



BY MARTIN SCHLEGEL

FOR 3 – 5 PLAYERS AGED 12 AND UP

Crystal blue seas, tropical heat and crazy nightclubs are Key West, the extreme tip of the Florida Keys and a paradise for people who enjoy a wild and thrilling existence, not least the writer Ernest Hemingway who was attracted by more than just the sea and the bars.

How will you make your way there? You might make good money with hotels, but first bridges must be built so that tourists, artists and business people of all kinds can flock to the islands. Plantations and cigar factories can show abundant profits as well. Adventurers are attracted to the sea, where they dive for sunken shipwrecks and treasures.

But in Key West, as in life, HE WHO WANTS EVERYTHING NEVER ACHIEVES HIS GOAL. Don't get bogged down; stay cool and plan your actions like a pro.

COMPONENTS

40 Diving Tiles:



reverse side



15 Sponges, 3 of each kind valued 3-7



15 Treasures, 5 of each kind

Wrecks (10)

42 Key West Tiles:



reverse side



(examples)

3 Dice



27 Harvest Tiles:



reverse side



9 of each kind

1 Start Player figure



(assemble before first play)

6 Cover Tiles



(to cover unusable spaces)

70 Key West Dollars:



reverse side



30 x



20 x



10 x



10 x

Per player, in player colors:

- 11 wooden disks for plantations, cigar factories and hotels
- 6 action markers (small wooden cubes) for the actions track
- 1 marker for the victory points track
- 1 marker for the cigars track

Markers for the victory points track



Markers for the cigars track



1 Game board

these instructions

SET-UP

Place the board in the middle of the table. Mix the 42 Key West tiles face down to form seven stacks, each with six tiles and place them next to the board. Mix up the Diving Tiles face down and randomly distribute them among the 40 dive areas (seas to the top left and bottom right). Mix nine 1-dollar and three 2-dollar pieces, face down, and randomly place 3 on „Key Largo Cut“, 4 on „Long Key“ and 5 on the „Seven Miles Bridge.“ Place a die on each island group. Store the Harvest tiles face down next to the board.

Each player receives 20 Key West dollars: 3 one-dollar bills and one each of the 2, 5 and 10 dollar notes. Players may keep their money secret if they wish. The rest of the money is stored next to the board.

Each player takes 11 wooden disks and 6 Action Markers in a color. Their corresponding victory point markers are placed at the start position of the victory points track (on the logo) and cigar markers at the cigar box, which is the start of the cigar track.

The player least resembling Ernest Hemingway, receives the lighthouse and becomes the first player.



The number of players determines which hotels, factories and Ship's Graveyard wreck spaces are used.

With 5 players, there are no restrictions. All spaces are in play.

With 4 players, three spaces are covered by lighthouse tiles: the 1-star hotel on the „Upper Keys“, a cigar factory in the „Lower Keys and a “2” in the Ship's Graveyard.

With 3 players, in addition to the 4-players changes (above) cover the 3-star hotel in the „Middle Keys“, an additional factory in the „Lower Keys“ and the second “2” space in the Ship's Graveyard.

The hotel, cigar factory and ship's graveyard spaces to be covered are colored with distinct text and borders to make them easier to find.

IDEA OF THE GAME

Over the space of eight rounds players buy factories and produce cigars, direct hotels and plantations and try, as often as possible, to be boss of the islands. They go out to sea and dive for sponges, treasures and shipwrecks. Also useful is the construction of bridges, as these important connections to the hotels are not yet ready.

COURSE OF PLAY

Each round consists of two phases: First, there is a common Bidding Phase, then the players act individually, one after another.

I. BIDDING PHASE

At the beginning of each round deal six tiles from one of the seven stacks of Key West tiles. To determine who can choose from these tiles first, each player hides in the fist the number of Key West dollars he wishes to bid (bids of zero are permitted). When all are ready, each shows and announces his bid. The player having the lowest bid receives the Start Player figure and as many Key West

dollars as he has bid. He is paid by the player who made the highest bid. Only the highest bidder pays this amount (and keeps the rest of what he has bid); all others keep their bids. In case of a tie, the player who was the Start Player at the start of the phase has the higher valuation, after that, the next player in clockwise order, and so on, regardless of whether the tie is for most or least.

