



## GAME OVERVIEW

Here Comes a Candle is an expansion to the game, Oranges and Lemons which requires the base game to play. There are several separate elements:

### A One Player expansion

A solo-play version based around the six careers in the base game.

### Here Comes a Candle

An addition to the multi-player game which introduces events which impact gameplay but have variable durations.

### Here Comes a Chopper

A further addition to the multi-player game which incorporates objectives to achieve before a deadline.

### New Cargo Tiles

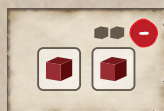
10 New Cargo tiles to add variety to the base game. Just add these in and follow the normal rules.

### Replacement Bells

Larger size bells to replace the originals. The two multi-player expansions can be used separately or together but cannot be combined with the One Player expansion.



1 SCORE PAD



4  
WAREHOUSE  
TILES

## CONTENTS



6 CAREER  
PRIORITY  
CARDS



1 ENGLISH  
LOCATION  
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4 LOCATION  
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24 EVENT  
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4 CANDLE  
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20 OBJECTIVE  
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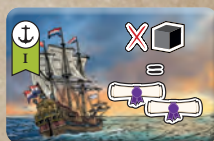
1 END GAME  
MARKER



25 BELLS



1 GAIN 3RD  
WORKER TILE



10 CARGO TILES



4 OVERLAY  
TILES



# ONE PLAYER EXPANSION

In this solo version you (the "Player") choose one of the six careers in the base game and randomly select another career card which the game will operate as an automated player (the "Game Player"). Career Priority Cards and Location Activation Cards will control the actions that the Game Player will take, supplemented by these rules.

The game proceeds as though it were a two player game. Your objective as the Player is to out-score the Game Player. We recommend that before playing the solo version, you have played the base game at least once. These rules should be read as additions to the rules of the base game.

## SETUP

Follow the rules in the base game for set up of a two-player game with a standard 12 round duration. The only difference is to Step 13 of the setup.

1 When creating the stack of Cargos at Stepney docks follow the instructions and shuffle 12 Class III cargos as normal. Now deal 2 face down on the draw deck, place the **End Game Marker** onto the draw deck, then deal the remaining ten tiles on top. Continue as per the usual rules.

2 Set up two player boards with all of the normal components. One board will be used by the Player and the second by the Game Player. We suggest you lay out the boards side by side to make it easier for you to reach and control the Game Player's board.

3 You as the Player will always go first so place your first **worker** in the first grey spot next to the blue dot on the turn order track, followed by the **two workers** of the Game Player and then your second **worker**.

4 As the Player goes first place **5 Gold** on the Player's board and **6 Gold** on the Game Player's board.

5 Choose or randomly draw a career for you to play, take the relevant **Career tile** and place it next to the Player's board. Also take any starting game pieces or make any other changes that that career provides.

Now shuffle the remaining career cards face down, randomly draw a career for the Game Player and place it face up next to the Game Player's board as well as adding any starting game pieces or making any other changes that that career requires. Find the corresponding **Career Priority Card** and place that next to the Game Player's board together with the **Location Rules Card**.

6 Shuffle the **Location Activation Cards** and place them face down in a pile near to the Game Player's board. Place the **Gain 3rd Worker Tile** nearby.

## KEY CONCEPTS

The solo version of Oranges and Lemons is intended to provide a game experience and level of challenge equivalent to that obtained against a human opponent. The Game Player will make logical choices, generally flowing from its career, in accordance with the relevant Career Priority Card which sets out the actions that

the Game Player will seek to take at certain phases of the game. These actions are summarised for brevity on that card but defined in detail in these rules. Until you are familiar with what each action means, whenever the Career Priority Card suggests an action read and follow the full description of that action in these rules.





## DOES IT MAKE SENSE?

The Game Player will attempt to take actions in the priority given on the Career Priority Card. However, it will only take any action if it is not merely possible but also makes sense. In determining whether an action makes sense the Game Player will consider:

- Is the action possible?
- Is it good value?
- Is it a good use of **resources**?
- Is it likely to be completed in that round?

### Is the action possible?

There is no purpose placing a **worker** on Location 10 if the Game Player has insufficient **Gold** to purchase the next storage upgrade and no way of obtaining the necessary **Gold** before that Location would be activated.

