

Christmas Trees for Sail

A 1-6 Player Co-op Christmas Game
by Rattlebox Games



Winter, 1904: Christmas settles on the shores of Lake Michigan like snow on a Fraser fir, and with it arrives the glorious Christmas Tree Ship.

Every year, the Christmas Tree Ship sailed North from Chicago to purchase trees from farmers in Michigan and Wisconsin, then returned to sell them in the big city.

In Christmas Trees for Sail, players become holiday mirth merchants, sailing to and fro buying trees, selling them for profit, then using those profits to bring Christmas Cheer to Chicago's needy children.

Press your luck as you brave the wind and waves, sailing North to find cheaper trees while hoping to avoid the nasty weather. Good luck... and Merry Christmas!

Components:

Included in the Print-and-Play files:

1 Board, 8 Ship tokens and 16 Ship cards in four colors, 12 gift cards



Board



Ship tokens



Ship cards



Gift cards

Components you will need to supply:

- 9 small tokens. *We recommend cubes, but any small token will do.*
- Money in varying amounts. *Or use the supplied print-and-play money file.*
- 10 six-sided dice. *Ideally in these colors: 2 purple, 1 each in orange, gray, red, yellow, blue, green, black, and white. Alternately, you can use dice of the same color, but you must designate where each die will go before you roll it.*



OVERVIEW



Christmas Trees for Sail is a cooperative game that takes place over fifteen rounds. Each round, dice determine how many trees are available, the price in Chicago, and the weather conditions on Lake Michigan. Players move their ships around the lake, sailing North to buy trees, and South to sell them. Will you upgrade your ship, buy a second one, or put all your profits into gifts for the children?

The Christmas Tree Ship brought hundreds of trees to Chicago each year, doing thousands of dollars of business during the holidays. However, to keep the game simple, we've used simplified prices.

Winning and Losing:

Each player represents a different company selling trees in Chicago. You may share trees, but not money. You all contribute to the Fund for Needy Children, so the final score is determined by how the gifts you bought collectively, and the money you have left.

Players can lose the game in one of two ways. You lose if:

- 1) Everyone runs out of both money and trees, or
- 2) You fail to deliver at least six gifts for needy children before the game ends.

You win if you create enough Christmas Cheer for Chicago's needy children. See "End of the Game" for details.