Example: Marcel bids 8, Martin 12, Marco 9 and Horst 16 Key West dollars. Horst has bid the most and has the first choice of the available Key West tiles. Marcel has bid the least number of Key West dollars and is paid by Horst 8 Key West dollars (as much as he had bid). In addition, Marcel will be the Start Player in the ensuing action phase. Martin and Marco keep their bids. The player who bid the least does not get to draft a tile. The highest bidder takes two of the six face-up tiles places them in front of him. Further distribution depends on the number of players::

3 players: The player with the second highest bid also takes two tiles.

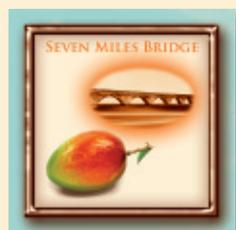
4 players: The player with the second highest bid takes a tile and then the third highest bid takes a tile.

5 players: The tiles are distributed as with four players. The player with the fourth-highest bid also receives 8 Key West dollars from the supply.

The two tiles not taken are discarded. They can return to play in the last round.

In the above example Horst drafts first and takes two tiles. Then Martin takes one and Marco takes one. Marcel does not receive any. The two left over tiles are discarded.

KEY WEST TILES AND THEIR MEANINGS (SAMPLE)



BRIDGE AND PLANTATION

Build the named bridge and/or count this as a share in the bridge (here Seven Miles) as well as take over a plantation of this type (here Mango)



BRIDGE AND HARVEST TILE

Build the named bridge and/or count this as a share in the bridge (here Key Largo Cut) as well as reveal two Harvest Tiles.



BRIDGE

Build the named bridge and/or count this as a share in the bridge (here Key Largo Cut).



PLANTATION

Take over two plantations of the type(s) shown (here banana and/or orange).



CAPACITY + 1

The capacity (number of tiles that can be taken) when diving is increased by 1



DIVING + 1 AND HARVEST TILE

The player can make an extra dive, as well as reveal two Harvest Tiles.



DIVING + 1 AND PLANTATION

The player can make an extra dive, as well as take over a plantation of the indicated type (here, orange).



DIVING + 1

The player can make an extra dive.

DIVING + 1 AND CAPACITY + 1 do not apply immediately and so are held until the **II. ACTION PHASE** (see below). These types of tiles as well as **BRIDGE** tiles are permanent and once taken remain with the player throughout the game. Other types of tiles are resolved immediately and are then removed from play before the next player takes a tile.

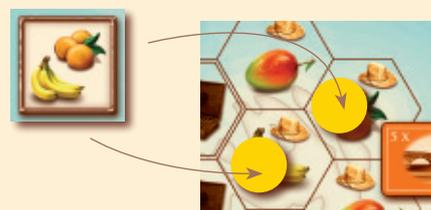
HARVEST TILES

The player draws two harvest tiles at random from the supply and places them face up on the mainland (labeled "Florida").



TAKE OVER PLANTATIONS

Plantation tiles come in three types: banana, mango or orange. When taking this tile, the player places one of his wooden disks on a vacant plantation of his choice of this variety. Some tiles show two types. In this case the player may take over two plantations. If all of the plantation sites for this type of fruit are already taken, he removes another's disk from a plantation of this type and replaces it with his own at no cost. The displaced marker goes back its owner.



BUILD BRIDGES AND RECEIVE SHARES

Three, 4 or 5 steps are necessary before each bridge is finished. Each step is represented by Key West dollar piece on the bridge, which also constitutes a reward for those who participate in the work. When a player takes a bridge tile, he also takes one of the dollar pieces lying there, if any remain. A bridge is complete as soon as there are no more dollars on it. Even then it can be worthwhile to take bridge tiles, because the more shares one holds, the higher the profit (VPs) (see below „Scoring Shares of Two Bridges“).