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### Is it good value?

If the Game Player has a **worker** at Location 1 acquiring **lemons** it makes no sense to pay 2 Gold for 1 **lemon** when a **lemon** can also be purchased for 1 Gold.

### Is it a good use of **resources**?

If there are several ways to achieve a particular goal the Game Player will seek to do so in the way that uses the least **resources** and actions. So if the Game Player is looking to fulfil a cargo requiring **lemons**, **bricks** and **pans**, if there are sufficient **resource** cubes available in Shoreditch it will make sense for the Game Player to place a single **worker** on Location 13 to obtain all required **resource** cubes in one action rather than sending **workers** to each of Locations 1, 3 and 9.

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### Is it likely to be completed in that round?

The only action which the Game Player can remember and carry over from one round to the next is that of **Recruit a 3rd Worker**. So starting to place **workers** necessary to complete that action (eg obtaining **resources**) will make sense even if the actual recruitment of the **worker** will only be possible in the following turn. However, it does not make sense for the Game Player to look to partially complete any other action in a round as it will not remember to complete the action in the following round.

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These rules aim to minimise the situations where the action that the Game Player should take is not clear. However, where, as will sometimes inevitably be the case, there is more than one choice which is both possible and sensible, then the Player must choose what the Game Player does, trying to act in the same way that the Player would when acting on their own account.



## THE GAME PLAYER HAS MEMORY WITHIN A ROUND.

Once the Game Player commits to achieving a particular objective it will work to achieve that objective and will not undertake actions that are contrary to achieving that objective.

### Example



The Game Player has **3 workers** and **5 Gold**. The Career Priority Card calls for the Game Player to fulfil a cargo. The Game Player places a **worker** on Location 14 and following the logic for determining which cargo it should fulfil (See the 'Fulfill Cargo' section of the glossary) selects the cargo furthest to the right which requires **3 lemons** to fulfil.

As the Game Player does not have those **resources** then on the next occasion that the Game Player places a **worker** it will do so on either Location 1 or - if there are still sufficient **lemons** available at Shoreditch market - then on Location 13. Having secured the **resources** to fulfil the cargo the Game Player now has a further **worker** to place. The Game Player is aware that those **lemons** are committed to be used to fulfil a cargo, and so whatever its next action, the Game Player would not place a **worker** on a Location which would result in the **lemons** being sold or used to acquire an additional **worker**.

## THE GAME PLAYER DOES NOT NORMALLY CONTINUE AN ACTION BEYOND A ROUND END.

At the start of each new round, unless the Game Player is recruiting a **3rd worker** (see below) the actions the Game Player will take are decided according to the Career Priority Card with no memory of what happened in the last turn.

Whenever the Game Player is working towards recruiting a **3rd worker** place the Gain **3rd worker** Tile on top of the Career Priority Card. This means that this priority will override the Career Priority Card, so that the Game Player will attempt to place a **worker** on Location 15 as its first **worker** placement action of that round. Once the Game Player has completed all actions necessary to Recruit a 3rd Worker remove the Gain 3rd Worker Tile and conduct the remainder of the round according to the normal rules. However, if the Game Player cannot place a **worker** in Location 15 as its first **worker** placement action, remove the Gain **3rd worker** Tile and conduct the round according to the normal rules.

## REDUCING RISK AND AVOIDING WASTED ACTIONS.

The Game Player can be assumed to know what **resources**, storage and money it will have at a particular point in a round. Once the Game Player has placed all the **workers** required to achieve a priority, if it has additional **workers** then it will place those by reference to the next priority which makes sense. If the Game Player seeks to achieve an objective that only requires one action,





the success of that action can be guaranteed. Once several actions are required to achieve an objective then it could be that actions of the Player might prevent the Game Player from achieving its objective. In this situation the Game Player will consider the number of **worker** placement spots available to carry out each required action, taking those actions where availability is limited in priority to those which are more plentiful.

Example

The Career Priority Card calls for the Game Player to Expand Storage but the Game Player does not have enough **Gold** at the start of the turn. It will therefore be necessary for the Game Player to place **workers** on both Location 10 to obtain storage and on either Location 2 or 8 to get **Gold**.

