

MORE CONTAINERS

So you like shipping containers?
How about MORE!



COMPONENTS

- A** 15 Player Trucks (3 per player)
- B** 5 Player Board Extensions
- C** 1 Truck Company Auction Token
- D** 1 Truck Company Bid Tile
- E** 15 Player Loan Cards (3 per player)
- F** 10 Gold Containers

CREDITS

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USING THIS EXPANSION

This expansion adds 3 new gameplay modules: Truck Companies (pg.3), Player Loans (pg. 6), and Luxury Containers (pg. 9). These modules can be used together or separately.

SETUP

During normal setup, each player flips their player aid to the expansion side (with a ★). Follow the steps below for the modules you want to use.



Truck Companies

- Place the Truck Company bid tile and auction token near the Off-Shore Bank.
- Each player takes their Truck Company board extension and places it next to their player board.
- Each player takes their 3 trucks and keeps them nearby (not on their board).



Player Loans

Each player takes their 3 loan cards and keeps them nearby.



Luxury Containers

Use the table below to count out the supply of containers, including gold luxury containers. For factories and warehouses, use the normal base game counts.

Players		3	4	5
Gold		8	9	10
Other Colors	Short	8	9	10
	Standard	9	11	13
	Extended	11	14	13

TRUCK COMPANIES



With this module, you can invest in the trucking business to earn a profit when opponents buy containers to stock their harbors.

YOUR LOCAL TRUCK COMPANY

Your board extension represents the local Truck Company that transports containers to your harbor when you take a Factory Purchase action.

At the start of the game, your Truck Company is **independent**. Any player can acquire an independent Truck Company through a Bank auction (next page).

Players use their 3 trucks to mark the Truck Companies they own. You can only own 1 Company per truck you have; once you've placed all 3, you can't bid on any more Truck Companies.



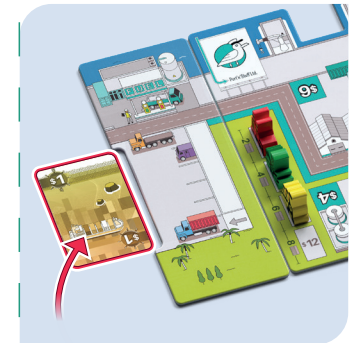
FREIGHT FEES

When using Trucking Companies, each time you take a **Factory Purchase action**, you must pay an additional **\$1 fee** to your local Truck Company (similar to paying union wages when you produce).

This fee is always \$1, no matter how many containers you buy. Pay it to whoever currently **owns** your Truck Company:

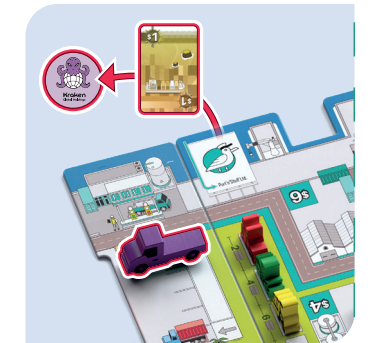
A Independent

Place the \$1 in a faceup pile next to your Truck Company (like an Off-Shore Bank auction lot).



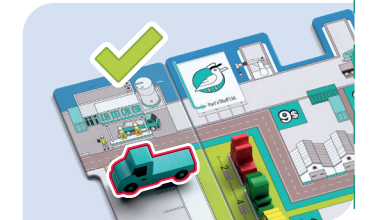
B Opponent-Owned

Pay the \$1 directly to the opponent who owns your Company.



C Self-Owned

If you own your Truck Company, you don't pay freight fees.



TRUCK COMPANY AUCTIONS

Bidding on Truck Companies works the same as bidding on Off-Shore Bank auction lots. If the Truck Company auction token is in the supply, you can use a Call Bank action to start an auction on any independent Truck Company. If the token is on a Truck Company, you can place a higher bid on that Company.

There can only be **1 active Truck Company auction** at a time (in addition to the normal number of Bank lot auctions). Follow all other rules for Bank auctions on pg. 12-15 of the base rulebook.

