

## FAQ The Dutch East Indies

### What are the differences between the Standard and Deluxe editions?

There are four differences between the two versions;

	<b>Standard</b>	<b>Deluxe</b>
<b>Ships</b>	Cardboard	Plastic miniatures
<b>Coins</b>	Cardboard	Metal
<b>Spices</b>	Cardboard	Wood
<b>Crates</b>	Wooden cubes	Plastic miniatures

We offer the 4 Deluxe components also separately, so you can mix and match your own preferred edition. However, do keep in mind that the Standard coins and spices do not fit in the Deluxe ships. In other words, if you would like to use the Deluxe ships, you need to have Deluxe coins and spices.

### Standard edition – I have punchboard #3 twice, and no punchboard #4?

The factory made this mistake with approximately 120 standard games. We tried to hold as many as we could in the distribution centers, but if you have this problem, then some still passed through. Please contact us and we will send you a punchboard #4. In the meantime, you can proxy punchboard #4 by using the extra punchboard #3. If you receive a standard edition that is not in shrink, it's because we have fixed this issue before sending it out to you.

### Standard edition – Should the ships fit the box when assembled?

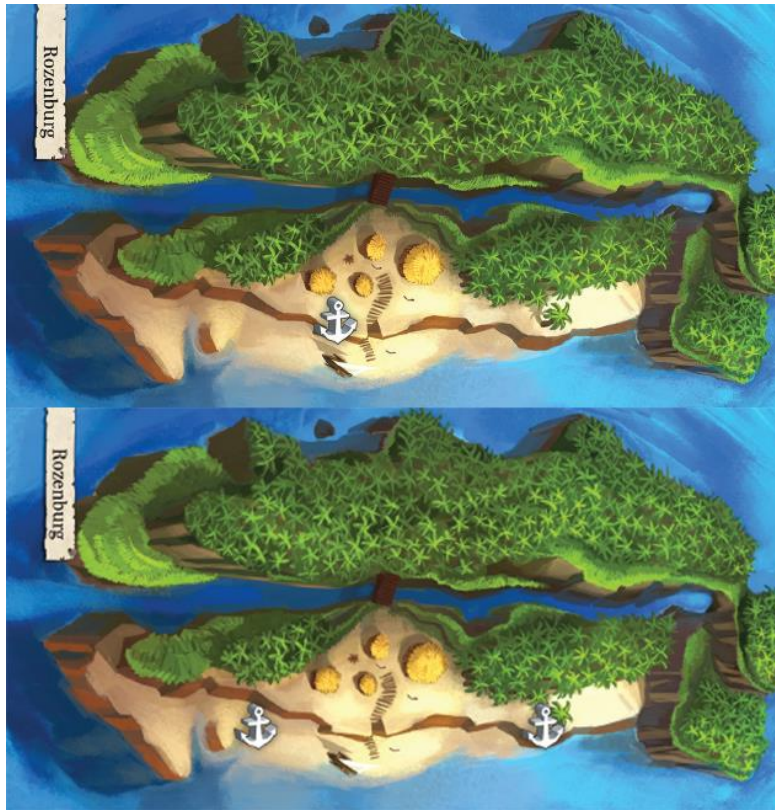
Yes, but it can be a bit of a puzzle. If you alter the insert or get rid of it completely, the ships fit in the box easily without having to assemble and disassemble them every time you would like to play the game.

### Deluxe edition – The sail(s) of my ship(s) are bent, what do I do?

The plastic ships came out really well, but some of the sails and poles can be a little crooked. No worries, you can easily fix this yourself. Just have some warm water (around 40 degrees Celsius, do not use boiling water!) and pour it over the ship for around 10-15 seconds, then carefully adjust the poles/sails to the upright position. If you happen to break one of the sails, or it arrives broken, just send us an e-mail and we'll send replacements a.s.a.p.

### Deluxe edition – One anchor in the middle of the islands of Straalheide and Rozenburg?

This is a graphical mistake that somehow ended up in only the Deluxe edition. There are supposed to be two anchoring points on both sides of the beach. Please see the examples of how the Deluxe edition looks (top) and how the Standard edition looks like (bottom). Please treat these islands like they have two anchoring points.



What size are the cards (for sleeving)?

We use mini size, half of the size of a normal Magic/Pokemon/etc card. It's 63.5 \* 44.45 mm. There are 30 trading cards and 12 solo cards in the game.

Are coins/crates/spices considered to have an infinite supply?

No. If the general supply (= the locals) runs out of coins, crates or a particular spice at any time, then they are considered to be sold out at the moment and until a player returns one of these items to the locals by means of any kind of trading, that item is sold out and can't be handed out to a player. If a trading card shows at least 1 item that is still available, that trade can still be executed without the sold out item(s).

Does the '3' coin take in 1 space or 3 spaces in my cargo hold?

3. For all purposes, a '3' coin counts like three coins of '1'. If a player needs to drop a coin overboard or to another player and he has only got a '3' coin on board, he can change it with the bank, his own supply or another player's supply for three '1' coins and get rid of one '1' coin. The only purpose of the '3' coin is to reduce the number of coins needed in the game.

What do the icons on the player boards mean?

We realize they are a bit over complicated. They were meant only as a quick reference. Here is a detailed explanation:





England

### Pirate vs Player Battles

**Big pirate battle:** When player loses or draws; downgrade 2 properties and dump a spice or coin into the sea

**Small pirate battle:** When player loses or draws; downgrade 1 property and dump a spice or coin into the sea

**Either pirate battle:** When player wins, nothing happens

### Player vs Player Battles

**Attacker wins or draws:** defender gives a spice and coin to attacker. If defender doesn't have a spice on board, he downgrades one property

**Defender wins:** attacker gives a spice to defender. If attacker doesn't have a spice on board, he downgrades one property

