Easterlies Submission

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- Slides 2-5: Game board (bottom left, bottom right, top left, top right)
- Slides 6-11: Resources and Appraisals (Appraisals are a separate deck)
- Slides 12-16: Action deck Cards
- Slides 17-18: pg. 17: 3D Game Pieces (folded into origami boats), pg. 18: 2D Game Pieces
- Slides 18-20: Resource Counters (optional, but convenient; can print out as many as wanted or needed)

Gameplay Link:
https://drive.google.com/open?id=1uxggNI10cCOiXZM3sZx9T52bmvK_aLnc
COTTON

35
45
50

GOLD

150
Gold mined from the Amazon

175
200
OIL
75
Oil that is pumped from Baghdad

GOLD
150
155
160

GOLD
160
175
190

OIL
70
90
110

OIL
70
80
90

OIL
90
100
110
ARTIFACT APPRAISED
THIS IS AN OLD ROCK...
-50 from your money

ARTIFACT APPRAISED
THIS IS AN OLD ROCK...
-70 from your money

ARTIFACT APPRAISED
THIS IS AN OLD ROCK...
-100 from your money
ARTIFACT APPRAISED
THIS IS AN OLD ROCK...
-150 from your money

ARTIFACT APPRAISED
A FABULOUS GOOD LUCK CHARM!
+100 to your money

ARTIFACT APPRAISED
A SYMBOL OF WEALTH
+300 to your money

ARTIFACT APPRAISED
A LONG LOST CROWN
+500 to your money

ARTIFACT APPRAISED
A DIVINE ANCIENT EFFIGY
+250 to your money

ARTIFACT APPRAISED
THE HELMET OF A GOD
+350 to your money
ARTIFACT APPRAISED
A NEW SPECIES OF MAN

+600 to your money

ARTIFACT

ARTIFACT

ARTIFACT

ARTIFACT

ARTIFACT

ARTIFACT
TIDAL WAVE
A tidal wave hits your ship, you become shipwrecked; return to port you came from.

WIND
(Ocean only)
During a storm, heavy wind hits; you’re blown off course to Paris.

STORM
(Land/Ocean)
Due to the storm, travel is slowed down. Lose a turn.

SHIPWRECK
You see a shipwreck and salvage some floating goods.

SAVE SAILOR
You save a sailor. Claim your reward in town.

BANDITS
(Land)
Captured and brought to Cape Town. But then you’re able to escape!
(Land) BANDITS (Local)
Robbed! Subtract 75% of current inventory products.

BANDITS
A passing guard comes and fights them off. Head to destination town to pay your taxes ($400).

(Land) BANDITS (Local)
You defeat them. Head back to previous town to get a reward.

(Land) COMPASS (Local)
Lost your compass. Travel is slowed down by 1 week.

(Ocean/Land) WAR (1 Area)
War! Prices of all goods doubled in departure city and arrival city.

(Ocean/Land) WAR (1 Area)
War! Prices of all goods doubled in departure city and arrival city.
TRAVELING MERCHANT
(Land)
Set up marketplace as usual.

FORTUNE TELLER
See into the future, look at the top three cards in the event cards and rearrange them in any order.

MARKET CRASH
Cotton is no longer being bought and sold for 2 weeks.

TRAVELING MERCHANT
Has only one slot, but sells randomly dealt card at #3 slot price.

SAVE SAILOR
You save a sailor. Claim your reward in town.

MARKET CRASH
Gold is no longer being sold for 2 weeks.
MARKET CRASH
Oil is no longer being bought and sold for 2 weeks.

WORLD EXPO IN PARIS
In the city of Paris, all goods sell for 1.5x price. Lasts for 5 turns.

FAMINE
(Land/Ocean) (Local)
Travel costs are doubled after leaving town.

SICKNESS
(Land/Ocean) (Local)
You are not allowed to enter town.

MUTINY
(Sea) (Local)
Arrive at Manila. 1/3 of goods are taken.

FAVORABLE WINDS
(Ocean) (Local)
Make it to town faster than usual. Allowed one extra day for purchases.
(Land) **SHORTCUT** (Local)
Make it to town faster than usual. Allowed one extra day for purchases.

**WORLD EXPO IN CHICAGO**
In the city of Chicago, all goods sell for 1.5x price. Lasts for 5 turns.

**FORTUNE TELLER**
See into the future, look at the top three cards in the event cards and rearrange them in any order.