

Cape Horn Player Turn Notes

A Game by Thorsten Gimmler

1st – Say, “I am gaining one Sail Point” and advance the Sail Point marker.

2nd – Place, or choose not to place, tiles on the board

Place as many as you wish from those you have gained.

Must be placed adjacent to a tile on the board, orthogonally or diagonally.

Be sure to orient the tile depending on which of the 3 zones it is placed in.

Placing a tile on a tile is possible only if –

It is the only tile placed during the turn.

The player placing it cannot reach the tile in his turn.

There is no one's ship on the tile.

3rd – Move, or choose not to move your ship

Ship must move in the direction and number of spaces as shown on the tile it begins its movement.

It can pass over empty spaces, but must end its movement on a tile.

It cannot end its move on a tile occupied by another ship, unless the tile contains a Navigation Station marker.

Moving twice is possible if a player expends 5 Sail Points.

Ignore the tile movement directions that a ship is on by expending 3 Sail Points and moving to one of the 8 spaces adjacent that contains a tile.

If a player has 8 Sail Points it is possible to take both of the above actions.

Choose not to move? Gain one additional Sail Point! A point is gained even if tiles were placed.

4th – Draw a tile and if desired, gain additional tiles for one Sail Point each.

