



# Rolling Seas

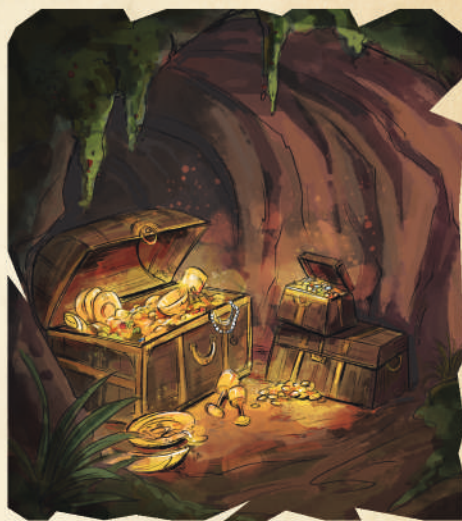
RULES

George Jaros !Lise Flety

*The waters of the Carmine Archipelago have long been known for fierce storms that cut ships down without warning, for fierce and unpredictable currents, and for rocky outcrops that can cut through a hull like a knife slices an ear. Now these waters, like a bard telling tales, summon from the depths the most terrible creatures of legend.*

*Far from intimidated by the danger, pirates too have taken to the archipelago's many secret coves, waiting on your arrival and ready to plunder. Rumor has it that they seek an immense treasure lost since time immemorial.*

*Aboard your delicate vessel, you prepare to explore these tumultuous waters in search of adventure! Every port you visit offers a chance to quench your thirst and tell your epic tale, shaping the legend you are about to become.*



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## Personnal Compass Assembly



# COMPONENTS



12 Adventure Boards  
(recto/verso)



1 Exploration Board



1 Central Compass



6 Personal Compasses  
(assembly required)



6 Ships



26 Adventure Cards



18 Smooth Sailing



1 Exploration  
Die



6 Markers  
and 1 Wipe



6 Player Aids



3 Wind Dice

## SETUP

Place the Exploration Board, the Central Compass, the three Wind Dice, and the Exploration Die in the center of the table.

Each player takes an Adventure Board (the same one for everyone), a Ship Board, a Marker, a Personal Compass, and a Player Aide.

Prepare the Adventure Deck. Separate the Smooth Sailing Cards and the Adventure Cards. Shuffle each pile separately, then set aside the top two Adventure Cards without looking at them. You will need those in a moment. Draw 15 cards from each pile, shuffle all 30 cards together, then, finally, remove 5 cards from the top of the deck without looking at them and put them back in the box. You should be left with a 25-card Adventure Deck.

### Note

*For a more challenging voyage, you can add fewer Smooth Sailing Cards to the Adventure Deck during setup. Prepare the deck as described, but shuffle 12 Smooth Sailing Cards together with 18 Adventure Cards, instead of 15 and 15.*

*For your first game, we recommend playing without the two "Ambush" Adventure Cards.*

Reveal the two Adventure Cards you set aside while preparing the Adventure Deck. All players now independently draw these on their Adventure Boards following normal game rules (see Adventure, p. 8).

You can return those two cards to the box; you will no longer need them.

### Adjacency

Adjacency will come up a few times throughout this rulebook, particularly in the context of Exploring and visiting Ports. You are only considered adjacent to something when you are orthogonally adjacent. Diagonal adjacency is never considered valid.

For a shorter game, you can shuffle 8 Smooth Sailing Cards together with 12 Adventure Cards, then remove 2 cards from the top of the deck, leaving you with an 18-card Adventure Deck. You won't be able to get as much done as you would in a full game, but you'll get all the same thrills!

## Home Port

Each player chooses their Home Port, the location where they will start the game. Circle one of the eight Ports on your Adventure Board to indicate which you have chosen. Then indicate the starting position of your ship by placing a dot in one of the unoccupied Sea spaces orthogonally adjacent to your Home.

### Example

*Alma reveals the Kraken, so each player draws its three-square pattern on their Adventure Board, being sure that some part of the pattern is in either Row 2 or Column J. She chooses to have it touch Column J. Alma then reveals the Maelstrom, which she places in Row 11. She then chooses her Home Port, in G7, and places her ship in H7.*



# Setup for Three Players



# GAMEPLAY

As captain at the helm of your ship, you'll weather storms, harness the winds to sail the seas, and encounter sea monsters, but don't forget to share your adventures in the various Ports to increase your Renown!

