

Mississippi Queen

Published by Goldsieber
Designed by Walter Hodel
For 3-5 players aged 10 and up

Overview

Vie with other paddle-wheel captains and their "queens" for the title of Mississippi Queen, the fastest paddle-wheeler on Big Muddy. Since a significant portion of a paddle-wheeler's revenue comes from passengers, the competition is more than just a race. To win, a captain must be the first to dock at the finish AND make two passenger stops along the way.

What's in the Box

12 River Tiles

1 Landing Platform

5 Paddle-Wheelers

10 Paddle Wheels

16 Passengers

1 Direction die

1 Measuring Stick

1 Sticker Sheet

1 Rule Book

Introduction

Mississippi Queen may be played in two ways. The introductory game is just a race with no stops for passengers. Playing it once will familiarize you with the mechanics of movement on the river. This simpler game may also be played with younger children wanting to experience the fun of river racing.

Once you have learned to move your paddle-wheelers, you may want to add the challenge and fun of picking up passengers along the route.

Introductory Game

- Before starting your first game, stick the numbered strips to the wheels, black strips on black wheels, red on red. There are extra sets; only six sets are needed to complete your preparations.
- Each player receives a paddle-wheeler and two wheels, one red

and one black. The red wheel is the speed wheel. Put it in the left-hand compartment with the number 1 showing on top. The black wheel is the coal wheel. Put it in the right-hand compartment with the number 6 showing on top.

- Place the Starting River tile on the table (it features numbered spaces). Sort out three extra tiles, place them as a face-down pile, and return the rest to the box. Place the landing platform face-up beneath the pile of three river tiles. Place the direction die nearby.

- The passengers and the measuring stick will not be needed in this version.

Start the Race

Turn over the top river tile and join it to the start tile in the middle, straight ahead position. The youngest player starts. He places his paddle-wheeler on the starting space number 1. The others follow in clockwise order, taking spaces 2, 3, etc. The paddle-wheelers are placed with the bows facing the river. Now the race can begin.

The player with a paddle-wheeler on space 1 starts, others following in clockwise order. On each player's turn, he has two actions:

- Change the paddle-wheeler's speed if desired.
- Move the paddle-wheeler the distance indicated

on the red speed wheel.

The speed can remain unchanged or change up or down by one for no cost, except that it cannot be raised above 6 or be lowered below 1. The speed may be changed by more than one, but it costs one coal for each unit change above or below one.

For example, Jill's ship is traveling at a speed of 6 with 4 coal left and she wants to be going 3 on this turn. Before moving, she changes the red wheel from 6 to 3 and the black from 4 to 2 to represent the 2 coal she needs to slow down by 2 more than the 1 she could for no cost. Jack's ship is traveling at 2 with all 6 coal left. As he wants to be going 4 this turn, he changes the red wheel to 4 and the black to 5.

When the last coal point is used, remove the black wheel and return it to the box. If an extra coal point is needed later, then that player drops out of the game and his paddle-wheeler is removed from the river. In this short introductory game this will rarely happen.

Moving and Turning

The red speed wheel indicates how many spaces you can move on your turn. That is, with a 4 showing on top of the wheel, you move four spaces. For each movement point, you must move one space in the direction of the bow of the ship. Reversing, moving stern first, is not allowed.

Paddle-wheelers normally move over unoccupied water spaces. They can push other ships (see "pushing opponents' paddle-wheelers"), but they cannot move onto land. If the movement of a paddle-wheeler takes it onto land, it had run aground and is out of the race. A paddle-wheeler may also not move off a tile.

On each turn, a paddle-wheeler can make one turn of 60 degrees in either direction for no cost. Each additional 60 degree turn costs one coal point. The player controlling the paddle-wheeler moves the coal wheel one number down for each additional turn. Paddle-wheelers may be turned before during or after movement.

Should a paddle-wheeler be about to run aground, it must slow down or change direction.

Example: (see bottom of page 4 of the German rules) -

the paddle-wheeler must move 3 spaces - the necessary turning costs the player 2 coal points.

Laying Out the River

The first player to reach the river tile furthest downstream, lays the next tile. To do so, he throws the die and lays the new tile on to the left, middle, or right cusp of the tile he has just reached. He takes the next tile from the stock and fits it accordingly. All this happens after he has completed the move that brings him to his current tile. In the example on page 5 of the German rules, the player moves from tile A to new tile B. When he has finished moving, he throws the die, which directs him to fit the next tile so that the river bends to the left.

At the beginning of the race, a second tile is joined to the start tile before the first player moves. River tiles cannot be laid so as to form a continuous loop. If this is about to happen, throw the die again. As soon as a river tile has been fully vacated, it can be removed from the table and returned to the box; it will not be used again in the game.