II. ACTION PHASE

During this phase each player acts individually, beginning with the Start Player and continuing clockwise. The current player chooses actions and marks them on the Actions track, to show that he cannot choose them again. Subsequent players are of course able to choose these actions. Each player places two action markers each turn, one after another. Each action – including double actions, such as „Hotel Purchase and Management“ – costs only one marker. Only „Repeat Any Action“ uses up both markers.

Example: Henry goes on a treasure hunt, and buys a hotel. Thus he places a cube in „Diving and Hotel Purchase“.



THE ACTIONS IN DETAIL (DESCRIBED IN LEFT TO RIGHT ORDER AS THEY ARE FOUND ON THE BOARD):

DIVING

The player examines up to 3 treasure tiles and takes one. The way it works is that as soon as he looks at one he must decide whether to take it or return it and look at another one. Once he has taken one, the action is completed. The information on the tiles should be kept hidden from the other players.

Example: Jeb looks at a tile and puts it back face down. He looks at another and keeps it. This „dive“ finished, he does not get to see a third tile.

Some Key West tiles collected in the Bidding phase increase a player's action potential:

Diving + 1: During the course of the action he may look one extra tile (so no longer just three, but now four).

If he has two of these tiles, he can look at up to 5 tiles, etc.

Capacity + 1: He no longer takes just 1 tile, but two. If he has two of these tiles, he grabs 3, etc.

What happens to the tiles?

- On the surface, sponges are immediately turned into dollars. The number of dollars received is equal to the number of sponges shown on the tile. The sponge shown at right is worth 5 Key West dollars.
- A discovered wreck is immediately placed on the Ship's Graveyard and provides victory points equal to the number covered. Wrecks must always be placed on one of the lowest vacant spaces. In the example at right the player earned 3 victory points.
- If the player brings up a treasure he leaves it face down in front of himself until the end of the game. Only then are these points awarded (see End of the Game).



HOTEL PURCHASE

A player takes over a hotel by marking a vacant one with one of his disks and paying 5 dollars. Only when all hotels are occupied may another player's hotel disk be replaced. This costs 8 dollars, paid to the former owner, who receives the disk back into supply.



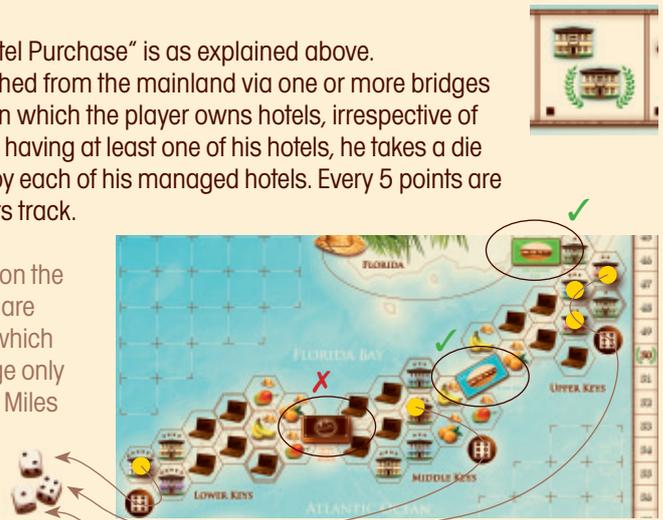
HOTEL PURCHASE AND MANAGEMENT

Two actions are available; a player can execute both or just one. „Hotel Purchase“ is as explained above.

„Management“ means that all of the player's hotels that can be reached from the mainland via one or more bridges bring profits. The amount partly depends on the number of islands on which the player owns hotels, irrespective of whether the island has a connection to the mainland. For each island having at least one of his hotels, he takes a die and rolls. The highest number rolled is the number of dollars earned by each of his managed hotels. Every 5 points are immediately converted to a victory point, marked on the victory points track.

Any remainder is paid out in Key West dollars.