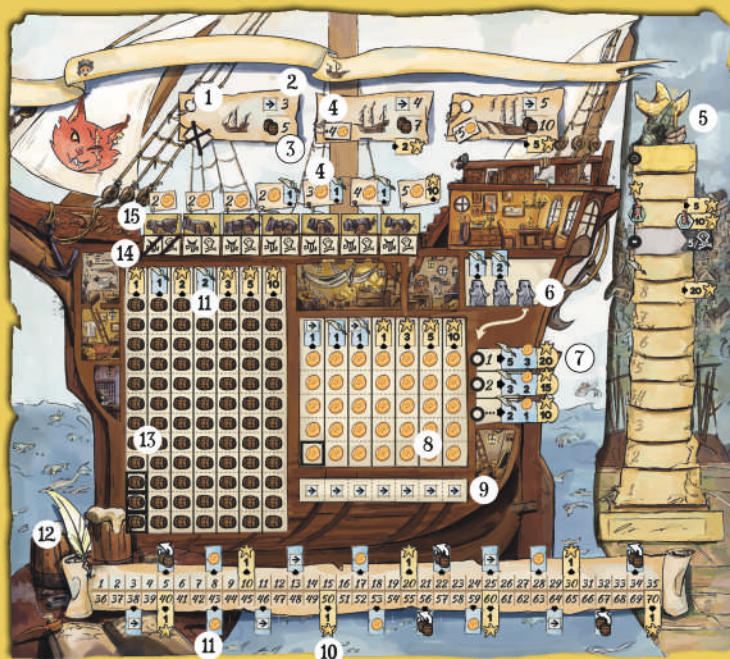
Every turn, draw a card from the top of the Adventure Deck. If it's Smooth Sailing, you can breathe a sigh of relief, though it may well be that your enemies are simply biding their time and growing in power. If it's an Adventure Card, the perils increase: everyone draws the indicated shape on

their Adventure Board. Roll the Wind Dice and the Exploration Die, then choose and perform an action simultaneously with everyone else. Most of the time, you'll Navigate, choosing one of the available Wind Directions and moving with it.

Whenever you gain Gold or Provisions, circle them on your Ship Board. When you use them, cross them off.

As you earn Story Points, cross them off on your Story Track, and validate them by spreading tales of your glory in Ports, where you can earn Renown. The more Ports you visit, the greater your Renown becomes. Hoist your sails and unleash your inner sea dog!






## Anatomy of a Ship




- 1 Ship Movement
- 2 Movement Points
- 3 Hold Limit
- 4 Price of ships and cannons
- 5 Column of Renown
- 6 Ancient Monoliths
- 7 Monolith Awards
- 8 Gold Track
- 9 Wind in Your Sails
- 10 End of Game Renown Bonus
- 11 Instant Bonus
- 12 Story Track
- 13 Provisions Track
- 14 Power track for Sea Monsters and Pirates
- 15 Cannon track




## Bonus


When you fill a Provisions  or Gold  column, when you buy certain Cannons , when you explore an Ancient Monolith  or when you cross off certain Story  boxes, you gain a bonus.

If the bonus has a yellow background , you earn the indicated Renown at the end of the game.

If the bonus has a blue background , you claim it immediately.

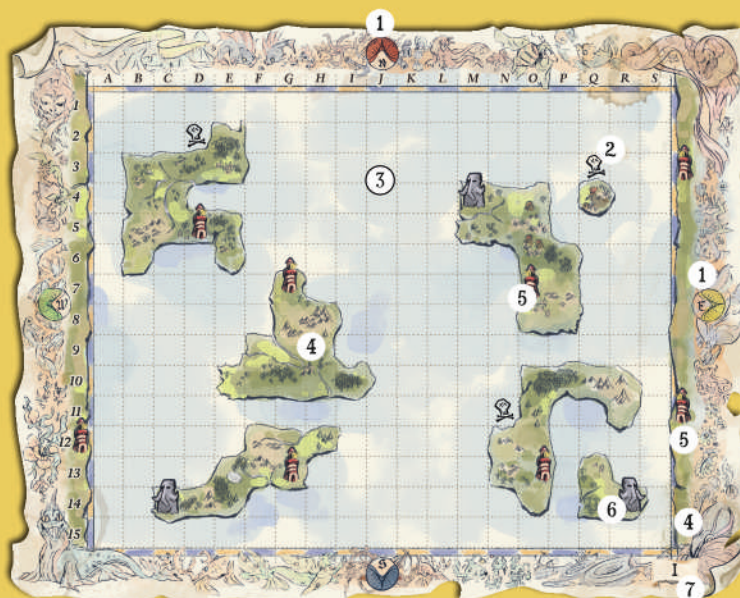
 Cross off the next Legend Point. These help you earn Renown.

