

GENERAL STORE



Sell any number
of goods



Take \$1 extra

FARM



Take 2 food



Take 1 extra food

TOWN HALL



Build 1
Building



Pay 1 fewer
resource

FOREST



Take 2 wood



Take 1 extra wood

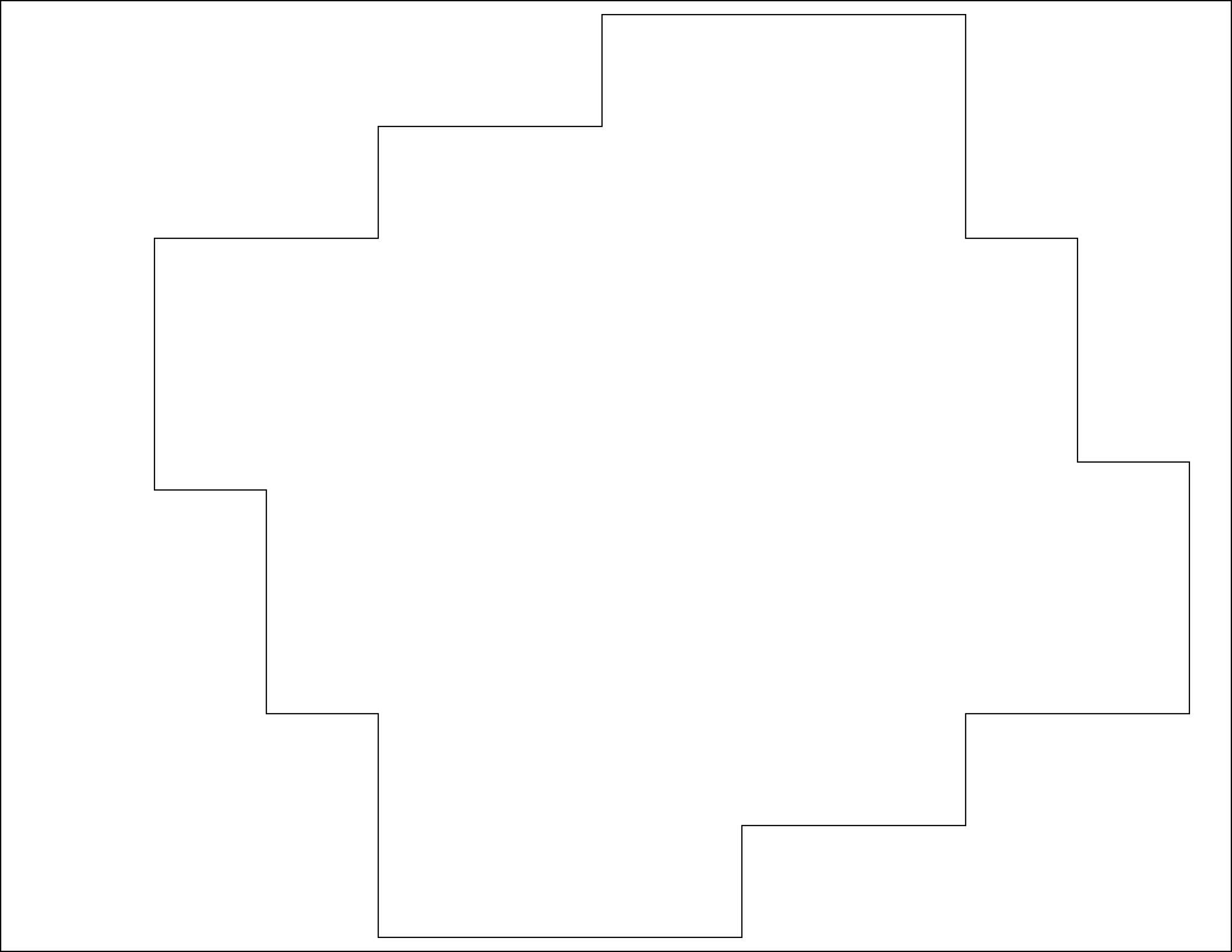
WAREHOUSE



Take 1 brick



Take 1 extra brick
or 1 food or 1 wood



CHURCH

Earns 5 bonus points



TRYWORKS

When occupied, each of your ships can return up to 3 right whales for free.