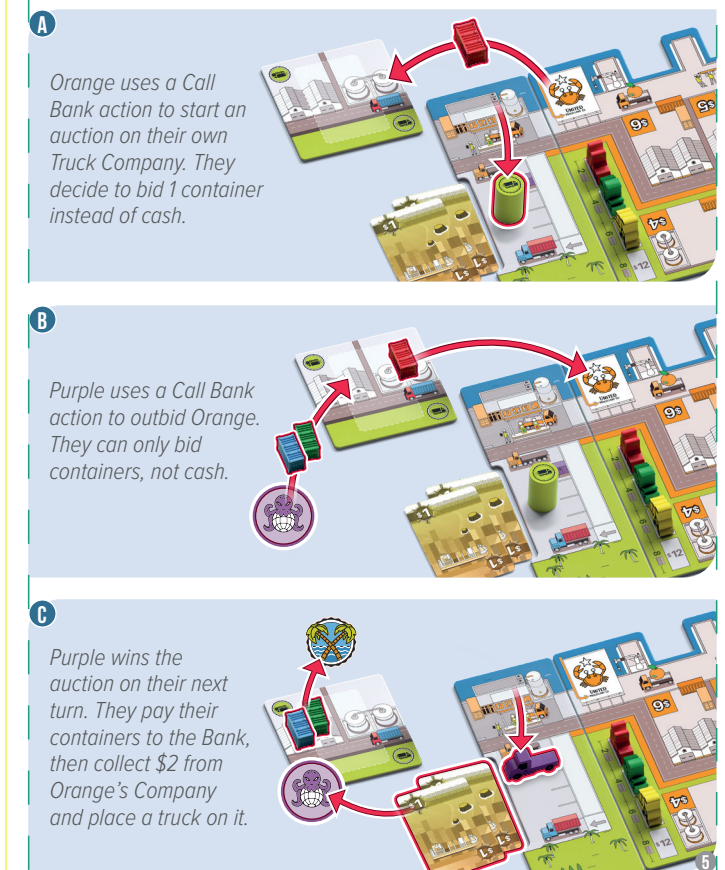
Bidding Cash or Containers

When you start a new Truck Company auction, you can place **either cash or containers** on the Truck Company bid tile, following normal rules. When outbidding an opponent, you must bid the **same currency** as that opponent (e.g. if they bid containers, you must bid more containers, not cash).

Acquiring a Truck Company

When you win a Truck Company auction, pay your bid to the **Off-Shore Bank**, following normal rules. Take any cash next to your new Truck Company into your hand, then place a truck on the Company.

Auction Example



PLAYER LOANS



This module lets players fund each other's loans and collect the interest. You can only take a loan from the Off-Shore Bank if no one else will offer you one.

REQUESTING A LOAN

When you request a loan, any opponent who has at least \$10 in hand may offer to give you one. If at least 1 opponent offers you a loan, **you cannot take a Bank loan this turn** – you can only choose to accept a player loan or decline to take any loans this turn.

Player loans count toward your **limit of 2 loans**. After accepting a player loan, if you have fewer than 2, you can immediately request another loan, following the same rules.



Accepting a Player Loan

If you accept a player's loan, they give you \$10 from their hand, plus 1 of their **loan cards**. If a player has no loan cards available, or doesn't have \$10 in hand when you request a loan, they can't offer a loan.



Rejecting a Player Loan

If you reject a player's loan, you do **not** receive a loan from the Bank, and you can't request a loan again for the rest of the active player's turn.



Taking a Bank Loan

If you request a loan and **none of your opponents** are willing or able to offer one, you may take a loan from the Off-Shore Bank, following base game rules.

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INTEREST AND REPAYMENT

All interest payments and repayments you make on a player's loan go directly to that player. If you do not repay a player's loan before the game ends, you must repay the loan plus \$1 interest during final scoring; if you can't afford the full amount, they collect the rest from the supply.

COMPETING OFFERS

If you request a loan and 2 or more opponents offer one, those opponents immediately bid in an **incentive auction** to determine whose offer you can accept. Follow these steps:

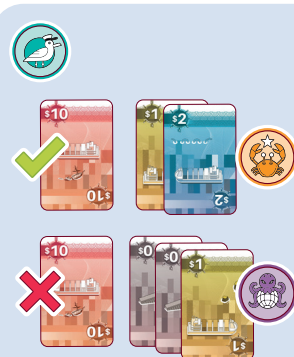
1 Opponents Bid

Each participating opponent places \$10 faceup in front of themselves, then places any amount of cash facedown next to it as an **incentive bid**. They may use \$0 bluff cards.



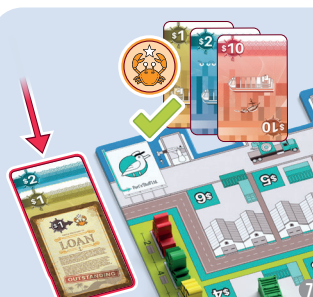
2 Determine Winner

All opponents reveal their incentive bids. Everyone except the highest bidder takes back all cash in front of them. *In a tie, you choose which tied bidder wins.*



3 Accept or Reject

You may accept the highest bidder's loan, **including their incentive bid**, or reject all loans this turn. If you accept, take cash from the supply equal to the winner's incentive and tuck it under their loan card (as a reminder of the total they loaned you).



