

Arrr, Matey!

Sooo... ye be wanting te make yer fortune on the ocean!
Come aboard, leave yer landlubber life behind ye and see
what Davy Jones' locker 'as in store fer ya!

Goal

Arrr, vast riches, o'course! Gather 8 gold coins with yer crew and ya win the game.

Alas, as with life, there are many more ways to lose than there are to win... You'll lose when:

- At dinner time, no fried fish is available. Instant mutiny!
- Your ship has more than 4 damage (excluding the rudder) unrepaired. She canna take no more, capt'n!
- Your ship has taken more than 4 water at the end of the turn. It's Davy Jones' locker fer y'all

Start

- You need a crew of 4. Yer mates can be imaginary friends if you have none other
- Each player gets 8 action cards; one for each action
- put 1 damage token on the ship. She's nae perfect, but she'll take us anywhere!

- put 4 fried fish tokens on the ship. Like an army, a crew only works with a full belly
- put 2 raw fish tokens on the ship.

Turn

1. Draw a card from the **event** deck and execute the instructions
2. Draw 3 cards (or 5 when instructed) from the water cards and lay them in front of the bow
3. **All hands on deck!** Everyone puts their chosen action face-down on the table
4. Reveal all **move** actions (starboard, straight ahead and port) and decide where the ship is going
5. If the ship is laying anchor at an island, the **trader** reveals themselves and sells any goods they please
6. If raw fish is available, the **cook** can take up to 2 fish and fry'em
7. If the ship has 1 or more **damage tokens** (excluding the rudder), add 1 water token
8. If there is water, and we have a mate at the **bailing pump**, remove 1 water token
9. If there is wood and a mate is at the **repair station**, remove 1 damage token (starting with the rudder)
10. If the ship is headed for **cliffs**, add 1 damage token
11. If the ship is headed for **fish** and the fishing lines are manned, add the appropriate amount of raw fish tokens
12. If the ship is headed for **drift wood** and the fishing lines are manned, add the appropriate amount of wood tokens

13. **Dinner time!** Remove one fried fish. Game over if you can't
14. **Status meeting.** This is the only time you're allowed to talk, but even now you can't tell or give hints about what role you'll take next.

Silence!

A good crew does not yap forever to get things done. Test your mettle and choose your next action without talking about it to your mates.

O'course, feel free to cuss like a sailor if yar mates chose the wrong action! During the status meeting, you can discuss your current proviand and stock, and even question your mates' previous actions. But you can't discuss future actions. Life at sea is what happens while you make other plans!

Water cards

Heavy Rain

Add 1 water token. If 2 crew man the bailing pump this turn, you may remove 2 water tokens

Blown to the right

If nobody uses steering actions, your ship will veer right. 1 crew with a left action will make the ship go straight. 2 crew or more with a left action will make the ship go left

Blown to the left

If nobody uses steering actions, your ship will veer left. 1 crew with a right action will make the ship go straight. 2 crew or more with a right action will make the ship go right

Minimum 2 crew per action

An action is only performed if at least 2 crew members chose to do that action

2x = haha

Clumsy crew. If 2 or more crew try to take up an action, they bump into each other and the action is not performed at all

No steering

The rudder broke. Steering actions have no effect until you repair the rudder. Add a wood token

2x play

Deja vu? The water cards you reveal this turn will not go away. Next turn, you will navigate them again. Your crew may choose different actions though

5 cards

Instead of 3 navigation options, you get 5 options. The middle (straight ahead) does not come from the water deck, but is always a cliff. It takes two "left" actions to navigate to the left-most card, and 2 "right" actions to navigate to the right-most card

Captain's orders

Every player points to another player. The player who gets the most votes this way, can play 2 action cards this turn instead of 1

Cabin

Every player points to another player. The player who gets the most votes this way, can play NO action this turn (he's sleeping in the cabin)

2 fish

Flying fish just landed on the deck! Immediately add 2 raw fish tokens

No cook

Kitchen is blocked. Nobody can cook this turn

Fog

The left and right-hand water cards are put on the board face-down, so you don't know what you're getting into

-1 fish

Party!!! Immediately remove a fried fish token. It's no game over if you can't. But watch out, it WILL be game over if there is no fried fish left for dinner!

Event cards

Cliffs

If your ship navigates into this card, you'll need to place a damage token. If you have more than 4 damage tokens (excluding the rudder), you lose the game

Driftwood

Navigate here to fish some very useful driftwood out of the water

Island

Navigate here to sell some of your fried fish and wood to the population. Your fortunes start here!

Fish

Navigate here if you want to catch some fresh fish. Yummy!

Coins

Treasure in the water!? Navigate here to fish some
valuables out of the water