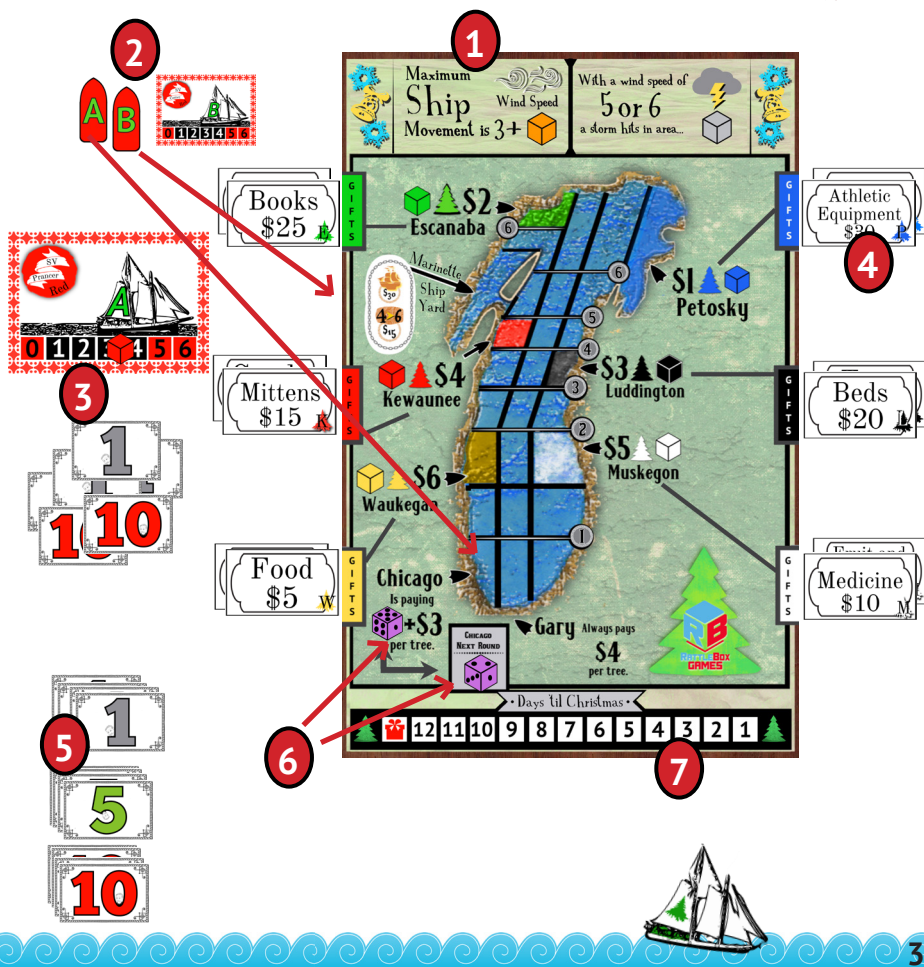
SETUP

1. Place the main game board in the middle of the play area.
2. Give each player two ship tokens and two ship cards, all of the same color. Place ship token A in the Chicago port with the cargo side up and ship token B by the board near the Marinette Marine Yard. Finally, each player should name their shipping company.
3. Each player should place their Ship A card in front of them with the 4 cargo hold side up, then place a marker token on the 1 space. Set aside the Ship B card.
4. Sort the gift cards by the city on the card and place each by the city's "Gifts" space. Place the lower value card for the city on top of the higher value card for the city.

- Place the money near the board. Give each player \$24.
- Roll one purple die and place it in the Chicago die space, then roll the other purple die and place it in the Chicago Next Round space. Place the remaining dice near the board.
- The number of rounds in the game depends on the number of players. Consult the table below to set round track token.

PLAYERS	2	3	4
Token starts on	12	10	8

8. You're ready to begin!





Summary:

Christmas Trees for Sail is a **cooperative game** played over 8-12 rounds. Each round, roll for the weather and tree markets, then work as a team while you take turns sailing and acting with each of your ships. After the last round, each ship returns to Chicago to sell trees and deliver presents, and you consult your score to see how much Holiday Cheer you spread.

Each round is played in three phases:

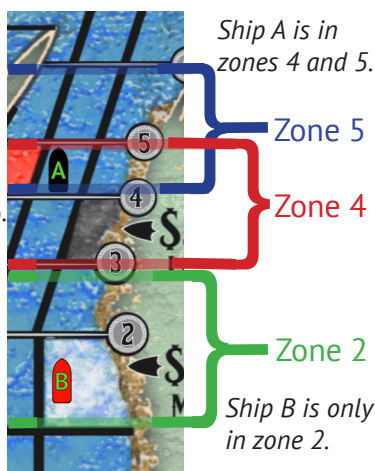
- I. Round setup II. Player turns III. Round end

After the last round, all ships return to Chicago and sell their remaining trees, then the game ends.

Understanding Lake Michigan:

The board divides the lake into 27 spaces and 6 weather zones.