Pushing Opponent's Paddle-wheelers

Normally movement is across empty spaces. A paddle-wheeler may push an opponent's ship, however. Each push costs the pushing paddle-wheeler one movement space. This point is used to

move an opponent's paddle-wheeler one space. The pushing paddle-wheeler moves one space less than the number showing on his speed wheel for each push. Thus, if a player pushes two paddle-wheelers, he moves two spaces less than his current speed. If a player has enough movement points to reach a space occupied by an opponent, but no spare points for pushing him out of the way, he cannot move onto this space, and must move somewhere else instead.

The pushing player chooses which space the pushed paddle-wheeler is pushed

to. However, a paddle-wheeler cannot be pushed onto an island or off the tile. Similarly, spaces over which the pushing player has just moved this turn, including the one from which he

pushed the opponent, are taboo. If there is nowhere for the opponent to be pushed to, he may not be pushed.

The player whose paddle-wheeler was pushed chooses the direction his paddle-wheeler points as soon as the pushing player chooses the space it is pushed to.

Example: (see picture on page 6 of the German rules) -

Red must move 4 spaces. He bumps into beige (1 point),

pushes beige aside (1 point), and then moves 2 more

spaces ahead (2 points). The beige player now points

his paddle-wheeler in any direction. He could also have

been pushed to either of the spaces marked with white

crosses.

If a paddle-wheeler is pushed onto an unexplored tile, the procedure for extending the river is followed as previously described with the pushed player rolling the die and placing the tile as the die directs.

Finishing the Race

The player who places the last river tile, rolls the die again to determine the location of the landing platform. As shown in the diagram on page 7, there are three hexes which are points of entry to this platform. The first player to reach one of these entry points wins. Unused movement points are wasted. If there is an island occupying an entry space, then there will be only two entry spaces. The winning paddle-wheeler is placed on the

platform tile in position number 1. The other players continue

racing to determine second place and so on.

The Passenger Game

Having played the introductory game once, you will know how to move the paddle-wheelers. The passenger game requires that each paddle-wheeler pick up two passengers, and finish the race at the landing platform to win. In this race, the lead paddle-wheeler moves first each turn rather than movement being in clockwise order. All rules described in the introductory game are used with the following additions or changes.

Preparations

- All river tiles are used.

- Place the measuring stick nearby.
- Set out the paddle-wheelers and the first river tile as before.
- Put the passengers near the tile stack.
- With 3 players, use 8 passengers; with 4 players, use 12 passengers; and with 5 players, use 16 passengers. Put unused passengers in the box.

Placing Passengers at Paddle-wheeler Stations

When a river tile that contains an island with a station (a building with a platform), place passengers on that station. This includes the tile placed at the start of the game. The number of passengers placed at each station depends on the number of players:

- With 3 players, 1 passenger is placed per station
- With 4 players, 1 passenger is placed on red stations, and 2 are placed on brown stations
- With 5 players, 2 passenger are placed per station

Collecting Passengers

To collect a passenger, a paddle-wheeler must move to the boarding platform shown extending from an island at a speed of 1 (passengers will not load onto a fast-moving paddle-wheeler). The player may collect one passenger per stop (even if two are there). When a player has already collected 2 passengers, he can collect no more. No player may collect 2 passengers from the same island. If there are no passengers left when a paddle-wheeler lands, none can be picked-up.

Tip: there will be more than enough passengers for each player, so you need not rush to the first island sighted. However, you should plan carefully as you cannot win without picking up 2 passengers.

Example: (see diagram on page 9 of the German rules) -

Red wants to collect a passenger. He slows to speed 2 and moves two spaces. He then slows again to speed 1 and moves to the boarding platform.

If a player is pushed to a boarding platform, and he is displaying the correct speed of one, he may collect a passenger, unless of course he has already collected one from this same station.

Once every player has vacated a tile, it is removed and any passengers remaining

on it are returned to the box.

Order of Movement

Paddle-wheelers move in position order - the furthest ahead goes first, the paddle-wheeler in second goes next and so on. If 2 paddle-wheelers are tied for a position, the one displaying the greater speed moves first. If still tied, the one with the greater coal reserves goes first. If they are still tied, the paddle-wheeler furthest to the right of the river moves first.

Use the measuring stick if a quick glance doesn't tell you relative positions. As shown in the diagram on page 10, place the stick in clear water ahead of the paddle-wheelers, and move it backwards towards the paddle-wheelers. The first paddle-wheeler reached, whatever direction it is facing, will be the one to move first.

Example: (see diagram on page 11 of the German rules) -

the order of movement is gray, beige, (numbers tied with

red, but more to the right), red, green, brown.

Ending the Race

The first paddle-wheeler to reach the landing platform with two passengers wins. As when collecting passengers, the paddle-wheeler must be traveling at a speed of one. Paddle-wheelers are moved to the platform tile and are placed in the correct podium positions as they finish.