Example: Pauline has three hotels on the „Upper Keys“ and one each on the other two island groups. The „Cut Key Largo“ and „Long Key“ bridges are complete. As Pauline owns hotels on all islands, she rolls three dice, which show a 1, a 2 and a 4. Only the 4 counts. Pauline can actually manage only four hotels (the hotel on the Lower Keys does not count as the „Seven Miles Bridge“ is not ready yet). These thus provide profits of $4 \times 4 = 16$, which is converted to 3 victory points and 1 Key West dollar.



FACTORY PURCHASE, CIGAR ROLLING

Two possible actions are available. A player can opt for one or both.

Factory Purchase: The player takes over a vacant cigar factory by occupying it with one of his disks and pays \$5 to the supply. Only when all the factories are taken can he replace another player's factory disks with one of his own and pay \$8 to the former owner, who receives his disk back.

Cigar Rolling: Cigar production is similar to hotel scoring, but no connection to the mainland is required. Each factory produces cigars. For each island on which he has a cigar factory, the player takes a die and rolls it. Only the highest result counts; the rest do not matter. Their total indicates the number of cigars produced by each of the player's factories. This number is used to update the player's total on the cigars track. The track is limited to 40; any cigars made beyond this are lost.

Example: Harry has two factories on the „Lower Keys” and one on the „Upper Keys”, so he is entitled to two dice (one per island group). He rolls the values 2 and 5. Thus, each of his three factories produces 5 cigars. He updates his marker on the cigars track by 15 spaces – but not past “40”.

Cigars are not victory points. Cigars must be stored and first earn victory points as a result of the Marketing action.



FACTORY PURCHASE, CIGAR MARKETING:

Two possible actions are available. A player can opt for one or both. Factory purchase is as described above.

By choosing the Marketing action, the player converts cigars to victory points at a rate of 5 to 1. The player reduces his cigar count and increases his victory points accordingly. Any remaining cigars remain in storage (recorded on the track).

Example: Humphrey has so far produced 38 cigars. He adds 7 victory points to his total and resets the cigars marker to 3.



CIGAR ROLLING, TAKE 8 DOLLARS:

Two possible actions are available. A player can opt for one or both. The player may manufacture cigars as described in „Cigar Rolling” above and/or he receives 8 Key West dollars from the supply.



SCORE SHARES OF TWO BRIDGES:

Only a finished bridge brings profits and only if it has a continuous connection to the mainland. For example, if „Long Key” is complete, but „Key Largo Cut” is not, no profits are earned. Otherwise the player scores the shares of at most two bridges, even if he has files for all three bridges. The current player (and no others who may also hold shares) receives 1 victory point per tile which corresponds to these bridges.

Example: Truman has three bridge tiles for „Key Largo Cut” and two for the „Seven Miles Bridge.” „Key Largo Cut” has been completed, so he can score these tiles. Although the „Seven Miles Bridge” has also been built, „Long Key” is not ready yet so there is no continuous connection to the mainland for it and so he can not score these tiles. He receives just 3 victory points.



HARVEST 2 PLANTATION GROUPS:

To bring in the harvest from their plantations, the owners need workers. These are waiting on the mainland. Of the three plantation groups (orange, banana and mango), he can harvest two types of his choice from among all of his plantations. For each harvested plantation, he takes an appropriate harvest tile from the mainland and places it in front of himself. If the number of files available is insufficient, the player takes whatever is available and loses the rest.

Example: Martha has 1 banana, 2 mango and 3 orange plantations. Not all may be harvested in a single action since only two groups may be harvested at a time. If she opts for bananas and oranges, she takes 1 banana and 3 orange harvest tiles from the mainland – if enough remain. If it were the case that only 2 orange and 1 banana harvest tiles were on the mainland then the third orange plantation cannot be harvested.