 Add Gold to your ship by circling a Coin. Coins are useful when you visit a Port.

 Gain a Wind in Your Sails by circling the next space on the Wind in Your Sails track. You can use these at the beginning or at the end of any action to move your ship one space in any direction.

 Gain  to fill your hold. (See Visiting a Port, p. XX).

## Anatomy of an Adventure Board



- 1 Cardinal Points (in the colors of the Central Compass).
- 2 Pirates
- 3 Sea Spaces
- 4 Land Spaces
- 5 Port
- 6 Ancient Monolith
- 7 Adventure Board Number



# TURN

Every turn is played simultaneously, meaning all players choose and perform their actions at the same time without waiting to hear what other players are up to.

A turn has three phases:

- Adventure Phase : Draw a card from the Adventure Deck.
- Dice Phase : Roll the dice.
- Action Phase : Choose your action and perform it.

Begin the turn by having one player draw a card from the Adventure Deck. If it is a Smooth Sailing Card, apply its effect. If it is an Adventure Card, every player adds it to their Adventure Board. Then, roll the Wind Dice and the Exploration Die before placing them on the correct spaces on the Exploration Board and the Central Compass. Finally, all players individually choose and perform an action of their choice.


Then the turn ends, and a new turn begins. Continue in this way until the Adventure Deck is empty. At that point, will your Renown be enough for the world to remember you by?


## ADVENTURE PHASE


Draw the top card from the Adventure Deck.


If it's a Smooth Sailing Card, apply the indicated effect and then move on to the next phase.


The effects vary; you might gain Gold or Provisions, or increase the power of Pirates and Sea Monsters alike.

 : Add Gold to your ship by circling a Coin. (Circle it on your Ship).

 : Gain a Provision (Circle it on your ship).

 : Gain a Wind in Your Sails (Circle it on your ship).

 : Increase the power of Sea Monsters by 1 (cross off the first free Sea Monster Box on your ship).

 : Increase the power of Pirates by 1 (Check the first free pirate box on your ship).



*Gain 2 Gold Pieces.*



*Increase the Power of Sea Monsters OR Pirates.*


## Anatomy of an Adventure Card



- 1 Adventure Type
- 2 Card Name
- 3 Adventure Color
- 4 Illustration
- 5 Shape to be drawn
- 6 Row where you may draw the shape
- 7 Column where you may draw the shape

If it's an Adventure Card, draw the shape on your Adventure Board and try to reproduce the Adventure's symbol(s) in the individual squares, to remind yourself of what type of Adventure it is (If this seems difficult, you can write a letter instead). There are several types of Adventures, and they all work differently!

You may draw the shape however you like, turning it as you see fit, but be sure to obey the following rules:

- Use only **empty Sea spaces** (free of other Adventures or lines).
- The shape **must** touch either the indicated row or the indicated column if possible, whichever you prefer. If it isn't possible to place the shape along either the row or the column, draw it wherever you like.
- The shape **must not** completely block access to a .
- The shape **must not** completely block your ship from moving, or completely block the access to a part of the map.




## Note

*The Adventures you draw on your Adventure Board are meant to be visited! The more Adventures you encounter on your journey, the more stories you'll have to tell, so don't hesitate to place them on the path you plan to take. To learn more about their effects, see "Navigate" on p. 10.*



### Sea Monster





**Perils of the Sea:** You cannot stop on a space occupied by Perils of the Sea. Be careful not to block your access to  with these Adventures!




**Currents:** Currents carry you when you ride them. Therefore, you cannot place them so they would lead you over land, rocks, or off the edge of the map. The destination space of a Current is part of its shape.




**Rocks:** Each of you passes your Adventure Board to the player on your left () or right (). Rocks are impassable areas. Draw Rocks like any other Adventure, keeping in mind that it is your neighbor who will be impacted. Then give your neighbor their Adventure Board back.