- Lake spaces next to ports (harbors) are shaded to match the town they service. Ships in these spaces are “in port.”
- Any number of ships can dock in Chicago. All other spaces can only hold two ships.
- Ships may neither stop nor sail through full spaces.
- Weather zones are designated with gray numbers and lines. Each space adjacent to a weather zone line is part of that zone. Some spaces belong to multiple weather zones. (See diagram)



Phase I - Round Setup: *Reset the dice and check for storms.*

1. **Roll the unassigned port dice** and place each on its city space.
2. **Update the Chicago market** by switching the dice on the Chicago and Chicago Next Round spaces. Then, roll the Chicago Next Round die; do not roll the Chicago die.
3. **Roll the wind speed and weather dice** and place each in its space.
4. **Check for a storm and capsized ships.** If the wind die shows a 5 or 6, a storm has arrived on the lake: consult the gray weather die to determine which region of the lake has the storm. Any ships in that region that are empty or overloaded capsize (see “storms and capsizing” below).



 **Phase II - Player turns:** *Players take turns in any order they like, but the acting player must complete their boats' turns before the next player goes.*

Taking your turn:

On your turn, each of your ships may take a turn to

- a) sail,
- b) complete one main action, and
- c) complete any number of free actions.



Sailing: For more details, see “Sailing” below.

- Each ship can move 3 spaces plus the value of the Wind Speed die.
- Ships can move to adjacent spaces, but may not move diagonally.
- Each space can hold only 2 ships, except Chicago which is unlimited.

Main actions: For more details, consult “Main Actions” below.

Each ship may perform only ONE main action each turn.

- Buy trees and/or gifts from a Northern port.
- Sell trees in Chicago or Gary.
- Trade up for a bigger ship for \$15 (once per ship per game).
- Prepare to transfer trees to or from another ship.

Free actions: For more details, consult “Free Actions” below.

You may perform any number of free actions each turn.

- **Transfer trees** to or from a “Prepared” ship.
- **Buy a second ship** for \$30 (once per player per game).
- **Recover a capsized ship** for \$8, then take a turn with it as usual.

Additional details about your turn:

- You may sail before or after your main action, but you may not “split” your movement. You may, however, perform free actions during your move.
- All actions are optional.
- You must finish one ship’s turn before taking another ship’s turn.

 **Phase III - Round End:** *Recover ships and move the round marker.*

After all players have completed actions for each of their ships:

1. **Turn any capsized ships face up.**
2. **Advance the round marker one space.** If doing so moves it to Christmas Day, the game ends--complete the “End of the Game” steps.
3. **Begin the next round.**

Sailing



On your turn, each of your ships may sail, either before or after they complete a main action. The distance you sail is determined by the wind speed.

The frosty winds of Lake Michigan made for an arduous but profitable trip. Intense winds meant faster journeys, but more danger for the sailors. It's the same for you: high wind gives you more distance but can also cause disaster.

Sailing distance:

Each ship can sail a distance of three spaces plus the wind speed. For example, when the wind speed is six, ships may move up to nine spaces that round.

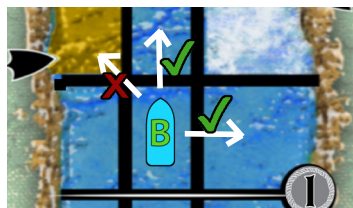
In this example, all ships can move seven spaces this round ($3 + 4 = 7$).



Moving your ships:

Ships move horizontally and vertically, not diagonally. In other words, they can enter through the side of a space, but not through a corner.

The ship can sail up, right, left, or down, but it may NOT move diagonally. Of course, if it has two movement, it can use two moves to get to a harbor.

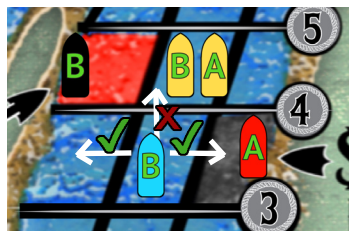


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Space capacity:

With the exception of Chicago, only two ships may fit in any space. When two ships have already stopped in a space, no other ships may stop there or move through the space.

The ship cannot sail up from its current spot, but it could sail to the right one space to stop in Luddington harbor, or it could sail left and then up toward Waukegan.



You may not split movement:

Each ship may move before or after it completes its main action. You may not split its movement. For example:

- You may buy trees, then sail up to your full movement, or
- you may sail up to your full movement, then sell trees, but
- **you may not** sail part of the movement, buy trees, then sail more spaces.

