

NEW BEDFORD

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- 2 workers in each color
- 2 ships in each color, with white and black sails
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- Anchor (Round Marker) token
- 4 Sperm Whale Tokens
- 20 Bowhead Whale Tokens
- 36 Right Whale Tokens
- 16 Empty Sea Tokens
- 20 Building Tiles
- 30 \$1 Coins
- 25 wood tokens
- 20 brick tokens
- 30 \$5 Coins
- 30 food tokens
- Scoring Sheets

Food, Wood, Bricks, and Money are unlimited. If more pieces are needed, improvise using whatever flotsam is available. Whale tokens are limited, and only the correct number based on the number of players should be used.

SETUP

For each player, add 5 Bowhead Whales, 9 Right Whales, 4 Empty Sea, and 1 Sperm Whale to the canvas whaling bag.

Place the Town Board, Whaling Board, goods and money in the middle of the play area. See TOWN BOARD, P.5 and WHALING BOARD, P.6.

Gather the buildings with the number of players shown on the back (See BUILDINGS P.6) and all of



WOOD



FOOD



Brick



\$1 Coin



\$5 Coin

Per player:

- 9 Right Whales,
- 5 Bowhead Whales,
- 4 Empty Sea,
- 1 Sperm Whale

[2+] buildings are used in all games. [3+] buildings are used in games with 3 or 4 players only

Each player receives \$5, and the 2 ships and 2 workers of one color.

the bonus buildings. Place the buildings next to the town board.

Players select a color (brown, white, black, or gray) and receives the two workers of that color, the player board for that color (See **PLAYER BOARD: P13**). Workers are kept on the player board when not in use. All ships are kept in a pile near the whaling board.

The player most familiar with the rules starts with the Captain's Wheel. In turn order, players take \$3 from the general supply, and a combination of \$3 in money or goods (*for example: 2 wood and \$1, or 1 food and 1 brick*).



- A: Town Board
- B: Whaling Board
- C: Buildings
- D: Canvas Bag with Whaling Tokens
- E: Goods and Money
- F: Player Board

GAME OVERVIEW

In New Bedford, the goal is to accumulate the most points from whale tokens, buildings, and money over 12 rounds. Each round is divided into 4 phases:

Each round starts with an ACTION PHASE, placing workers on action spaces and immediately taking the actions. Building buildings provides more action spaces.

When all players have placed their workers, the MOVEMENT PHASE begins. Ships move toward the return space. Players pay to receive whales on returning ships or must sell them.

When all ships have finished moving and returning, the WHALING PHASE begins. Whale tiles are drawn, and players add them to ships, starting with the ships farthest out.

Once all ships have had a chance to select whales the round ends. In the End of Round Phase, workers return and the first player and round markers advance.

ACTION PHASE

In clockwise order, players place workers, one at a time, on action spaces, until all players have placed both workers. All town spaces and most buildings are actions. Actions are resolved immediately.

When a worker is placed, the player may make exactly one purchase of either 2 wood or 2 food for \$3, before completing the selected action. A reminder of this is shown on the Player Board.

See ACTION PHASE, P4

See TOWN BOARD, P5,
BUILDINGS, P6, and
WHALING BOARD, P10

See MOVEMENT PHASE
P12

See WHALING PHASE,
P12

See END OF ROUND
PHASE P14

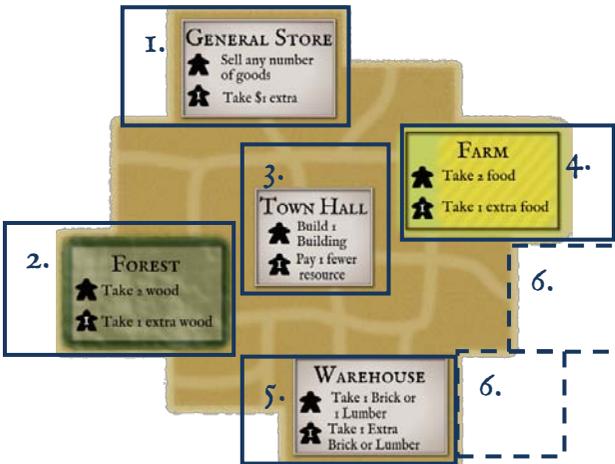
Buy exactly 2 food or 2
wood before each
action for \$2.

Initially, only actions on the town board and whaling board are available. These actions can be used multiple times each round, with the first player to place a worker on these spaces receiving a bonus.

The buildings make more actions available after they are built. Unlike actions on the town and whaling boards, a building may only be used once per round. The owner may use it for free, but any other player may use it by paying the owner \$1.