As there is only one **worker** placement spot in Location 10, but there is a total of four **worker** placement spots at which to obtain **Gold** (one at Location 2 and three at Location 8) the Game Player would place its first available **worker** on Location 10 to secure its ability to expand storage, before placing one or more **workers** in Locations 2 and/or 8 to get sufficient **Gold** for the action.



However, if the turn order sequence means that the Player will have the opportunity to place **workers** in such a way that the Game Player cannot achieve its intended priority, then the game will place its **workers** in such a way as to not waste any actions.

Example



The Game Player is about to place a **worker** after which the Player will be able to place a **worker** before the Game Player can place a second **worker**. The Career Priority Card calls for the Game Player to Place a Bell but the Game Player only has 1 **Gold** which is insufficient. If the Game Player places its first **worker** on Location 6 the Player could then place a **worker** on Location 2 thus preventing the Game Player from obtaining the 4 **Gold** it needs. As a result, the Game Player will have wasted an action as a **worker** has been placed on Location 6 but the Game Player is unable to Place a Bell due to lack of **Gold**.

To avoid the risk of a wasted action, the Game Player will instead place its first **worker** on Location 2 to Gain **Gold**. Should the Player then choose to place a **worker** on Location 6, the Game Player will be unable to Place a Bell that turn, but the Gain **Gold** action already carried out will not have been wasted and the Game Player will instead bypass that priority and look to fulfil the next objective on the Career Priority Card which makes sense.

# PLAYING A GAME

Fundamentally a one player game of Oranges and Lemons is played just like a two player game. Unless stated otherwise all rules in the base game apply.

WORKER PLACEMENT PHASE

Whenever it is the Game Player's turn to place a **worker** examine the Career Priority Card. This is divided into the following sections:



The purpose of each section is set out below:

**ROUND 1**  
This section describes exactly what the Game Player will do in the first round of the game, placing the first **two workers** in the two Locations at the top of the section unless those Locations are taken in which case place the **workers** according to the Locations on the line(s) below. Where there are two Locations separated by a slash symbol (/) place the **worker** in the left-hand Location if possible or else the right hand one.

Example



The Game Player has the Merchant career. Looking at the Career Priority Card, in Round 1 the Game Player will try to place its first **worker** in Location 6 and then its second in Location 2 or if that is not possible, then in Location 8.

But if the Player has already gone to Location 6 then instead the Game Player will place its first **worker** in Location 10 and its second in Location 2.



PRE SHIP CHANGE

This sets out the list of priorities for each of the following rounds up until the Ship Change.

When it is the Game Player's turn to place a **worker** for the first time that round, if its current priority is to "Recruit a Worker" which the Game Player had started working towards in the previous round, it will first take the remaining steps (if possible) to recruit.

The Game Player will then seek to achieve the first priority in the order (either starting from the top of the list and working downwards or starting with the action on the left hand side working across to those further to the right) which makes sense. If achieving that priority requires actions by several **workers**, the Game Player will continue to place **workers** on its turn until all the required steps are complete (bearing in mind the need to reduce risk and avoid wasted actions as discussed above). If any further **workers** are available, the Game Player will undertake the next one of the priority activities (again working from top to bottom or left to right) that makes sense.



### Example

On Turn 2 the Game Player which has the Merchant career has **2 storage**, **3 workers** and **7 Gold** but no **resource** cubes. It **Checks Storage** and determines no action is needed. The next priority on the Career Priority Card is **Obtain 2 storage** which it already has so the game moves on to **Obtain 3 storage** and so the Game Player places a **worker** on Location 10. As the Game Player already has sufficient **Gold** to pay for the next storage upgrade, no further actions are required to achieve that priority.

### GAME PLAYER



The next priorities on the Career Priority Card (in order) are: **Recruit 3rd worker** which has already been achieved, then fulfil 2 cargoes which as the player has a **worker** in location 14 is not possible.

The next priority is **Buy/sell shares**. The Game Player compares the current share price to the buy range and sell range in the **Shares** section of the Career Priority Card. As the share price is currently 2 which is within the buy range of the Shares section of the Career Priority Card the Game Player places a **worker** in Location 2 to Gain **Gold** and then Location 11 to Buy Shares.

