

The Black Rose (Mississippi Queen expansion)

2-6 players aged 10 and up,

Before the first game, carefully remove the number labels from the sheet and stick them on the paddle-wheels. The label with the black spaces and no numbers is intended for the coal wheel of the black paddle-wheeler, the "Black Rose". Stick the label with the shipyard on the starting river tile from the Mississippi Queen game. It is placed on the space with the houses just below the starting space numbered 3. The shipyard is the sixth starting space.

Carefully remove the 7 passenger cabins from the frame. Before the game, each player takes the cabin of the same color of his paddle-wheeler. When players are playing with two paddle-wheelers each, the players take both cabins. There is no cabin for the "Black Rose". When a paddle-wheeler picks up a passenger, the figure is placed on the cabin of the same color. The cabins may also be used with the base game, serving to remind others which player is moving which paddle-wheeler and also as a place to put passengers. Stick the labels with the symbols to the upper decks of the paddle-wheelers. They are placed on paddle-wheelers from both the base game and the expansion. Match the symbols to those on the walls of the cabins. For example, the white label with A goes on the beige paddle-wheeler, the white label with the B goes on the white paddle-wheeler.

How to use these new rules

The game material provided with this expansion allows you to play Mississippi Queen in many new ways. The rules can be combined among themselves freely. Therefore, these rules do not necessarily describe a complete game, but rather each can be taken as part of a new game to be used or discarded as the players choose. Thus, it will be the players who decide which combinations they use in which game - adding much variety to your games.

Use the rules of the passenger game as the basis for adding rules from these pages.

The new river tiles

Use of the new river tiles

Five of the new river tiles have new features, like sand bars or floating logs on water spaces or coal stations on the islands. The sixth new river tile has many islands which require careful attention when maneuvering.

You can simply add the new river tiles to those from the base game, creating a longer game, but with the added features of the expansion. If, however, you like a shorter game, you can exchange tiles from the base game for those of the expansion. If you do choose to exchange tiles you must make certain that you retain enough river tiles with passenger stations for each player to be able to pick up two passengers. You could even use this exchange to reduce the number of total passengers so that there are fewer extra passengers; such a change will certainly add to the challenge of the game.

Sand bars

When a paddle-wheeler moves onto a sand bar, it runs aground, ending its movement for this round. The rules below describe how sand bars are handled:

- Immediately adjust the speed wheel of the paddle-wheeler to 1.
- Paddle-wheelers on a sand bar may not be turned.
- A paddle-wheeler can leave the space with the sand bar only by moving straight forward or backwards. Such backward movement is only allowed when moving from a sand bar; otherwise, paddle-wheelers may only move forward as in the base game.
 - a. A paddle-wheeler moving forward from a sand bar, must pay one coal to do so. The paddle-wheeler is allowed normal changes in speed when moving from a sand bar: An increase from 1 to 2 is free; changes greater than that come at the normal cost of 1 coal per extra unit of increase.
 - b. A paddle-wheeler moving backward from a sand bar may not change its speed from 1. Once it has moved to the space behind the sand bar, however, the player may align the paddle-wheeler in any direction without the normal coal costs for extra turns.
- Paddle-wheelers may be pushed onto sand bars. The speed wheel on a paddle-wheeler pushed onto a sand bar is immediately set to 1. Also, in contrast to normal play, a the paddle-wheeler may not be aligned. This can lead to a paddle-wheeler being removed from the race.
- Paddle-wheelers on sand bars cannot be pushed.

Floating logs

A paddle-wheeler, which moves through a space with floating logs, loses at travel and must spend a part of the range of its course, in order to operate itself by the driving wood.

- When moving through spaces with floating logs, a paddle-wheeler must spend an additional movement point for each such space it crosses. If a paddle-wheeler has enough movement points to reach a space with floating logs, but not enough for the additional movement point, it cannot move onto the space with floating logs; it must move elsewhere. As in the normal game, a paddle-wheeler must use all its movement points, as shown on the speed wheel, each round.
- At the end of the round, a paddle-wheeler that has moved through or into spaces with floating logs must reduce its speed by 1 for each such space it moved through or into.
- Paddle-wheelers may be pushed onto spaces with floating logs. The pushing paddle-wheeler must pay the cost of the additional movement. Thus, pushing another paddle-wheeler onto floating logs costs a total of 3 movement points: 1 point for moving onto the space with the other paddle-wheeler, 1 point for pushing it, and 1 point for the additional movement required by the floating logs. Beyond that, the floating logs space has no effect on the pushing paddle-wheeler.

Similarly, the paddle-wheeler pushed onto the floating logs does not reduce its

speed as when it moves onto floating logs. However, it may not align itself as it is normally allowed to do after being pushed.

Coal supply

- Paddle-wheelers may stop at a coal supply landing using the same rules for stopping to pick up passengers.
- Paddle-wheelers, which have stopped at a coal supply landing, may fill up their coal supply to 6 points of coal at the end of their movement.
- If the coal wheel of a paddle-wheeler was removed, because it used all its coal, it is replaced and set to 6 coal.
- Passengers are never placed on islands with a coal supply.

Playing with 2 paddle-wheelers

This rule is for use with the versions, in which a player is moving two paddle-wheelers

Except as described below, the same rules apply as in the normal game. At the beginning of a round the players determine the moving order for the paddle-wheelers. A player moving two paddle-wheelers, moves each in its own order. The player is allowed to push his other paddle-wheeler. Also, he is allowed to exchange coal between his two paddle-wheelers. Passengers, however, never change paddle-wheelers.

