

Pirates in the Caribbean / African Waters

The player who has the turn takes a pirate counter from the compass rosette and places it on any coastal route in the area indicated in the card that is already not occupied by a pirate. If all pirates have been used (there are no pirates left on the compass rosette), the event card has no effect during this turn, and it will be put onto the discard pile.

Pirates on the Move

If there is a pirate (or several of them) in the game, the player who has the turn has to move a pirate counter of his/her choice onto a coastal route of the same continent that is not yet occupied by a pirate. Do note that pirates can't move between continents.

General

A player can play an event card which has no real effect on the game: for example empty a port of a continent all ports of which are already empty, or 'empty' a product with no counters on the price table. If a player plays the Demand in Africa/New World card, and there are some ports with resources in the continent in question, the player has to empty a port that has at least one product counter.

Additional Rules: Victory Point System:

The player acquires victory cards by building bases, destroying pirates, or by purchasing victory cards directly. Once a player has received a victory card, he/she places it in front of him/her on the table, face up. Each victory card represents influence in a European state. The player's aim is to extend his or her influence over as many European states as possible. The value of the cards is calculated by summing up the total number of cards and the number of different cards. Thus, if the player has one card, his points are $1+1 = 2$. If the player has four cards, two of which are the same, he/she has a total of four cards, but only three different ones, and so he/she earns $4+3 = 7$ victory points. If the player has five different cards, his/her points are $5+5 = 10$ and he/she wins the game.

Winning the Game:

If during his/her turn, a player acquires victory cards that are worth ten victory points, he/she is declared winner, regardless of the number of points that the other players have. If a player acquires the last (the 25th) victory card, but doesn't earn the number of points needed for victory, all players' points are checked immediately. The player with the highest number of points will be the winner. In a situation in which two or more players have the same number of points, the amount of money the players in question have decides the winner of the game. If the leading players also have the same amount of money the winner is decided through a draw.

Losing the Last Ship:

If a player loses his/her last ship as a result of a storm or an attack of pirates, he/she will be given a new ship free of charge at the European port. If the player who loses his/her ship is the player who has the turn, the new ship can't move during the same turn. However, the new ship can participate in the trading phase as usual.

An Emptied Storehouse:

If a player wants to exchange a product during the trading phase, or purchase a product from Europe, but there are no product counters in the store of the continent, he/she takes without rolling the dice, one corresponding product directly from the port store of the next continent (chosen by the player). (If there are no products left in Europe, the player chooses a product from an African port store; and if there are no products left in Africa

the player takes a slave counter from a New World port store. This is an exceptional emptying procedure, from which no player earns money, even though a player might have a base that would normally entitle him/her to earnings. If the New World store is empty, the player takes a product of his/her choice directly from the price table (no ivory, because it is an African product). It is important to note that even though a store has been emptied, the force return takes effect only when one of the players wants to trade in the continent on which the emptied store is located, and has the resources for it.

Variants for Experienced Players:

More experienced players can choose one or more of these variants to make the game more versatile. The variants can be used individually, or they can be combined in different ways. It is thus possible to combine all three variants. The players must agree prior to the beginning of the game which rules to use.

1: Secret Resources

When a player acquires a victory card, he/she looks at it without revealing it to the other players. In this way, the number of victory points is kept secret, which makes the last rounds particularly exciting. Once a player has collected victory cards worth 10 victory points, he/she reveals the cards and is declared the winner.

2: Famous Pirates

Whenever a pirate destroys a ship or inflicts damage upon it, one (1) coin from the bank is placed under the pirate counter to indicate that the pirate in question has seized plunder or has a bounty on his head. The money moves along with the pirate. The player who destroys the pirate will acquire a victory card and the money from under the pirate.

3: Limited Years

In this variation the game time is limited to a fixed number of turns. Prior to the beginning of the game, the players decide to play for example three rounds, which means that there will be no new event cards after the event card deck has been used up for the third time, but the players play the cards they have in their hands. After the last card has been played and it has taken effect, the player with the highest number of points is declared winner. In case of a draw, the winner is decided on the basis of the money the players possess. If the leading players are also in equal terms of money the winner is decided through a draw.

History of the Atlantic Triangle Trade:

In his search for a passage to India via the Atlantic Ocean, Christopher Columbus was surprised to find entirely new areas that had been unknown to the Europeans. His first voyage to the West Indies in 1492 was followed by a series of voyages. He landed in the South American continent in 1498. Columbus had not discovered a trade route to India but something of much greater value: the riches of the New World.

Towards the end of the 17th century, the Native Americans had been deprived of the gold and treasures through trade and violence. The European empires set out to invest in the agriculture of the colonies and the fertility of the trading routes. In many areas in the Caribbean, the local population was not enough to meet the labor demands of the cotton, sugar cane and tobacco plantations, which resulted in the shipping of slaves from Africa to the New World.

In Africa, slaves were bought from the local warlords and slave-collecting expedition and traded for European weapons, horses, and fabrics. Iron, copper, and Venetian stained glass were also popular goods for trading. The slaves, transported across the Atlantic in inhuman conditions on overcrowded ships, were traded in Brazil, the Caribbean, and the Southern parts of North America for local agricultural products: cotton, sugarcane, rum and tobacco, which all had astronomical prices in the industrializing Europe.

The ships, filled with cargo, sailed continuously the Atlantic Triangle formed by Europe, West Africa, and the Caribbean. Even though the risks of seafaring were great and ever present, and ships were expensive, the states and merchants participating in the triangle trade were able to profit greatly.

The Atlantic triangular trade lasted for over a century. Haiti, which became independent as a result of the slave revolt in 1804, set an example for many states in the New World and the period of enlightenment in Europe influenced legislation and contributed to the abolishment of slavery. It has been estimated that about 10 million Africans ended up as slaves in the new continent, but a considerably larger number left the African shores on the ships and never reached destination. The profits generated by the triangular trade contributed to the industrialization of Europe, and the people transported to the new continent laid the foundations for the cultural and ethnic background of the Caribbean and the North American continent.