REPAYING INCENTIVES

If you accept a player loan with an incentive bid, you must repay its total value, **including the incentive**. When you return the player's loan card, return the cash underneath to the supply.

In the previous example, Blue accepts Orange's loan of \$13, so they must repay Orange \$13. If they fail to repay before game end, they must pay Orange \$14 during final scoring (including \$1 extra interest).

DEFAULT

When you default on a player's loan, they immediately choose 1 of the following:

A Seize Container

For each of the player's loans you can't pay interest on, they choose 1 of your containers in any location (except on a bid tile) and place it directly in their scoring area on Container Island.

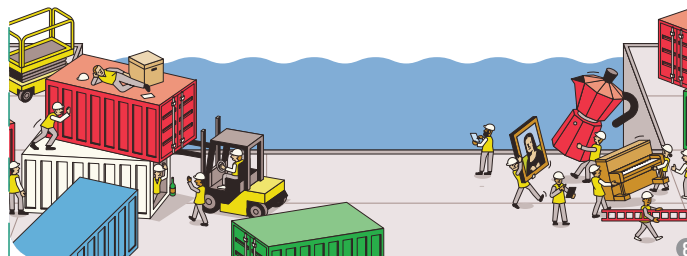
B Forgive Interest

The player forgives your unpaid interest for this turn only. If you have no more containers they can legally seize, they must choose this option.

Defaulting on Multiple Loans

- If you default on a Bank loan and a player loan at the same time, the player resolves their loan first, then the Bank does.
- If you default on 2 different players' loans at the same time, they resolve their loans one at a time, going clockwise from your left.
- If you can afford to pay interest on 1 of your 2 loans, choose which to pay, then resolve default for the other.

REMEMBER: After you default, you **keep** all loan cards and must continue paying interest on them (see base rulebook, pg. 17).



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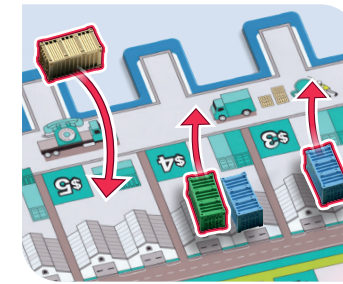
LUXURY CONTAINERS



Gold luxury containers are a new type of container with unique scoring rules. During final scoring, each player treats their gold containers on Container Island as 1 other color of their choice.

ACQUIRE LUXURY FREE ACTION

Once per turn, at any time on your turn, you may return any 2 containers from 1 district on your board to the supply to take 1 gold container from the supply. Place the new gold container in the same district you returned containers from, setting it to any price. (You may not reprice other containers.)



NOTE: You can't use the Acquire Luxury free action in the middle of another action. For example, when you take a Produce action, you must finish producing containers before you acquire a gold one.

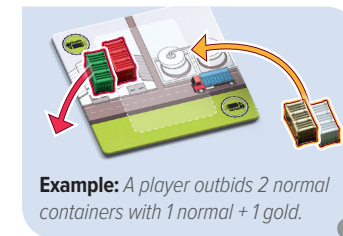
BUYING AND SELLING

Gold containers can be priced, purchased, and delivered to Container Island just like other containers. Each gold container counts the same as a normal container toward storage limits.



BANK AUCTIONS

During Bank auctions, each gold container you place on the bid tile counts as **1.5** normal containers. This means you can outbid an opponent with the **same number** of containers, as long as you bid at least **1 more gold** than they did.



Example: A player outbids 2 normal containers with 1 normal + 1 gold.

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GAME END & FINAL SCORING

If the supply runs out of gold containers, count this as 1 of the 2 colors that must run out to end the game.

The supply must be out of 2 colors **at the same time** to trigger the end of the game. You can use the Acquire Luxury free action to extend the game by returning containers of a color that has run out or is about to run out.

If the supply runs out of a 2nd color **at any time** during your turn, the game ends that turn, even if you later return a color that has run out.

Scoring Luxuries

When you reveal your final scoring card at the end of the game, choose **1 normal container color**; throughout final scoring, treat **all** of your gold containers as containers of that color.

When determining the **most common color** in your scoring area, **combine** your gold containers with the containers of the color you chose. If this makes the chosen color the most common, you must discard your gold containers along with that color.



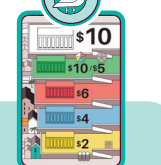
TOTAL: \$26

Orange discards yellow and scores their golds as \$10 greens.



TOTAL: \$58

Purple uses their gold to get 1 of each color so they can score \$10 per two-value container.



TOTAL: \$30

Blue discards their blue and gold so they can score their \$10 whites.

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