Coal exchange

A paddle-wheeler may exchange coal with another paddle-wheeler, which is being moved by the same player at the end of its movement, if both paddle-wheelers are on adjacent water spaces and both have the same speed. The coal wheel of the giving paddle-wheeler is reduced as many units as the coal supply of the other paddle-wheeler is increased.

The coal supply of a paddle-wheeler cannot be increased beyond 6. If the coal supply of a paddle-wheeler is reduced to 0, it can give no more coal to the other paddle-wheeler and its coal wheel is removed. Paddle-wheelers may exchange as much coal as desired. The "Black Rose", however, will only exchange at most 2 coal per round. Neither of the paddle-wheelers may be on a space with a passenger station, a coal supply landing, a landing platform, a sand bar, or floating logs.

Playing with 2 the Black Rose

Preparation

- As in the original passenger game, the players set their paddle-wheelers on the starting spaces. The "Black Rose" is placed on the next available starting space after the last player has placed his paddle-wheeler.
- The coal wheel of the "Black Rose" is positioned to show one of the black spaces.

Moving the "Black Rose"

The "Black Rose" is moved according to the following rules:

- At the beginning of a round, the players determine the order in which all paddle-wheelers, including the "Black Rose" will move. The player who moves last will also move the "Black Rose" this round, even if this player moves before the "Black Rose".
- When a player controls the "Black Rose", he follows the rules for moving with two paddle-wheelers.
- During the movement of the "Black Rose", the player may use at most 1 point of coal on maneuvers. To indicate the use of a coal, the black wheel is moved to a white space. At the end of the round, the black wheel on the "Black Rose" is adjusted, if necessary, to show a black space.
- The coal supply of the "Black Rose" is unlimited.
- The "Black Rose" will exchange no more than 2 points of coal per round.
- The "Black Rose" may end its movement at a passenger stop, but it may not remain there on a subsequent round.
- Although the "Black Rose" can stop at passenger stops and the coal supply landing, it cannot load either passengers or coal. It is also not moved to one of the finishing spaces if it ends its movement on a landing platform at a speed of one, but instead remains in play.
- Note: Neither the player, who moves the "Black Rose", nor the other players may create the situation where the "Black Rose" would have to use more than 1 point of coal for maneuvers during its next round. If such a situation develops due to the placement of a new river tile, the player moving the "Black Rose" may use more than 1 point of coal for maneuvers, but may not use more coal than absolutely necessarily in order to release the "Black Rose" from this situation. It is, therefore, not possible for the "Black Rose" to crash or otherwise be removed from the due such a situation

Mississippi Queen for 2 Players

Preparation

- One player takes the white paddle-wheeler from this expansion and the beige paddle-wheeler from the base game. The other player takes the red paddle-wheeler from this expansion and the red paddle-wheeler from the base game.
- The players decide who is to start. The starting player places his two paddle-wheelers on starting spaces 1 and 4. The other player places his paddle-wheelers on starting

spaces 2 and 3.

Playing the game

Use the rules from the passenger game and

for driving with two paddle-wheelers with the following exception: all passenger station should get just one passenger when they are placed.

Game end

The game ends when a player lands on of his paddle-wheelers at the landing platform at a speed of one with two passengers; that player is the winner. The player's second paddle-wheeler need not have picked up passengers or even still be in the race.

Mississippi Queen for 6 Players

Preparation

- Five players take one paddle-wheeler each from the base game. The sixth player takes the white paddle-wheeler from this expansion.
- The players decide who will be the starting player. The players place their paddle-wheelers on positions 1-6 on the starting tile; position 6 is the shipyard sticker from this expansion.

In the first round

The players move their paddle-wheelers in the order of the numbers on the starting spaces.

The 6th player's first move is either to the water space with the 3's or 5's.

To balance this poor initial position, the sixth paddle-wheeler receives one point of bonus coal for use in the first round only. If it does not use the additional point of coal in the first round, it is lost; the point cannot be saved for later use.

Playing and ending the game

From this point, the game is played and ended as in the normal passenger game with the following exception: all passenger station receive 2 passengers when placed.

Notes

The publishers and the author encourage all players to try consider rules changes of their own in addition to the ones described here. For example, you may want to allow the exchange of coal at passenger stations and coal supply landings. With the new game material it is possible in a three player game for each player to have two paddle-wheelers. When playing with two paddle-wheelers each, the players may want the winning condition to be the player who first lands both of his paddle-wheelers at the landing platforms. Of course, any such rules changes must be agreed upon before beginning the game.

Suggested tactics

Each version or combination of versions opens different tactical possibilities. Obviously, one can use floating logs and sand bars to effect other players. One can also use a sand bar to rapidly brake his own paddle-wheeler, so that he can move his two ships to adjacent spaces in the next round for a coal exchange or to otherwise bring his paddle-wheeler to a favorable speed and location for picking up passengers in a subsequent round. When the coal supply is in play, players will weigh the advantage of extra coal against the time delay for loading it.

With the "Black Rose" in play, players may choose to pick up passengers early as this will likely place that player last in the race, giving him control of the "Black Rose". Whether the "Black Rose" is used to support the controlling player or to harass his opponents will certainly depend upon the game situation.