A player *cannot* take an action he is unable to perform. *Example: Using the Dock without having a ship to launch, or using the Lumber Mill without selling wood.*

TOWN BOARD



Town action spaces are always available and can be used multiple times per round, even by the same player. Every player who uses the space takes the normal action next to the plain worker symbol.

Town actions can be used multiple times per round

Buildings can be used once per round.

Players may not occupy spaces for actions they are unable to perform

1. GENERAL STORE Action Space
2. FOREST Action Space
3. TOWN HALL Action Space
4. FARM Action Space
5. WAREHOUSE Action Space
6. Spaces for buildings

The town board contains action spaces that are always available to be used.

The first player to place a worker on any empty town action also takes the bonus action, shown next to the worker symbol with a 1 on it. The Town action spaces are as follows:

FARM: Add 2 food to your personal supply. The bonus is to receive 1 extra food

FOREST: Add 2 wood to your personal supply. The bonus is to receive 1 extra wood

WAREHOUSE: Add 1 brick to your personal supply. The bonus is to receive either 1 extra brick, 1 food or 1 wood.

GENERAL STORE: Sell goods and take \$1 for each or food sold, and \$2 for each brick. The bonus is to receive \$1 extra in total

TOWN HALL: Build a building, by returning its cost to the supply and placing the building on the player's corner of the board. The bonus is to pay 1 less brick, food, or wood resource. See BUILDINGS. When using the bonus, the player selects which resource he will pay 1 less of.

*The bonus "1 less resource" does not apply to money cost, such as for the **Mansion***

The player cannot reduce the cost below zero of a given resource, or use the bonus to take a resource that is not in the cost.

Using an unoccupied town action space earns a bonus

FARM: 2 Food (1 extra food)

FOREST: 2 Wood (1 extra wood)

WAREHOUSE: Take 1 brick. (Take another brick or 1 food or 1 wood)

GENERAL STORE: Sell resources (take \$1 extra):
\$1 per food or wood
\$2 per brick

TOWN HALL: Build a building. (Pay 1 resource less)

1. Building name
2. Worker symbol (Indicates an action)
3. Building action
4. Cost to build

Back of building (not shown): Number of players needed.

BUILDINGS

To build a building, the player pays the cost to the general supply from his personal supply, and places the building around the town board, aligned with the steps around the edge.



The back of the buildings shows the number of players needed to include it in the game. The 3+ buildings are used only in games with 3 or 4 players. The remaining buildings are used in all games.

The player who builds the building is considered the owner. A player may own any number of buildings.

There are two types of buildings. Light colored buildings provide new action spaces, when they are built. Unlike town actions, building actions can only be used once per round, and give no other bonus.

Dark colored buildings are bonus buildings that are worth points at the end of the game. Bonus buildings do not contain an action space.

Buildings with action spaces are marked with the worker symbol. Buildings without the worker symbol have no action. Italicized text indicates effects that apply to the owner without taking an action.

The owner of a building can use its action space for free. Other players can use the building's action space, but must pay the owner \$1 before using it.

The buildings, with their costs and actions, are shown on the following pages.

2+ BUILDINGS: ALL GAMES

BANK, 4 brick: Take \$5

DRY DOCK, 2 brick, 2 wood: Dock and launch a ship for 2 wood, plus the normal food cost. This combines the DOCKYARD and DOCK actions without the bonus from either.

Action spaces are available for the next player to use.

Light Buildings include action spaces, indicated by worker symbol.

Only one player per building, per round, no bonus.

Dark buildings earn bonus points, indicated by darker background.

Italicized text is always in effect for owner.

Owner can use building for free. Others must pay \$1 to use the building.

Must pay before using an opponent's building.

BANK: Take \$5

DRY DOCK: Dock and Launch a ship

LIGHTHOUSE, 2 Wood, 4 Brick: Move a ship 1 space farther out the whaling track, and into the 1st position on the new space. Other ships retain their relative order.

LUMBER MILL, 3 wood, 1 brick: Sell wood only, but take \$2 for each wood sold instead of \$1

SCHOOLHOUSE 2 food, 2 wood, 1 brick: Take 2 wood and 2 food. This combines the FOREST and FARM actions without the bonus from either.

TAVERN, 3 food, 2 brick: Remove 1 or 2 empty sea tokens that were drawn in the previous whaling phase, and take \$4 or \$6, respectively. These empty sea tokens are removed from the game.

The tavern only has an effect if at least 1 empty sea token was revealed during the previous whaling phase.

