

Harbour of Fortune — Quick Start Guide

A fast, table-ready overview for your first game. (This guide summarizes the full rulebook.)

Players	Time	Ages	Goal
2–4	≈60–90 min	13+	Be the wealthiest family at the end of the game.

What's in the box

- Game board (harbour & city districts) + round tracker
- 4 Family decks (54 cards each) + tokens/resources
- 4 Ships (one per family) + 24 Canal Houses (6 per family)
- Custom dice + Director-General's Hat
- Money tokens + rulebook + cheat sheets

Setup (first game)

- 1 **Pick a family.** Each player takes a family deck, ship, and matching houses/tokens.
- 2 **Prepare the board.** Place the board and set the round tracker to round 1.
- 3 **Shuffle & draw.** Shuffle your family deck and draw your starting hand (per the rulebook).
- 4 **Start at sea.** Place each ship on the sea (starting space).
- 5 **Starting money.** Take your starting money (per the rulebook) and place money tokens in the bank supply.
- 6 **Choose a game length.** Decide the number of rounds to play (short/standard/long).

Turn overview

Each round, players take turns. A turn has two main phases:

- **Movement phase** — hire your Captain (Jack of Spades) to move your ship and reach the harbour.
- **Action phase** — play cards to build your household, build houses, trade, and influence the city.

End of your turn: resolve income, check hand limits, and pass play to the next family.

Cards & roles (very short)

- **Court cards** (Kings/Queens) represent household members with distinct roles.
- **Jacks** are specialists (including the Captain for movement).
- **Numbered cards** create opportunities, conflicts, and disasters.
- **Jokers / wild cards** can swing control and outcomes.

How you win

- Earn money from rent, trade, and influence—then outscore your rivals.
- After the final round, the family with the most wealth wins (tiebreakers per full rulebook).

First round walkthrough (5 minutes)

Use this as a table script for your first turn cycle.

- 1 **1) Move:** Play or activate your Captain (Jack of Spades) to move. Roll the die if required, sail toward the harbour, and pay docking taxes when you arrive.
- 2 **2) Claim a spot:** When you reach a location/district, place your marker/tokens as the rules allow.
- 3 **3) Take actions:** Play cards to recruit household members, gain resources, build canal houses, trade, or influence power in the city.
- 4 **4) Handle conflict & disasters:** Some numbered cards trigger events; respond with the right cards/abilities.
- 5 **5) Income & clean-up:** Collect income (rent/taxes), discard down if needed, and draw back up (per the rulebook).

Practical tips for smoother play

- Keep each family deck's discard pile neat—many effects reference it.
- Use the cheat sheets as the “living” reminder; they prevent rules lookups.
- First game: choose a shorter number of rounds so everyone learns the rhythm.
- If you get stuck, resolve effects in this order: card text → location rules → general rules.

Need more detail?

This Quick Start is intentionally brief. Use the full rulebook for exact setup numbers, card-by-card timing, and edge cases.

Version: 2025-12-21