Some of the actions are marked with a red background. If these are not completed before the Ship Change they will continue to be priorities Post Ship Change.

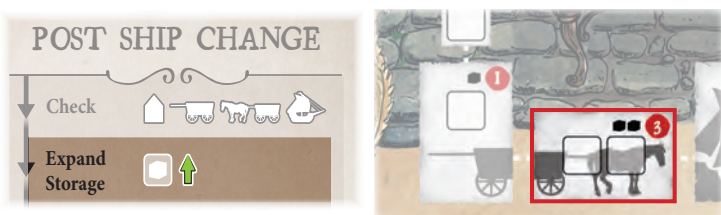


### POST SHIP CHANGE

This sets out a list of priorities for the rounds from the Ship Change until the last 2 rounds.

Before looking at this list of priorities check that the Game Player has completed all activities marked with a red background in the Pre-Ship Change section as these are minimum requirements the Game Player must achieve before it is allowed to progress and undertake the Post Ship Change priorities. These usually have a numerical value.

### Example



The Merchant has a priority of **Obtain 3 Storage** as one of these minimum requirements. So, it will have to Expand Storage twice (or unlock its warehouse and Expand Storage once) before moving on to the Post Ship Change priorities.

### NUMERICAL AND NON-NUMERICAL ACTIVITIES

Activities with a number in the description mean achieving that number after which the game will ignore that priority line.

Activities without a numerical value in the description (e.g. Expand Storage, Place a Bell) mean the game will keep undertaking that activity providing it makes sense.



### LAST 2 ROUNDS

When in step 6 of the End of a Round phase the End Game Marker is revealed the priority of the game changes to trying to Gain a lead in, catch up in or maintain a lead in the 8 end game objectives and scoring the most victory points.

A lead is defined as being ahead on points or number of tiles or position on the transaction track. In the case of votes it is defined as having two more tiles than the player. In the case of Shares it is defined as having two more shares than the player.



### BELL PRIORITY RULES

This sets out the Locations on which the Game Player will look to place bells in priority order, which differs for each career. The Game Player will look to place the largest bell it is permitted to do on the Location highest in the bell priority order where the Game Player does not yet have a bell and either there is no bell, or the Player has a bell which is smaller than the one the Game Player is looking to place, so the Player's smaller bell is supplanted. However, this rule can be overridden if the Game Player is carrying out another action by way of a bell placement.

### Example

The Game Player is trying to **obtain 2 storage**. The Player has placed a **worker** in Location 10, which is the usual route for expanding storage, but the Game Player is able to put a **worker** on Location 6 in order to place a bell on Location 10, thus unlocking its warehouse even if space 10 is not in the bell priority list of the Game Player's Career Priority Card.



### USE OF BELL POWERS

Most bell powers operate automatically without the need for any decisions by the Game Player as to their effect. The only exception to this is when the Game Player has a bell on Location 12 allowing three EIC ship tiles to be drawn out with the Game Player deciding which of the three is to be returned to the bag in accordance with the following rules:

1. If the Game Player has shares return the EIC ship to the bag that will result in the highest share price this round.
2. If the Game Player does not have any shares return the EIC ship to the bag that will result in the lowest share price this round. If there is a tie place the more valuable ship back in the bag (see value).
3. If the game does not have shares but does have a **worker** in Location 12 it will return the lowest value EIC ship to the bag. In the event of a tie return the EIC ship to the bag that will result in the lowest share price this turn.

### SHARES

This sets out the range of prices at which the Game Player will look to buy and sell shares. The Game Player will only buy shares if the price is in its buy range and will only sell shares if the price is in its sell range. This restriction is removed in the Last 2 Rounds.

### END OF THE GAME

The end of the game is conducted in the usual manner. If the Game Player has shares it will only sell some of these if the loss of **VPs** is balanced by those gained in the form of **Gold**, possibly also by gaining the Game the End **5 VPs** from having the most **Gold**. It will always Maintain a Lead on shares if it has more shares than the player and will keep 1 more share than the player has.



# GLOSSARY OF TERMS USED



This icon means the Game Player must conduct Check commitments followed by the Check Storage activities.