SCHOOLHOUSE

Take 2 food and 2 wood



LUMBER MILL

Sell wood only.

Take \$1 extra for each wood sold



BANK

Take \$5



FACTORY

Earns 1 bonus point for every 2 right whales



TAVERN

Remove 1 or 2 empty sea

tokens drawn last round, and take \$4 or \$6



WHARF

Launch a ship for half of the normal food cost



LIGHTHOUSE

Move a ship 1 space farther

out the whaling track, into the 1st position



DRY DOCK

Dock a ship for

2 wood, then launch it for the normal cost



OFFICES

Earns 1 bonus point for each 2 buildings owned



WORKSHOP

Take \$1, 1 food, 1 wood, and 1 brick



BRICKYARD

Take 3 brick



COOPERAGE

Take \$1 for each whale on one of your ships



MARKET

Sell goods. Take double the price for the first good of each type sold.



MANSION

Earns 4 bonus points



BAKERY

Take 4 food



INN

Play your workers again using only town and whaling board actions



COURTHOUSE

Build a building for 2 fewer resources



POST OFFICE

Take this building and become the owner. The owner takes \$2 at the end of each round.



2^+

2^+

2^+

2^+

2^+

2^+

2^+

2^+

3^+

3^+

3^+

3^+

3^+

3^+

3^+

3^+

SHIPYARD



Prepare 1 ship
for 2 wood



Pay 1 wood
fewer

DOCKYARD



Launch 1 ship for
the food cost shown



Pay 1 food fewer

ROUND

1 12

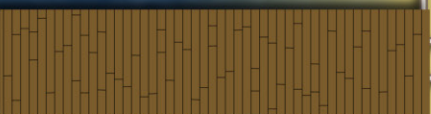
2 11

3 10

4 9

5 8

6 7



RETURN

1

1ST 2ND 3^{KD}

2

1ST 2ND 3^{KD}

3

1ST 2ND 3^{KD}

4

1ST 2ND 3^{KD}

5

1ST 2ND 3^{KD}

6

1ST 2ND 3^{KD}

GOODS

SELLING:



Food → \$1



Wood → \$1



Brick → \$2

BUYING:

1X PER TURN

\$3 → 2 Food

-OR-

\$3 → 2 Wood

RETURNED WHALES



RIGHT

9X



BOWHEAD

5X



SPERM

1X

AND 4X EMPTY SEA PER PLAYER

OCEAN
CONTENTS



SHIP 1 WHALES



SHIP 2 WHALES

GOODS

SELLING:



Food → \$1



Wood → \$1



Brick → \$2

BUYING:

1X PER TURN

\$3 → 2 Food

-OR-

\$3 → 2 Wood

RETURNED WHALES



RIGHT

9X



BOWHEAD

5X



SPERM

1X

AND 4X EMPTY SEA PER PLAYER

OCEAN
CONTENTS



SHIP 2 WHALES



SHIP 1 WHALES

GOODS

SELLING:



Food → \$1



Wood → \$1



Brick → \$2

BUYING:

1X PER TURN

\$3 → 2 Food

-OR-

\$3 → 2 Wood

RETURNED WHALES



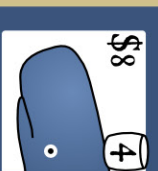
RIGHT

9X



BOWHEAD

5X



SPERM

1X

AND 4X EMPTY SEA PER PLAYER

OCEAN
CONTENTS



SHIP 1 WHALES



SHIP 2 WHALES

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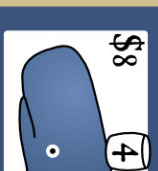
RIGHT

9X



BOWHEAD

5X



SPERM

1X

AND 4X EMPTY SEA PER PLAYER

OCEAN
CONTENTS



SHIP 1 WHALES



SHIP 2 WHALES