MAIN ACTIONS



On your turn, each of your ships may complete a main action, either before or after they sail. You may also complete free actions if you like.

Big city folk want to celebrate Christmas, but they can't just go out and cut down a tree. That's where you come in, buying cheaply up North and selling in Chicago. Reinvest some profits and use the rest to buy gifts for the children.

Buy Trees and/or Gifts:

Ships may purchase trees and/or gifts at Northern ports if they are available. Only one ship may purchase trees from each port each round.

Buying Trees:

- The port die indicates how many trees are available to buy.
- The price of trees at each port appears on the board.
- Pay funds to the bank and adjust the token on your ship card to reflect how many trees it's carrying. Be sure to pay attention to ship capacity (see "Ship Capacity" in "Additional Concepts").
- Set the die from the port aside. No other ships may buy trees there this round.

Buying Gifts:

- The gift display shows which ports have gifts available to buy.
- Return the indicated cost to the bank.
- After you buy a gift, place it near Chicago.
- If you buy gifts but do not buy trees, do not remove the tree die.



The yellow player can buy up to four trees from Luddington at \$3 per tree and it may also buy the beds for \$20.

After the player buys the trees, they set the die aside, even if they don't buy all the trees. After the player buys the Beds, they move that card to the score pile.



❄️ Selling Trees:

A ship stopped in Chicago or Gary may sell some or all of the trees in its hold at the market rate.

- The Chicago market rate for each tree is \$3 plus the market die value.
- The die on the “Chicago Next Round” space indicates what the price will be in the next round. Sometimes it pays to wait.
- The Gary market rate is always \$4 per tree.
- Multiply the market rate by the number of trees sold. Take that much money from the bank.
- Slide the cargo tracker down on your ship to reflect the sold trees.

*The Chicago market die shows a five, so the red player can sell their trees for eight dollar each there.
(\$5 + \$3 = \$8)*

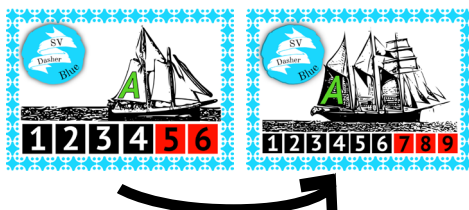
If they wait until next round to see their trees, they will only get five dollars per tree (\$2 + \$3 = \$5).



❄️ Trade in a ship for a bigger one:

Trade in a small ship (4 cargo) for a bigger one (6 cargo).

- Your small ship must be in the Marinette Shipyard port.
- Pay \$15 to the bank and flip the ship card to the 6 cargo side.
- Any trees already in cargo stay there.



❄️ Prepare to transfer trees:

Prepare your ship to pass trees to (or receive trees from) another ship.

- This is a main action, so you cannot take another with this ship this turn.
- Announce that “this ship is preparing to transfer trees.”

The most famous Christmas Tree Ship was the Rouse Simmons. In Chicago, it sold trees directly from their berths along the Chicago River's Clark Street docks. Electric lights were strung from the schooner's bow to stern, and customers were invited to board the ship to choose their trees, and to buy wreaths, garlands, and other holiday decorations.

Captain Herman Schuenemann's generosity earned him the nickname 'Captain Santa.' He delighted in presenting trees to the city's needy residents.

- Glenn V. Longacre

FREE ACTIONS



There are three actions that do not count as your main action. These may be done at any time during your turn (even while your ship is sailing).