TRYWORKS, 2 Brick, \$1: When occupied, each of your ships may return up to 3 Right Whales for free

The Tryworks must be occupied during the movement phase to have its effect.

WHARF, 3 food, 2 wood, 1 brick: Launch a ship for half of the normal food cost, rounded up.

3+ BUILDINGS: 3 AND 4 PLAYER GAMES

BAKERY, 1 food, 2 brick: Take 4 food

BRICKYARD, 4 Brick: Take 3 Brick

COOPERAGE, 4 wood: Take \$1 for each whale token on one of your ships.

COURTHOUSE, 1 brick, 5 wood: Build a building for 2 fewer resources. The resources need not be the same.

INN, 2 food, 2 Brick: After all players have taken their actions, but before the movement phase, the player picks up his pieces and places them on any two town board or whaling board action spaces. He may not use building actions. Other players' pieces remain in place.

LIGHTHOUSE: Move 1 ship 1 space out, and into 1st

LUMBER MILL: sell wood only for \$2 each

SCHOOLHOUSE: Take 2 wood, and 2 Food

TAVERN: Remove 1/2/3 empty sea token and take \$4/\$6/8

TRYWORKS: Each ship may return up to 3 Right whales for free

WHARF: Launch for half the food cost

BAKERY: Take 4 food

BRICKYARD: Take 3 Brick

COOPERAGE: Take \$1 per whale on one ship

COURTHOUSE: Build a building for 2 fewer resources

INN: Place workers again. On town or whaling board. No buildings may be used. Effects of TRYWORKS are lost

It is possible to receive the bonus for the same town action twice in a round if a player leaves and re-enters a space.

*Since the **Tryworks** only has an effect if it is occupied, leaving it by using the Inn will remove its effects.*

MARKET, 3 Wood, 3 Brick: Sell goods. Take double the cost of the first good of each type sold.. All of these can be earned in the same action.

POST Office, 2 wood, 1 brick, The owner takes \$2 during each end of round phase. Use the action to move the building to your corner of the board, becoming the owner. The building cost does not need to be paid when using the action.

Workshop, 2 food, 2 wood, 1 brick: Take \$1, 1 food, 1 wood, 1 brick

BONUS BUILDINGS: ALL GAMES

CHURCH, 5 wood, 5 brick: Earns 5 bonus points.

FACTORY, 3 brick: Earns 1 bonus point for every 2 Right Whales.

OFFICES, 4 food, 4 brick: Earns 1 bonus point for each 2 buildings owned.

MANSION, \$10, 4 wood; Earns 4 Bonus points

MARKET: Sell goods, take double for first good of each type sold.

POST OFFICE: Take \$2 at the end of each round. Become the owner and take the building

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

CHURCH: Earns 5 Bonus Points

FACTORY: Earns 1 Bonus point per 2 Right whales

OFFICES: Earn 1 bonus point per 2 buildings

MANSION: Earns 4 bonus points.

DOCKYARD: Dock a ship for 2 wood (pay 1 wood less)

Ships must be docked before they are launched. Players may only dock and launch their own ships.

DOCK: Launch to any space for food cost shown (pay 1 food less)

WHALING BOARD

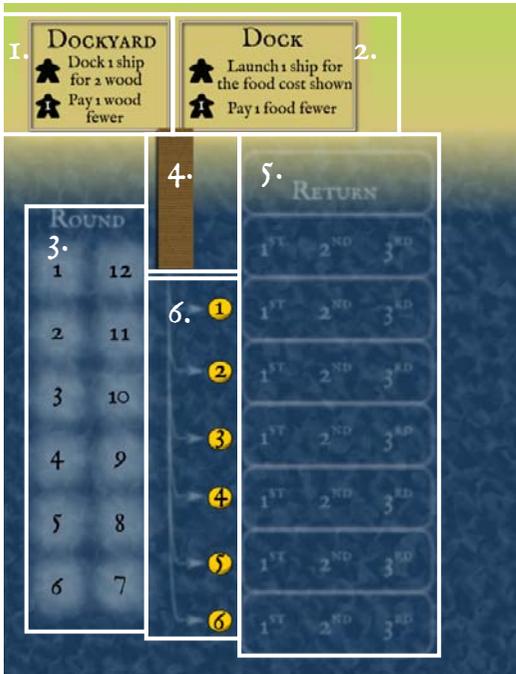
The whaling board contains the dock, the whaling track, the round track, and two additional action spaces which can be used multiple times per round, like town actions.

DOCKYARD: Pay 2 wood to prepare 1 ship, taking it from the supply, and placing it on your player board. The bonus is to pay 1 wood less. This ship is now prepared to launch.