## Quick reminder

*Since you cannot cross Rocks, be careful not to completely block access to a  or an area! But you can certainly force your opponent to make a detour.*

## Oh, also

*This icon  is only used for solo games. Don't worry about it in multiplayer games.*




**Ambush:** Each of you passes your Adventure Board to the player on your left () or right (). Write either your first initial or a sign to identify you (perhaps the ensign from your ship's flag!) in a square out of sight of the enemy ship . In the surrounding Sea Squares, draw one dot for every  you have. You do not have to draw them all. Remember they cannot overlap any previously drawn shape or line. Then, give your neighbor their Adventure Board back.

## Out of Sight

This concept is used for Ambush Adventure Cards.

You are out of sight of an enemy ship if you are 4 or more squares away from that ship. However, land blocks your view, so you can place your ambush within 4 squares of the enemy so long as a strip of land is between you.



Sara's ambush of Alma's ship in the  is valid. Even though she only place the ship 2 squares away, the strip of land means she is out of sight. Sneaky!

One of the Kraken's three squares must be in Column J or Row 2. You can rotate the symbol any way you like when drawing it.



## DICE PHASE

Roll the three Wind Dice and the Exploration Die.

Place the Wind Dice on the Central Compass, in the directions indicated by the dice.

Place the Exploration Die on the Exploration Board, in the location corresponding to the number shown.

If all three Wind Dice point in the same direction, roll them again.



Boussole centrale




Carnet d'exploration

## ACTION PHASE


All players simultaneously choose and perform one of the three available actions. Each of you chooses your action independently of the other players.

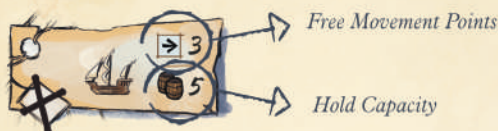
### Wind in Your Sails

If you have Wind in Your Sails, you can use them at the beginning or the end of any action. Move your ship one space in any direction, ignoring Wind. Cross out a  once it has been used.

### Navigate

To Navigate, choose a Wind Die and turn your Compass so that Arrow 1 (Silver) points in the direction of the chosen die (You can use the colors to help you find your way).

You have a certain number of free Movement Points () , depending on your ship, which can be used each time you Navigate.



The starting ship has 3 ⚡.

You can move your ship in any direction (including diagonally), as long as you have enough ⚡ to do so. Moving one square downwind costs you 1 ⚡. As your direction of movement strays further from the wind direction, the cost increases (see example below).

### Example



This turn, the Wind Dice point in three directions: NE, W and SE.



You choose the SE direction and point the silver arrow on your Personal Compass in that direction. For this turn, each move one square southeast (SE) costs you 1 ⚡. Every move on square south (S) or east (E) costs you 2 ⚡; each move southwest (SW) or northeast (NE) costs you 3 ⚡, 4 ⚡ for north (N) and west (W), and 5 ⚡ for northwest (NW).

Note: You are not limited to your ship's free ⚡. If you wish, you can spend ⚡ to gain additional ⚡. For each ⚡ you spend in this way, you gain 1 ⚡.

Wind in Your Sails ➡ are not exactly like the movement points of your ship. You can only use them at the very beginning or end of your turn, and each ➡ you use moves your ship one space in any direction, regardless of the Wind Direction you choose for that turn. You can also use ➡ before or after an Explore or Visit a Port action.

### Note

when spending ⚡ or ⚡, cross off the oldest first.



When you move, draw a line starting from the space where your ship is currently located. This line shows the path your ship has sailed. You can change the direction you sail as often as you like, but the Wind Direction never changes once you make your choice. You can end your line with a dot to indicate that your ship is now located in that spot.

To calculate the cost in ⚡ use your Personal Compass.

You can only pass through Sea Squares.



The Adventures drawn on your board will impact your route and the stories you tell. Don't hesitate to cross paths with them!

## Note







Once you have passed through a space with an Adventure, that Adventure has no effect for the rest of the game. For example, once you have passed through a Current, if you pass through it again, nothing happens.

Note that each space with an Adventure is independent. Perils of the Sea and Sea Monsters are therefore composed of several independent spaces.


## Note

You have to meet the requirements of an Adventure to move onto it, i.e. you need the necessary  or  to move onto Sea Monsters or Pirates.





**Sea Monster:** Each time you cross paths with a Sea Monster, spend 1  and gain 2 . If you have  equal to or greater than the Sea Monster's Power (), gain the 2  without spending .