Transfer trees:

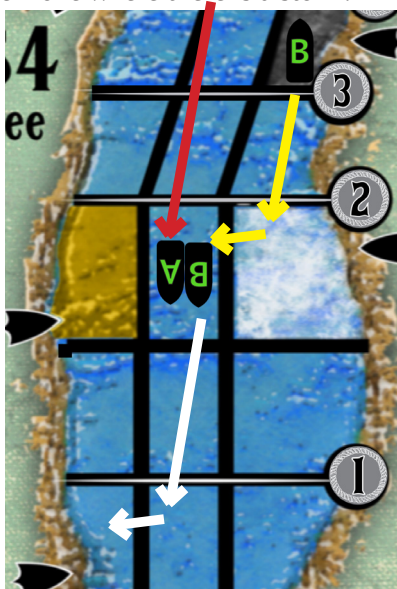
Move “prepared” trees from one ship to another ship.

- One ship must have done the main action “Prepare to transfer trees.”
- Both ships must occupy the same space. (Thus, a ship cannot move into a space that is at full capacity in order to transfer trees.)
- The receiving ship must have room in its hold for the trees it receives.
- You may not transfer trees in an weather zone where there is a storm.

a. On their turn, the black player moves their A ship to the space near Waukegan and then uses the “Prepare to transfer trees” main action (**Red** arrow).

b. Next, they move their B ship from Luddington to the space with their A ship. Then they use the free “transfer trees” action to move the trees from their A ship to their B ship (**Yellow** arrow).

c. Since they have not used a main action yet, they can sail on to Chicago, where they can sell the trees they transferred as their main action. (**White** arrow). Remember: The distance a ship can sail depends on the wind speed die. In this case, the die must show at least a 3, so the B ship can sail 6 spaces.



Buy a second ship:

Once per game, each player may buy a second ship for their fleet.

- There must be room for a ship in the Marinette Shipyard port space.
- Pay \$30, then put your B ship in the Marinette Shipyard port space.
- Place the Ship B card in front of you with the 4 cargo side face up.

Starting with the next round, you get one turn per round with this new ship.

Recover a capsized ship:

See “Recovering a capsized ship” below.



ADDITIONAL CONCEPTS



Here are a few additional concepts you should know to play the game.

Ship Capacity:

Each small ship can carry up to 4 trees, and each large ship can carry up to 6, as their standard cargo. A ship's regular capacity is depicted with black squares on its card.



This small ship can carry 4 trees, while the large one can carry 6. You can carry 6 or 9 trees, respectively, by overloading your ships, but this makes them unstable, so watch out for storms!

Overloaded Ships:

You may choose to overload your ship to carry more trees. However, this risks capsizing if you get caught in a storm.

Overloaded ships can carry up to 1.5 times the cargo they are designed to carry. Small ships can be overloaded to carry 6 trees and large ships can be overloaded to carry up to 9. The overload capacity is depicted with red squares on the ship card.



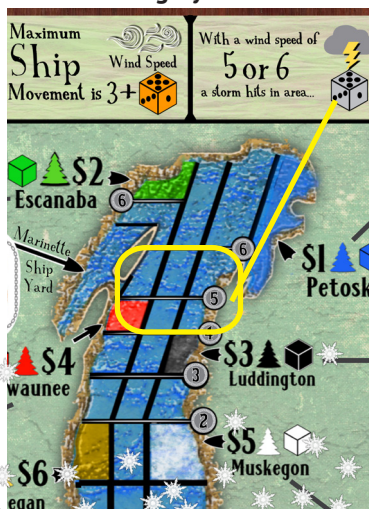
If an overloaded ship starts the round in a region where a storm arrives, it will capsize.

Storms and Capsizing:

When the wind is high, powerful winter storms sweep across Lake Michigan. **If the orange wind die shows a five or six, a storm hits. The grey die indicates which weather zone gets the storm.**

- Any empty or overloaded ship that starts a round in a storm zone will capsize.
- Flip them to over to their "capsized" side and move their cargo token to zero.
- Capsized ships do not get a turn.
- See "Understanding Lake Michigan" above for details about weather zones.

Since the orange wind die shows a 5, a storm blows. The gray storm die shows which weather zone the storm hits, in this case, zone 5 near Kewaunee.