Dock: Launch a prepared ship. Place it on any space on the whaling track marked with a food cost, and pay the number of food shown. The bonus is to pay 1 food less.

Note: The food cost to launch a ship is never less than 0 food. A player may not launch to a space if he does not have enough food to pay the cost.

Players may only ever dock and launch their own ships, and ships can only be launched to spaces with a food cost shown.



Spaces on the Whaling Track are labeled 1st, 2nd and 3rd to track the order in which ships arrive at the space. This order is important for returning ships and selecting whales.

No more than 3 ships can ever be on a space. Players may not take actions that would result in a fourth ship on the space.

Can only launch to spaces with food cost.

1. DOCKYARD Action Space
2. DOCK Action Space
3. Round Track
4. Dock Area
5. Whaling Track
6. Food Cost

The round track spaces labeled 1-12 are used to track the current round of the game using the anchor token.



ROUND MARKER,
ANCHOR

The bottom of Whaling Track is farthest from shore; the top is closest.

MOVEMENT PHASE

In the movement phase, all ships move up the whaling track toward the Return space. Starting with the ships closest to shore, each ship moves one space closer to shore. Any ships moving into the RETURN space return to port in the same order as they selected whales in previous rounds.

RETURNING A SHIP

Each whale token shows a cost, called the “lay”, in the upper left. When a player’s ship has reached the RETURN space on the whaling board, the lay must be paid to receive the whale tokens on that ship. Each token for which the lay has been paid earns the number of points shown in the barrel in the upper right.

Right Whale tokens are worth 1 point, and cost \$2.
Bowhead Whale tokens are worth 2 points, and cost \$4.

Sperm Whale tokens are worth 4 points, and cost \$8.

Empty Sea tokens have no value and no purchase price, since they cannot be selected.

A player who has taken the TRYWORKS action can keep up to a total of 3 Right Whales in that round without paying for them.

Any tokens that the player cannot or chooses not to pay for must be sold.

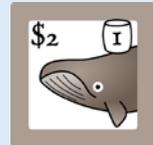
SELLING AND BUYING WHALE TOKENS

When selling whale tokens, the seller first takes half of the cost of each sold token from the supply. This money can immediately be used for other whales on the same or another ship.

Move all tokens one space closer to the port.

Returning ships must pay the lay to keep whales tokens.

Historical note: The term “Lay” referred to the share of the profits each person on the ship received after returning home.



RIGHT WHALE
1 POINT, \$2



BOWHEAD WHALE
2 POINTS, \$4



SPERM WHALE
4 POINTS, \$8

Pay for whale tokens or sell to supply for half cost.

Next, in clockwise order from the seller, each other player can buy one of the sold tokens or pass. The other players take turns either buying or passing, until all of the sold tokens are bought, or all players pass. The selling player may not re-purchase whales he has sold

A buyer pays the full cost of each token to the general supply, and adds the whale to his personal supply, to be scored. Tokens that are not bought by any player are removed from the game.

After all of the whales are taken from a returning ship, the ship piece is placed back in the general supply, and must be prepared again. Each ship's return, including buying and selling, is performed 1 ship at a time, in order of return, and must be completed before returning the next ship.

WHALING PHASE

After all ships move, the whaling phase begins. Whaling is the primary means of earning points in the game.

At the start of the whaling phase, any whaling tokens on the board are returned to the ocean bag. Next, if there is at least one ship on the whaling track, draw 1 token from the bag, followed by an additional token for each ship on the whaling track. No tokens are drawn when there are no ships whaling.

Empty sea tokens might be drawn in addition to the whale tokens. Empty sea tokens cannot be selected or added to a ship. Empty sea tokens can only be removed from the game by using the TAVERN building action.

Other players can buy from supply for full price, in turn order.

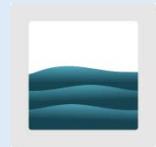
Remove unpaid whales from the game.

Ships are returned to players after paying for whales on the Return space.

Return tokens from previous round to the ocean bag.

Draw all tokens at once.

Draw 1 token per ship on the whaling track, and one additional token.



EMPTY SEA

Empty Sea tokens cannot be added to a ship

After the correct number of tokens is drawn, tokens are selected by players in order of position on the whaling track. Ships farther from the return space select first. Ships on the same space select in the order of arrival.