REPEAT ANY ACTION:

The player can take an action that is blocked by one of his action markers. This action costs both action markers and so ends that player's action phase. It also blocks the „Repeat Any Action” action. For example: Ernest has placed an emphasis on the cigar industry, but the action „Factory Purchase, Cigar Rolling” has already used. He chooses to use „Repeat Any Action” and execute again the „Factory Purchase, Cigar Rolling” action. With this action, he can buy another factory and once again activate all of his cigar factories. He places both action markers on „Repeat Any Action”, which is now also blocked for him.



END OF THE ROUND - DETERMINE WHO IS BOSS

When all players have invested two action markers, a boss is determined for each island group. This is the player who is most strongly represented, i.e. has the most disks on each island group. This island boss receives 2 victory points. In case of a tie, a point is given to each player involved, even if more than two are involved in the standoff. For example, Blue is represented on the "Lower Keys" three times, Red and Green only twice. On this island Blue is boss and receives 2 victory points.



THE NEXT ROUND BEGINS

Six new tiles are revealed from one of the stacks. After rounds 3 and 6, the action markers are removed from the actions track, returned to their owners and all actions are once again available. After round 7 the 14 tiles of the discard pile are mixed together and 6 of them revealed for the eighth round. If it is round 8, proceed to final scoring; otherwise, regardless of the round, the next round begins with a new Bidding phase, and so on.

END OF THE GAME

After round 8, play is over and final scoring is carried out. Following this the winner is the player having the most points.

FINAL SCORING

HARVEST TILES

Victory points are earned separately for each type of fruit. The first tile of a type is worth 1 point, the second 2, the third 3 and the fourth 4. Each additional tile of a type is worth 1 point. Example: Charlie has 11 harvest tiles: 2 orange, 4 banana and 5 mango. The oranges are worth $1+2 = 3$ points, the bananas $1+2+3+4 = 10$ and the mangoes $1+2+3+4+1 = 11$. In total Charlie earns 24 victory points from harvest tiles.

TREASURES

Each type of treasure is scored separately, as with the Harvest Tiles. The first tile of a type is worth 1 point, the second 2, the third 3 and the fourth 4. Each additional tile of a type is worth 1 point. Example: Gregory has recovered 3 treasure chests, 2 masks and 1 vase. The treasure chests earn 6 points ($1+2+3$), the masks 3 ($1+2$) and the vase 1, for a total of 10 victory points.

HOTELS

The scoring of hotels depends on having a link to the mainland. Each player counts the number of stars on his hotels that can trace a link back to the mainland. The player having the most such stars receives 8 victory points, the one with second most stars, 4 victory points. In case of ties, all of the players tied for first place receive 6 victory points and second-placed players get nothing. A tie for second place means that all of the tied players receive 2 victory points.

Example: The „Cut Key Largo" and "Long Key" bridges have been completed. The hotels on the „Upper" and „Middle" keys have their stars counted. Blue has 9, Green 5 and Red 3 stars. Red has been unlucky. Since the „Seven Miles Bridge" was not finished his two hotels are on the "Lower Keys" are not included. Thus, Blue receives 8 victory points and Green 4.



KEY WEST DOLLARS

Cash on hand is not worthless. Each \$5 is worth 1 victory point. Any remainder is lost.

SPECIAL CASES

Q. What if a player is entitled to place a disk, but has no more available in stock?

A. He either picks up and places one of his disks that is already on the board, or waives the right to do so.

Q. Can one harvest fruit and then remove this disk from a plantation, for example to buy a hotel?

A. Yes. The sequence of activities within an action is decided by the player.

Q. Suppose a player looks at a treasure tile, puts it back and then does the same for another. Can he then pick up the first examined one again?

A. Yes, he has three chances to look and is permitted to see the same tile twice.

Q. What if at the end of the game a player finds a sponge or wreck in his collection of tiles?

A. It's tough luck.

Q. In a 4-player game, what if a player recovers the tenth wreck?

A. He gets nothing since all the Ship's Graveyard spaces will already be covered.

The same is true for the ninth wreck in a 3-player game.

Q. What if the supply runs out of money when a player is to be paid?

A. This is unfortunately bad luck. No payment is possible.



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