Recovering a capsized ship:

After a ship has capsized, you must recover it before you can use it again. There are two ways to do so:



1. Hire a local crew to right your ship:

- Hiring a local crew is a free action, taken as part of this ship turn.
- Pay \$8, place the ship upright, then a normal turn with the ship.

2. Wait for the Coast Guard:

- Do nothing with the ship this round.
- During Phase III of the round, place the ship upright for free.

Weather-wary:

Crews are on high alert after previous close calls. A ship that capsized in the previous round will not capsize for being empty in the next round, though it can still capsize if it's overloaded.

Home Ports (optional rule):

To make the game a little easier, add this rule.

Each player has a home port, indicated by the color and icon on their pieces and cards. In your home port, you get two advantages:

1. You have a contact:

You may buy one more tree than is currently available on the tree die.

2. You know the harbor like the back of your hand:

Your ship will not capsize here.



END OF THE GAME

The game ends when the round tracker gets to Christmas day, 1904. Update the Chicago market rate using the Next Round die.

The Christmas Boat Parade:

One at a time, each player moves their ships to Chicago and sells any trees they carry at the final market rate. Remove your ships from the board after you make your final sale.

Find your score:

You earn points for each gift you've given and for money you have left.

1. For each gift, you earn points equal to its value (a \$10 gift = 10 points).
2. Each player earns one additional point for every \$10 they have left (\$10 earns 1 point). Count these points individually (do not pool your money).

Check the Holiday Cheer Chart on the back of this manual to find your title.

Any score at or above 150 points is considered a win.

QUICK REFERENCE



Phase I - Round Setup:

1. Roll the unassigned port dice
2. Update the Chicago market
3. Roll wind speed and weather dice
4. Check for a storm and capsized ships.

Phase II - Player turns:

Each player takes a turn with each ship.

- a) sail,
- b) complete one main action, and
- c) complete free actions.

Phase III - Round End:

1. Turn capsized ships face up.
2. Advance the round marker one space.
If it's now Christmas, the game ends.
3. Begin the next round.

Main actions:

Each ship may perform ONE each turn.

- Buy trees/gifts from a Northern port.
- Sell trees in Chicago or Gary.
- Trade up for a bigger ship for \$15.
- Prepare to transfer trees.

Free actions:

Perform any number of free actions.

- Transfer trees to/from a "Prepared" ship.
- Buy a second ship for \$30
(once per player per game).
- Recover a capsized ship for \$8,
then take a turn with it as usual.

Game End:

- 1 point per dollar spent on gifts.
- 1 point for every \$10 left in cash.



HOLIDAY CHEER CHART

Compare your team's score to this chart to learn your Christmas title:

- | | |
|---------|--|
| < 59 | Scrooge of the seas - Do you get joy from children's tears? |
| 60-89 | Sailor Scut Farcas - I don't think kids enjoy knuckle sandwiches. |
| 90-124 | Maritime Marley - Well, at least you're trying to do better. |
| 125-149 | Clement Sails Moore - You tell a good tale we all enjoy. |
| 150-189 | Head Elf - Bernard confirms you've warmed many hearts! |
| 190-200 | Miracle on State St - The presents flow in like letters for Santa. |
| 220-249 | Dickens on the Water - You truly keep Christmas in your heart. |
| 250-279 | Mrs. Claus Ahoy - Few can bring such love and joy as you can. |
| 280-319 | Captain Santa - You're an inspiration! Others have joined with you. |
| 320+ | Admiral of Joy - The three wisemen wish they'd had your ship. |

CREDITS



Design, Development, Art, Rules: Robert Huber & Brendan Riley
Playtesting:

Glenn V. Longacre excerpt from "The Christmas Tree Ship: Captain Herman E. Schuenemann and the Schooner Rouse Simmons," Prologue Magazine, Winter 2006, Vol. 38, No. 4.

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