. The Great Pacific Trading Game – Instruction Sheet .

The Great Pacific Trading Game transports players back to the Pacific trading lanes of the 19th Century. Trading among the United States and European powers, Britain, France and Germany is driven by two major economic activities. Whaling has become a significant industry with whale oil used to light the cities of the West. The West is also eager to build trade with China and other Asian countries. European goods are not in high demand, so traders need products of great value in Asia markets. Western countries are in fierce competition for trade routes, colonies and Chinese products valued in the West. The Pacific Islands (Fiji, Hawaii, The Marshall Islands and Tahiti) play an important role in both industries. They provide labor and provisions for the whaling industry and products to be used in trade for Chinese tea, porcelain and silk. There are also profound changes in these societies based on their new economic opportunities combined with political and environmental threats.

This game oversimplifies history in many ways. The four Trading countries and four Island nations portrayed in the game are represented only as caricatures of their complex cultures and economies. Moreover, the timeline is condensed and the game focuses on the Chinese trade. Nevertheless, the game demonstrates the interdependence of the Western and emerging Island economies. It will give players a sense of the challenges facing both sets of countries. Players will deal with the twists and turns of history, while exercising and expanding their diplomatic, tactical and negotiating skills. Knowledge of Pacific history and a bit of luck will also play a role in determining the winner of The Great Pacific Trading Game.

Before beginning Voyage #1, each country introduces its player(s) and reads the country’s 19th century history description located in the bottom left corner of its game board. Missionaries were some of the earliest Europeans in the Islands. The game’s Missionary has six gold coins to distribute to Islanders based on their appeal to him.

Voyage # 1: The object is for Western Traders to place one chip for each resource required on their country’s board: – Provisions - food and drinking water for the sailors (blue) plus Beche-de-mer (pink) and Sandalwood (brown) for trade with China, and Coconut oil (yellow) for home markets. The object for Pacific Islanders is to place one chip for each resource required on their country’s board: Cloth (red), Tobacco (green), Muskets (black) and Fishhooks (silver). To qualify to win the game a country must have a chip, which matches the resource color, on each color coded square of its game board. The winner will have filled each square plus have the most coins. Each country must find trading partners to gain a chip for each resource. Remember every resource square must be covered. Once that goal is achieved the country with the most gold coins will be the winner.

Before Voyage #2 Each Island country has the opportunity to earn two gold coins for answering a Pacific history question from The Missionary. Missionaries taught Islanders how to read to encourage Bible study and often added additional classes.

Voyage #2: The object remains the same - to gain one chip for each resource plus as many coins as possible by trading chips and coins. Voyage #2 will be more challenging for Island countries to meet their requirements because a series of shipwrecks has reduced the supply of each Western good to just one Trading country.

Before Voyage #3: Christian missionaries played an important role in establishing trade and in many other areas of Pacific Island life, including government. Western Traders will bid coins for the services of the Missionary. If two or more countries share the highest bid, the winner is determined by coin flip. Once the country has secured the service of the Missionary, it can instruct him to take any single token from one Pacific Island. During the 19th Century Pacific Islanders were recruited to work in the various trading industries. Their sailing and navigational skills were particularly valuable in the whaling industry. Chiefs often organized labor groups for the whaling industries and to produce products for trade. Pacific Islanders will bid coins for the services of a Chief. Once the country has secured the services of a Chief, it can instruct him to take any single token from any one Western Trader.

Voyage #3: The object remains the same. Voyage #3 will be more challenging for Trading countries to meet their requirements because environmental degradation, due to overharvesting, has reduced the supply of each Island good to just one country.

Following voyage #3 the scores for all countries will be totaled to determine separate rankings for Trading and Island countries. Each score is based on first completing all resource requirements and second on accumulating gold coins. If more than one player is representing a country, each player receives full credit for the country’s score. A country with all resource requirements and no coins places ahead of countries who fail to reach their requirements but have many coins. Countries who are tied will split the points. For example, two countries tied for second place will each be scored as 2 ½ not 2.

Once the scoring for Voyages #1-3 is complete, the players will switch countries with Western Traders becoming Pacific Islanders and Pacific Islanders becoming Western Traders. Those who played with partners will play solo and vice versa. If players have to play both halves with partners, they will not play with the same partner. Voyages #4-6 have the same objectives and rules, but sometimes history takes strange twists and turns, which will definitely happen in the upcoming voyages.

Before Voyage #4: In addition to the resources featured in the game, Islanders sometimes dove for pearls which carried great trading value. With the aid of the Pirate, each Island country has the opportunity to dive for a Pearl, represented by a White chip. While drawing an Orange chip has no value, a White chip can be traded to the Pirate for two Gold Coins.

Voyage #4: The object remains the same. During the 19th Century the rivalries between Western Traders often resulted in these powers exerting indirect and sometimes direct political influence on the Pacific Islands through economic, religious and even military means. Exercising power has trading advantages and administrative costs; therefore, each Western Trading country can take one chip from the Pacific Island over which they have influence. However, they must also provide two gold coins to the Island. The pairings are:

Fiji – Britain Hawaii – USA Marshall Islands – Germany Tahiti – France

Before voyage #5: The Island countries have the opportunity to earn one Gold Coin by providing intelligence to the Pirate. If the Islander answers the Pirate’s question correctly, he or she will earn one Gold Coin. Also, each Island country can buy any one chip from the Pirate for two Gold Coins.

Voyage #5: The object remains the same. As contact with Westerners increased so did the spread of disease for which the Pacific Islanders had no immunity. This resulted in a dramatic reduction of populations on some of the islands. Therefore, the production of food harvested by the islanders was also reduced, creating at least a temporary shortage of Provisions and Coconut Oil. During Voyage #5 there is also a global shortage of Tobacco and Cloth as a result of the American Civil War reducing the production of tobacco and cotton in America.

Before Voyage #6: While pirating was dramatically reduced by the navies of Western countries in the 19th century, pirates still played a role in the Pacific. All countries may bid on the services of the Pirate. The high bidder may take one chip representing any resource from its choice of any one country.

Voyage #6: The object remains the same. Overharvesting of Sandalwood and Beche-de-mer have created shortages of those products and have caused a change in which countries are the major producers. The shortages have resulted in Indian Sandalwood and Australian Beche-de-mer growth in the Chinese markets. Shortages of metal products, including Muskets and Fishhooks, have been created by the demand for metal to support the buildup of military capability among Western powers. This is the last chance for all countries to meet their resource requirements and once that is accomplished to accumulate Gold Coins.

Post-game: Once Voyage #6 is complete, scoring is based on first completing all resource requirements and second accumulating Gold Coins. If more than one player is representing a country, each player receives full credit for the country’s score. A country with all resource requirements and no coins places ahead of countries who fail to reach their requirements but have many coins.

To determine the overall winner, each individual player’s rank as a Pacific Islander will be combined with his or her rank as a Western Trader. The best combined rankings determine the overall placing. If the total of his or her rankings results in a tie, the player with the best finish will place higher. For example, two second place finishes outrank a first and fourth place finish, but a first and third place finish outrank two second place finishes. The next tiebreaker is total number of gold coins. The final tiebreaker is diving for a Pearl.