



Central City Shopping Centre
2089 -10153 King George HWY
Surrey, British Columbia
V3T 2W1

CAPE HORN – Quick Notes

OBJECT: 2 TO 5 PLAYERS

Acquire 2 different coloured station tokens in 2 different zones and cross the finish line;

OR

Acquire a different coloured station token in each three zones.

SET UP:

1. Place 9 nautical station chips on the board.
2. Each player takes a colour and log book.
 - Put Sail Point Marker on “3”.
 - Draw 3 wind tiles (hidden from other players).
 - Place clipper on start space, depending on starting position.

TURN:

1. Move sail marker to the right.
 - If 8, it doesn't move.
2. Place as many wind cards, including none.
 - Must be placed adjacent to a wind card already on the board (horizontal, vertical, diagonal).
 - May place on top of another tile **IF**:
 1. Only tile place this turn.
 2. Does not cover a wind tile the player could reach this turn (including movements allowed by “ignore” special movement).
 3. Cannot place where a ship is resting.
 - Must face a specific orientation.
 1. First Area – Dark blue must be placed toward the **NORTH**.
 2. Second Area – Dark blue must be placed toward the **EAST**.
 3. Third Area – Dark blue must be placed toward the **SOUTH**.
3. Move Ship
 - The space a ship passes over need not have a wind tile.
 - The space where the ship ends its movement must have a wind tile.
 - Must move full distance indicated.
 - Cannot move onto a wind card with another ship.
 - Ships may not move off the board.
 - SPECIAL MOVEMENT
 1. NO MOVE: If did not move this turn, then may receive 1 Sail Point.
 2. IGNORE: Pay 3 sail point then move ship to any 8 neighboring space.
 - Must have a wind card and no other ship on the tile.
 3. MOVE TWICE: Pay 5 sail points.
4. Draw **ONE** Wind tile.
 - May buy additional wind tile (1 sail point each).
 - Cannot have more than 6 wind tiles.
 - May **NOT** discard any.