**Perils of the Sea:** Gain 1  when you pass through a Perils of the Sea. You **cannot** stop on a Perils of the Sea space.













**Currents:** When you enter a Current space, you must move to the end of that Current. However, you do not spend any . Gain 1  for every two consecutive spaces you cross.









**Rocks:** These are obstacles. You cannot navigate through Rocks.



**Ambush:** This must be drawn out of sight of the opposing ship (See "Adventure Phase", p. 8). At the end of your turn, if you have passed through an Ambush space (either the central square or one of the surrounding dots), resolve a Sea Battle. Each Ambush can only be activated once. The person who initiated the Ambush rolls the Exploration Die. If they roll a 6, they automatically win the Sea Battle. If they roll a 1, they automatically lose. If neither is the case, the defending player now rolls the Exploration Die. Similarly, if the defender rolls a 6, they win, and if they roll a 1, they lose. Otherwise, each player adds their  to their rolled result. Compare the totals. The person with the higher value wins.



















- Victory: 3 , 2  OR 3  
- Defeat: 1 , -1  OR 1 , -2  (if neither is possible, lose as much as you can)
- Tie: 2  for each player



**Pirates:** Stop moving the moment you encounter Pirates. If you have  equal to or greater than the Pirates' Power, gain 3 , 2 , and an Exploration reward (see "Cannons", p. 16). Otherwise, spend 3 , then gain 3  and 2 . You cannot move again this turn after defeating Pirates, even with Wind in Your Sails.




## Example

Sara starts the game with her ship in H13. One of the Wind Dice shows NE, and she chooses to sail in that direction. She turns her Personal Compass so the silver arrow points NE, then sails one space E, onto the  in I13, which costs her 2 . She crosses off a  for encountering the . She still has 1 free  left, since her ship has 3. She heads NE for only 1  and crosses off another  by encountering a second  space. She has used up her ship's free  but she can't stay in the  space, so she spends 1  to go further. She runs into a  and spends 1  to cross off 2 more  before deciding to spend 3 additional  to reach N8. She will have spent 5 , 1 for the  and 4 for moving 4 spaces NE. She will have marked a total of 4 .



## Explore

If you are adjacent to land, including the stretches of mainland to the far east and far west of the Adventure Board, you can Explore. Note that the square you wish to Explore must not be a  and must not already have been Explored.






Sara's ship is between two unexplored land spaces, so she can Explore whichever one she wants.





When you Explore, you gain the resources indicated by the current location of the Exploration Die on the Exploration Board.




Cross off the space you just Explored on your Adventure Board. You will not be able to explore that space again.



Cross off the  you earn on your Story Track. Circle the  and  you gain, working from the bottom to the top of the leftmost available column in your hold, so you can use them later. If you reach the top of a column, continue from the bottom of the next column. If you have more  than your ship's hold limit, mark off the oldest  until you are back to your limit.







*The Exploration Die in this example indicates that you will gain 4  and 2 .*

If you explore a space that has ,  or , gain that item in addition to everything indicated by the Exploration Board.





## Build Cannons

After Exploring, but before crossing off any excess  you might have, you can build . Spend 5  to build a . You may do this multiple times if able.






When you build a , cross off its price tag.




## Ancient Monoliths

If you explore a space occupied by an Ancient Monolith , you have more say over the rewards you get. When you explore a , you can gain the reward indicated by the Exploration Die OR one of the two adjacent rewards. That is to say, you can treat the Exploration Die as though it were +1 or -1 from its current value. You can treat 6's as 1's and vice versa.






Additionally, every time you explore a , cross off the first  on your ship. Gain 1  for the first , 2  for the second, and a huge treasure when you explore the third. At that moment:

- If you are the first player(s) to visit all 3 , take the top reward, which becomes unavailable to all other players (In the event of a tie, all applicable players receive the topmost available reward).
- If you are the second player(s) to do so, take the second reward, which becomes unavailable to all other players.
- If you are third (or later), take the bottom reward.







## Visit a port

If you are adjacent to a , you may Visit it. There, you can tell your story, increase your Renown, and thus score points. You can also, if you wish, upgrade your ship, fill your cargo, and improve your armaments.

Note that you can only tell your story once per —after that, you're old news!—but you can do the rest in a  you have already visited.