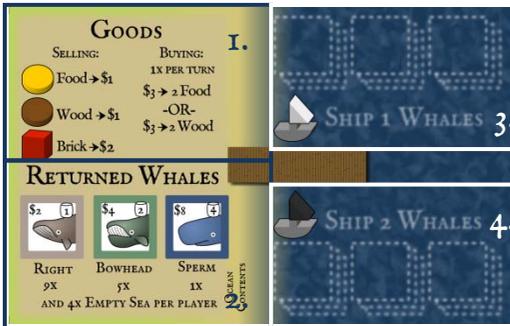
The owner of each ship can select a whale from the drawn tokens and place it next to the matching ship on the player board. Players are not required to select a whale token for a ship.

Any whale tokens or empty sea tokens that are not selected during the whaling phase remain out until the start of the next whaling phase.

Since valuable whale tokens are taken but empty sea tokens are returned to the bag, the selection of whales will get worse as the game progresses.

PLAYER BOARD

Each player has a board to track whale tokens and goods. All information is public, and players may not hide resources, money, or whale tokens.



Workers and ships should remain on the player board when not in use.

Goods should be stored in the upper left portion of the player board. Whale tokens that have been

Select 1 whale per ship in order of distance from shore.

Ships on same space select in order of arrival (indicated on each space).

Unselected tokens remain until the next Whaling Phase

1. Storage area for goods, with reference
2. Storage area for returned whales with reference
3. Storage area for whales on white-sailed ship
4. Storage area for whales on black-sailed ship

returned should be placed in the lower left. The distribution of whale tokens is listed in the whale token area.

Each player has a ship with a white sail and a ship with a black sail. The right side of the player board is used to track whale tokens on each ship.

Whales selected by the ship with the white sail are placed next to the matching ship symbol on the top half of the board, and whales selected by the ship with the black sail are placed next to the matching ship symbol on the bottom half of the board.

Actual whaling ship holds were large enough to hold the barrel from a large number of whales, and there is no limit to the number of whales a single ship can hold in New Bedford.

Whales in the holds of ships earn no points until the ship returns and the lay has been paid.

END OF ROUND PHASE

After all players have selected whales, the end of round phase occurs. The first player marker moves one player to the left, the round marker moves one space up the round track, and players take their workers back.

The owner of the Post Office also takes \$2 in this phase.

END OF THE GAME

The game ends after the 12th round.

Place Selected whales next to the corresponding ship on the player board

Ships can hold any number of whales.

Whales must be returned to earn points.



FIRST PLAYER MARKER,
SHIP'S WHEEL

Game ends after round 12.

Repeat Movement Phase until all ships return.

Before scoring, the movement phase is repeated until all ships return, so that whales remaining on ships can be obtained.

Ships that did not return during the movement phase of the final round still select whale tokens during the whaling phase of round 12.

*Because workers are returned to the player at the End of Round phase of round 12, the **Tryworks** has no effect on ships returning at the end of the game.*

After all ships return, scores are totaled based on SCORING shown on the back page of the rules.

ACKNOWLEDGEMENTS

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Rules Cover image adapted from Whaleship 'Twilight' of New Bedford' by William Bradford

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OakleafGames.wordpress.com

DiceHateMeGames.com

Ships can still collect whales at the end of round 12.

After round 12, all ships return in order, no TRYWORKS bonus.

NEW BEDFORD

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SCORING

Scores are tallied on the score sheet in the following manner.

Whale points: A player earns for points for any whale tokens he has.

Each Right Whale earns 1 point.

Each Bowhead Whale earns 2 points.

Each Sperm Whale earns 4 points.

Building points: Each building earns the owner 1 point. Each bonus building counts as one point in this category. Do not include the bonus points earned from the buildings.

Bonus points: Points from bonus buildings are scored separately from points earned in other categories.

The CHURCH earns its owner 5 bonus points.

The OFFICE earns its owner 1 bonus point for each 2 buildings owned by the owner, including itself.

The FACTORY earns its owner 1 bonus point for each 2 Right Whale tokens in his possession.

The MANSION earns its owner 4 bonus points

Money points: Each \$5 a player has is worth 1 point

Extra resources are worth no points at the end of the game.

The player with the highest score wins.

In case of a tie, tie breakers are, in order, the player with the most whale tokens and the most money. If it remains tied after this, players should mutually enjoy their shared success.

Scoring Summary:

Right Whales: 1 point

Bowhead Whales: 2 points

Sperm Whales: 4 points

1 point per building

Bonus points from buildings are scored separately.

CHURCH: 5 Bonus points

OFFICE: 1 bonus point per 2 buildings

FACTORY: 1 bonus point per 2 right whales

MANSION: 4 bonus points

1 point per \$5

Highest Score Wins

Tie Breakers: Most whales, most money.