

STARTING FLORINS

Players	Florins
2 to 4	40
5 to 6	30

CARDS REMOVED

Players	Remove
2	18
3	18
4	12
5	6
6	NONE

TURN STRUCTURE

1. Player with least Florins is first dealer of a round (day).
2. Dealer reveals 1 to 3 cards to create auction lot.
3. You cannot reveal more cards than ANY ship can hold.
4. Bidding starts with the player to the left of the dealer.
5. One bid per player and highest non-zero bid wins.
6. Won lots cannot be split, traded, or discarded.
7. Lots without bids are discarded.
8. Dealer moves clockwise until only one boat is unfilled.
9. The last boat is filled by drawing from the deck.
10. Score by quality and then by quantity.
11. The 10 GOLD card does not count towards quantity scoring.
12. Tied players sum places, divide, and round down: E.g., on quality A&B tie $(30+20)/2$ ($1^{\text{st}}+2^{\text{nd}}$), C gets 10 (3^{rd}), D gets 0
13. The game ends after the third round.