### • Tell Your Story




If you visit a  that you haven't already visited, you can tell your story there:

- Gain Renown equal to the number of Story boxes you have crossed off. Write this number in the bottommost available slot of your Renown Column (Box 1 if this is the first  you visit, box 2 if it is the second, etc.).
- Cross off an extra Story Point. There's always something happening at a port that you can tell about during your next stop).
- Cross off the Port on your Adventure Board . You can no longer tell your story in this .



### • Improve Your Ship

You may, if you wish, upgrade your ship. To do so, you have to have enough  to pay the purchase price of the next ship shown on your Ship Board. You must purchase the second ship (4) before purchasing the third (5) , but you can purchase both in the same turn if you have enough .




When you purchase a ship, cross off the  spent to purchase it, as well as the price tag for this new ship. Your new ship has more , a larger hold, and earns more Renown  at the end of the game.






### • Fill Your Hold

You can, if you wish, fill your hold. To do so, cross off 1 and fill your hold to its limit .



### Example 1

*Tim has the first ship, with a limit of 5, and 2 in his hold. He chooses to fill his hold by visiting a Port, and thus gains 3, bringing him up to his hold limit.*

### Example 2








*Alma has the third ship, with a limit of , and 3 in her hold. By filling her hold, she gains 7.*















### • Arm Yourself

You can, if you wish, upgrade your armaments. To do so, cross off  equal to the price of the  you wish to purchase, and cross off the price tag for each cannon you purchase. You may purchase multiple cannons at once if you are able.












## Cannons

Unlike  or , you never spend your . They affect your encounters with Sea Monsters and Pirates. If you have  equal to or greater than the Power of a Sea Monster  or Pirates , you can defeat them without spending .

- If your  meet or exceed the Power of a Sea Monster, gain 2  (  $\geq$    $\rightarrow$  2 
- If your  meet or exceed the Power of Pirates, stop and gain 3 , 2  and an Exploration Reward. Choose the Exploration Reward from among those with values equal to or less than your number of  (  $\geq$    $\rightarrow$  stop, 3 , 2 , ).

## Example

Rui has three . Sea Monsters have a Power of 4 and Pirates have a Power of 2. He decides to pass through a space containing a Pirate, so she stops her movement and gains the following rewards: 3 , 2  and an Exploration Reward. Since she has 3 , she can choose any of the first three Exploration Rewards (the Exploration Die doesn't matter for this). She chooses the second reward and gains 1 , 1  and 2 .

You don't have any  at the beginning of the game. You can acquire them by buying them at Ports or building them while Exploring (by paying 5 .

## Pirate Power and Sea Monster Power

Pirates and Sea Monsters begin the game with 1 power.



Throughout the game, you will draw Smooth Sailing Cards that tell you to increase their power. You indicate this on your Ship Board by crossing off the appropriate box.



This Smooth Sailing Card tells you to increase the power of the Sea Monsters OR the Pirates by 1.



# END OF THE GAME

When you draw the last card from the Adventure Deck, end the current turn, and then end the game.

## Final Story

When the game ends, you get to tell your story one last time. Do this even if you're on the open sea. Perhaps you write your tale down on a piece of paper, put it in a bottle, and throw it into the water.



*Write your final story in this box.*


## Pirates






Lose 5 Renown for each Pirate you didn't encounter.



## Home Port




If you end the game at a  (adjacent), gain 5 Renown (5★). If you end the game at your Home Port, gain 10★.


## Bonus Renown Points ★

Add up all the ★ you have acquired over the course of the game (by purchasing new ships, unlocking bonuses in your Hold and Story Track, purchasing the seventh , by visiting the three  and by visiting all eight  during the game.

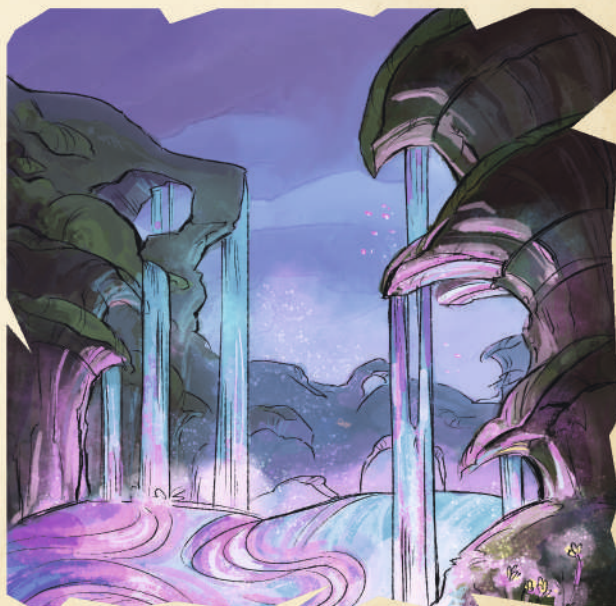
Add up all the Renown in your Renown Column (corresponding to each time you told your story in a , your final story, what the remaining pirates take from you, bonuses earned if you finish in a , and all the bonus Renown you've earned during the game.

