

Hudson River Sloops is a hand-crafted game simulating trade along the Hudson River during the early 1800s. Each player is captain of one or more sloops sailing the Hudson to trade cargo from port to port.

Playing the game is an adventure. As a sloop captain of 160 years ago you trade cargo at ports and with other captains to accrue wealth in Manhattan. The river cargo was transported by beautiful sloops navigating the tricky winds and tidal currents to transport cargo between New York and Albany.

This game captures the intricacies of sailing the Hudson - the unpredictable winds; the predictable tides and currents; the river shallows and channel; and unforeseen events.

There are ten river ports and eight commodities.

The value of a commodity depends on the distance from its native port and the market conditions. The game ends when the cargo at the ports is depleted and the captain with the greatest wealth wins.

The game is played on a series of sturdy game boards. The Hudson River with its narrows, flats, shallows, channel, islands, and ports are depicted. The playing pieces are sloops of sculpted and painted wood. Cargo is represented by colorful rings which fit on the sloops. The wind speed and

direction as well as the occurrence of an event are determined by the toss of three custom-made dice. Information on tides and currents is displayed on a hand-turned wooden tide clock. Silver and copper bank notes are printed on parchment paper and patterned from actual period currency. A deck of event cards, exchange rate tables, and sloop bills of sale are also included. A 24-page booklet explains the background for the game, rules, strategy, and playing pointers. The playing apparatus is stored in a specially-designed wooden box with a sliding closure.

The game is designed to be playable by a wide range of ages starting from mid grade school, providing enjoyable gameplay for enthusiasts as well as casual game players.