## Buy Max

Buy the maximum number of **resources** that can be afforded and stored.

## Buy Max at best value

Buy the maximum number of **resources** that can be afforded and stored but consider what profit can be made from that purchase, buying the combination that would yield the highest profit on resale in Location 7.

## Buy Max Shares

Buy at least 2 shares (if the Game is the speculator buy 3 if possible) if in buy range. Must be able to buy 2 for this action to be possible.



## Buy/Sell at Best Value

Conduct **Sell at best value** but if has no uncommitted **resources** conduct **Buy Max at best value** first.



## Buy/Sell Shares

Either undertake Buy Max Shares or Sell Shares actions in Location 11.



## Buy Vote

Place a worker on the left-hand worker placement spot of Location 16 to buy a vote for **4 Gold**. If the Player has already taken that spot, do not place a worker on the other (**6 Gold**) worker placement spot unless either the Game Player has a bell on Location 16 or it is during the last 2 rounds of game.

## Check Commitments

Consider whether any of the Game Player's **resource** cubes and/or **Gold** are Committed Resources. This means these **resources** and/or **Gold** are required to complete priorities.



## Check End Game Bonuses

Consider each of the end game bonuses other than **Gold** (bells, votes, EIC ships, shares, cargoes, loans and steps along the transaction track).

Assess whether it is possible for the game to go Go Ahead this round in any area. If there is more than one area go ahead in as many as are possible using the least amount of **Gold**, Resources and Actions in that order.



Next assess whether it is possible for the game to catch up with the player this round in any area. If there is more than one such area, catch up in as many as are possible using the least amount of **Gold**, **resources** and Actions in that order.

Finally using the same priorities attempt to stay ahead in any areas the game has the lead in.



## Check Storage

1. Is their sufficient storage for recurring **resources** expected this round? If not Expand Storage if possible.

2. Are there **resource** cubes in storage which are not Committed **resources**? If so, Fulfil a Cargo if possible or else Sell for Best Price.

## Committed Resources

Committed Resources are those **resource** cubes and **Gold** required for a priority the Game Player is working towards. The Game Player will not sell or use these **resource** cubes or **Gold** in any other way but will apply them to satisfy the priority. Uncommitted **resources** are not required to fulfil a priority the Game Player is already working towards.

## Draw Card

If when reading the Career Priority Card none of the actions make sense or are possible then the game draws a random Location activation card. These cards have a top and bottom half.

If the Game Player has **5+ Gold** it will attempt to place in the Location listed in the top half if that action makes sense. If not move on one Location around the board in increasing Location number (anticlockwise) order. On reaching space 16 move on to 1 if needed until a Location is found where the action is possible and place the game's worker there.

If the Game Player has less than **5 Gold** it will go to Location 8 if the blue spot is available. If it is not it will go to location 2 or if that is not possible go to a standard spot in location 8 to gain **Gold**.

Now reassess the Career Priority Card

to see if this action has made a priority possible or relevant (in particular the Check Storage line).



## Expand Storage

Buy next storage upgrade in Location 10. Once the Game Player has obtained a ship, it will not choose to further expand storage by obtaining the warehouse.



## Fulfil a Cargo

Use **resources** to fulfil a cargo in Location 14. When selecting the cargo the priority will be firstly to if possible fulfil a Special Cargo (a cargo that is not **VPs** or **Gold**. If more than one is available fulfil the special cargo furthest to the right.) Otherwise fulfil the most valuable cargo which is defined as the highest value in **Gold**. Before the final 2 turns Consider a **VP** to be worth **2 Gold** when assessing the value of cargos with **VPs** on (as **Gold** has use in the game). In the final 2 turns consider a **VP** to be worth **5 Gold**.



## Fulfil 2 Cargoes

Undertake Fulfil cargo actions in Location 14 until the game has fulfilled 2 cargoes.



## Gain Gold

In the penultimate round of the game the Game Player will take actions that will give it as much **Gold** as possible by:

- Fulfilling a cargo that gives **Gold**, buying any needed **resource** cubes first; or
- If fulfilling a cargo is not possible, selling **resource** cubes at Location 7 that are either held in storage at the start of the round or which the Game Player can acquire at Locations 1, 3 or 5; or
- If the Game Player cannot sell goods at Location 7, placing a worker at Location 2 or Location 8. Within a line choose the actions that would generate the most **Gold**.