La personne qui totalise le plus grand score remporte alors la partie.

The person with the highest total score wins the game. In the event of a tie, the person with the most unspent  in their holds wins.

If the tie persists, the person with the most unspent  in their holds wins.

If there is still no winner, you share the glory of having your names sung in all the ports of the archipelago.



## SOLO MODE

The solo game is exactly the same as the multiplayer game, except you don't use the Ambush Adventure Cards, and you don't pass your Adventure Board when you draw a Rock card.

You must draw Rocks as close as possible to the indicated coordinates. If you can't draw them at the intersection of the two coordinates, then draw them as close as possible to that intersection while still being in the row or column



indicated with an . If this is still not possible, draw them as close as possible to the indicated intersection while still being on whichever is not indicated by the . If that is still not possible, draw them anywhere you like.

To earn the first reward for Exploring all three , you must have visited them by the end of the 15th turn (count the number of revealed cards). If you Explore all three between the 16th and 20th turn, you gain the second reward. On the 21st turn or later, gain the third reward.

At the end of the game, look at what rank you've earned, based on your Renown, to see how you will be remembered.

Renown	Title	
0-75	Small-Time Braggart	Tell your tale all you like, no one will remember it.
76-125	Boring Storyteller	People will listen to your story, but don't expect anyone to pay for your drinks.
126-150	Rent-a-Bard	Children gather round you as you recount your adventures.
151-175	Wandering Minstrel	Many people fondly recall gathering to hear your tales.
176-200	Renowned Poet	Royal courts far and wide are always happy to host you of an evening.
201-225	Storyteller Extraordinaire	Crowds come from far and wide to hear your tales.
226-250	Master of Stories	Songs of your adventures will be sung for years to come.
251+	Legendary Bard	Your reputation precedes you. Entire villages eagerly await your arrival, attending in numbers that rival the biggest festival of the year.



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# TURN SUMMARY

- Draw a card and resolve it.
- Roll the 3 Wind Dice and the Exploration Die.
- Choose one of three actions:


## 1. Navigate




Choose a wind direction. Move your ship using your .

You may spend  to gain that many .


Each space containing an Adventure functions independently of the others.

## Sea Monster

-1 , 2 

OR if  ≥  → 2 

## Perils of the Sea

No stopping → 1 

## Currents

Mandatory and free movement along the arrow






→ 1 /2 

## Rocks


Impassable

## Pirates





Stop → -3 , 3 , 2 


OR if  ≥  : stop → 3 , 2 , 

## Ambush


An Ambush must be drawn out of sight of the enemy ship. At the end of your turn, if your ship has passed through an Ambush space (either the central square or one of the surrounding dots), resolve a sea battle. The person who initiated the Ambush rolls the Exploration Die. If they roll a 6, they automatically win the battle. If they roll a 1, they automatically lose. If neither is the case, the defending player now rolls the Exploration Die. Similarly, if the defender rolls a 6, they win, and if they roll a 1, they lose. Otherwise, each player adds their  to their rolled result. The player with the higher value wins. An ambush only triggers once.

Victory: 3 , 2  OR 3 , 



Defeat: 1 , -1  OR 1 , -2  (if neither is possible, lose as much as you can)



Tie: 2  for each player

## 2. Explore



If adjacent to land, gain the rewards corresponding to the Exploration Die .

## Ancient Monoliths



If you Explore, ±1 to the  and cross off  on your ship.


[optional] You may spend 4  to build a .


## 3. Visit a port

◦ **Tell your story:** Score  equal to your , then 1  and .

◦ [optional] **Upgrade your ship**

◦ [optional] **Fill your hold:** -1  → 

◦ [optional] **Arm yourself:** buy one or more .

You can use  at the beginning or end of your turn to move your ship one space in any direction, ignoring Wind. You can do this regardless of what action you choose.

