TransAtlantic - Game Setup

1. Regions

In addition to the North Atlantic, there are as many regions as players taking part (here shown for 3 players). Alternatively the reverse side with the American ports may be used.

2. Ship Market

The 3 parts are joined together and placed above the regions.

3. Extension Cards

The Extension Cards are sorted by the letter on their back (A and B), and placed face down with stack B below stack A. The first 5 cards are turned over and displayed. This open display is placed along the ship market.

4. Victory Point Chart

The chart is placed alongside the regions.

5. Bank

The bank's supply consists of banknotes, coal units, and 5 different types of markers (in the President variant contracts are added). The supply is considered unlimited.

6. Player equipment

Each player starts with a player sheet (look at the corresponding printed number of players), 10 captains, 7 Trade Houses, 1 Director Token, 2 victory point markers, 7 cards of his color (the PRESIDENT card is only used with a variant), and cash of £ 150.

7. Ships and Headquarters

All ships and headquarters are sorted by their reverse side number (0 – 10).

7a) The SCOTIA is placed in the North Atlantic region.

7b) Each player receives 1 random Sailing Ship. The owner of the oldest ship becomes the starting player and takes the Start Player card. He deploys his ship in the rightmost region with 3 open places and marks it with a captain. The other players follow in seat order. When set up correctly, there now should be 1 ship per region.

7c) In a 3 player game, stacks 1 - 9 lose 1 random ship each. These 9 ships are sorted by flag and are placed in the docks beneath the VP-chart. In a 2 player game, each stack number loses 2 ships and the docks start with 18 ships. In a 4 player game, no stack number loses ships and the docks start with no ships.

7d) The stack of ships is prepared with all cards face down near the ship market: The headquarters (10) at the bottom, followed by stack numbers 9 -1 in descending order. To be clear, stack number 1 is on top.

7e) The Ship Market is filled from left to right with 6 ships from the stack of ships.

8. Steamships

Before starting to play, each player purchases a steamship from the ship market. The market is replenished after each purchase, but without a ship entering the docks. Each player deploys his steamship (together with a captain and 1 coal) in the region which contains the sailing ship of the player to his left. Finally, the starting player begins the game by playing his first action card.