## Get VPs

In the final round the Game Player will seek to gain as many additional **VPs** as possible by:

- Fulfilling a cargo that give **VPs**, buying any needed **resource** cubes first; or
- If fulfilling a cargo is not possible, buying **resource** cubes and either keeping them to score at game end, or selling them at Location 7 if moving along the Transactions Track will yield more **VPs**; or
- If the Game Player has insufficient **Gold** to buy **resource** cubes, gaining **VPs**

for free at Location 8.

Within a line choose the actions that would generate the most **VPs**.



## Invest in EIC

Undertake invest action in Location 12 placing the worker on the worker placement spot on the left if available. If there is already a worker on that spot, the Game Player will only place a worker in the more expensive worker placement spot if they have a bell on that Location or during the last 2 rounds.

## Issue Largest Loan

Issue largest loan that is affordable



## Issue a Loan

Undertake Issue largest loan action in Location 4 if it is possible to issue a loan. If not possible undertake fulfil cargo action in Location 14 to issue the level 1 or II loan special cargo if possible.



## Obtain 2 Storage

Undertake Expand Storage so game has 2 storage.



## Obtain 3 Storage

Undertake Expand Storage so game has 3 storage. There are circumstances where the game will expand from 2 to 4 storage in 1 action. At this point the activity has been achieved.



## Obtain 5 Shares

Undertake Buy Max shares action so game has 5 shares. There are circumstances where the game will expand from 4 to 6/7 shares in 1 action. At this point the activity has been achieved.



## Place 1 Bell

Under take a Place Biggest Bell Action in Location 6 so that the game has placed 1 bell.



## Place a Bell

Under take a Place Biggest Bell Action in Location 6.

## Place Biggest Bell

Place largest affordable bell in accordance with career bell priorities.

## Recruit a Worker

Undertake recruit worker action in Location 15. If not possible undertake fulfil cargo action in Location 14 to fulfil the gain worker special cargo if possible.



## Recruit 3rd Worker

Undertake gain worker action so game has **3 workers**. If not possible undertake Recruit a Worker special cargo action in Location 14 if possible.







### Recruit 4th Worker

Undertake gain worker action so game has **4 workers**. If not possible undertake Recruit a Worker special cargo action in Location 14 if possible.

### Requirements

Requirements are **resource** cubes or **Gold** needed for an action the Game Player is working towards. The Game Player will seek to satisfy this requirement but not exceed it.

### Example

The Game Player has placed a worker on Location 14 and is working towards fulfilling a cargo needing **2 lemons**.

The Game Player places a worker on Location 1 where it will only purchase **2 lemons** even if it has sufficient space and **Gold** to purchase 3.



When considering where to obtain requirements the Game Player will send a worker to the Location that has the **resources** available at the lowest cost in **Gold**, or in the event of a tie then to the Location with the lowest number. If two suitable **resources** are available at the same Location at the same cost the Game Player will select the one with the higher Value to deny it to the Player.

### Example

The Game Player has placed a worker on Location 15 and has a requirement for any **2 resource** cubes. Location 1 has **2 lemons** at a cost of **2 Gold** but there is a **lemon** costing zero, one costing 1 and a **brick** costing 1 in Location 13. So the game places it worker in Location 13 and when that Location activates the game picks the zero priced **lemon** and the **brick** because the **brick** has a higher Value.



### Stay ahead in ...

Each career will have one speciality area in which it will try to obtain or maintain the lead as a priority. Maintaining a lead means that if a player takes an action that will mean they would catch up in this area, then the Game Player undertakes an action if possible to stay ahead.

### Select most valuable ship

When choosing which EIC ship tile to select, the Game Player will choose in the following order:

1. Recurring grey (any colour) **resource** cube;
2. Recurring Pan (black);
3. Recurring Pancake (brown);
4. Recurring **3 Gold**;
5. Recurring **brick** (red);
6. Recurring **lemon** (yellow);
7. Most valuable non-recurring ship tile;
8. Sunken ship.

