

Shipping, Cargo, Pirates and other Trouble at Sea

2 - 5 players

Age 10+

45-90 Mins



OVERVIEW

- Collect points for your Shipping Company by completing the most valuable Contracts.
- Navigate your ships across the high seas and be sure to deliver the goods.
- Watch out for pirate robbers, terrifying storms, Spanish flu, and beware the stock market crash
- Contains both family friendly & the 'Expert' deck builder game
- Historical 1920's theme

CONTENTS

- 1 Game Board
- 11 Ship Meeples
- 54 Action Cards
- 88 Expert Cards
- 42 Contract Cards
- 48 Cargo Cubes
- 24 Passenger Meeples
- 5 Shipping Company Boards
- 2 Pirate Dice
- 1 Instruction booklet

Manifest Times

WASHINGTON, D. C., THURSDAY, MARCH 4, 1920 - THIRTY-TWO PAGES



Designed & Published in New Zealand by SchilMil Games

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