Most valuable means the highest amount of **Gold** or sum of Value of **resource** cubes. If tied take **Gold**, not **resources** cubes.

### Sell at Best value

Sell maximum of uncommitted **resources** at the best price.

### Sell Shares

Sell shares if in sell range. If the Game Player has more shares then the Player it will only sell shares so that it retains the lead in shares i.e. have 1 more share than the Player. In the final 2 rounds of the game the Game Player will only sell shares if it has less shares than the Player and it is not possible for the Game Player to catch up or go ahead in shares.

### Take Gold

Location 2 - Take **4 Gold**  
Location 8 - If has less than **10 Gold** take **3 Gold**. Otherwise take **2 VP**."

### Ship Change

The is the activity of swaping the EIC ships and prices tile when the Ship Change tile is revealed.

### Value

The value in **Gold** of a **resource** cube is the highest sale price for that **resource** at Location 7.

The value in **VPs** is calculated as follows:  
each **lemon** = **1 VP**; each **brick** = **1 VP**;  
each **pancake** = **2 VPs** each **pan** = **2 VPs**;  
**5 Gold** = **1 VP**.

# HERE COMES A CANDLE

This expansion introduces events of random duration. This may be played with the **And here comes a Chopper** expansion or on its own but cannot be combined with the solo game.

The game is played in the normal way with the following modifications.

## SETUP



### 1 EVENT CARDS

Take the deck of event cards and separate into Type 1 and Type 2.

Shuffle each deck separately and place next to the board.

### 2 CANDLE CARDS

Place the four Candle cards in a stack next to the event cards.

## GAME PLAY

Turn over the event card on the top of the stack of Type 1 Event Cards, read out the text, then place the card next to the board so everyone can see it.

The event will last a number of turns dependant on the number next to the candle on the tile. If the number is a 1 the event lasts a fixed duration of one Round. At the very end of the Round after completing the End of Round Phase discard the event and draw a new one.

If there is a range of numbers 1-2, 1-3 or 1-4 then the event will last a variable number of turns. Create a stack of candle cards consisting of the one blown out candle and as many burning candles as shown in this table.

Shuffle the face down stack and place it next to the Event Tile.

Range	Number of Burning Candle Tiles
1-2	1
1-3	2
1-4	3

At the very end of the Round after completing the End of Round Phase turn over the top Candle Card. If it shows a burning Candle the Event card remains in play for the next round. If it shows an extinguished candle discard the event and draw a new one. After the ship change, switch to using the type II event cards.

Four of the event cards change the price of or add additional **worker** placement spots on the board. Use the overlay tiles to show the price changes when these events are in play. In the case of **CARPENTERS HAVE SPARE CAPACITY** place the tile on the right hand side of the **worker placement spots** in location 10 (Aldgate).

The warehouse tiles are used with the Event **WAREHOUSES ON SALE**. If this card is drawn get out the warehouses and place them close to the board. Place the cubes shown on the warehouses. These are gained if the warehouses are selected.





# AND HERE COMES A CHOPPER

This expansion introduces objectives the players may try to achieve by either the *Ship Change* (mid game point) or the end of the game. This may be played with the *Here Comes a Candle* expansion or on its own but cannot be combined with the solo game.

## SETUP



Take the deck of objective cards and separate into Type 1 and Type 2.

**Shuffle the Type 1 cards** and deal out two to each player face down.

**Shuffle the Type 2 cards** and deal out two to each player face down.

The players each look at the objective cards they have been dealt and discard one of the Type 1 cards back into the box.

## GAME PLAY

The text on the remaining Type 1 card sets out what the player must achieve by the *Ship Change* but is kept secret.

When the *Ship Change* is triggered each player reveals the objectives on their Type 1 card. If the objectives have been achieved the card is retained and is worth **6 VP** at game end. If the objectives have not been achieved, discard the card back into the box.

Each player then decides which of their two Type II cards to keep, returning the other to the box.

At game end immediately before scoring the players reveal their game end objectives and whether they have achieved them in full, earning **12 VP**, have only achieved the lower level, earning **6 VP**, or have failed to achieve the objective.

All **VPs** from objective cards are recorded in the last row of the score card at game end.

## CREDITS

**Game Design**

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