

HEAVY RAIN

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

RIGHT WIND

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.

LEFT WIND

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.

2 CREW PER TASK

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

CLUMSEY 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.

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.

WIDEND VIEW

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.

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CABIN BREAK

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.

CREW PARTY!

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!

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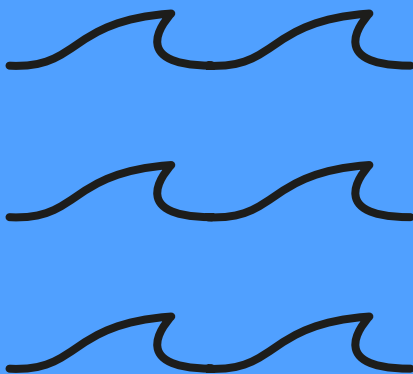
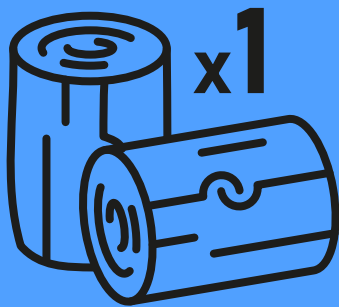
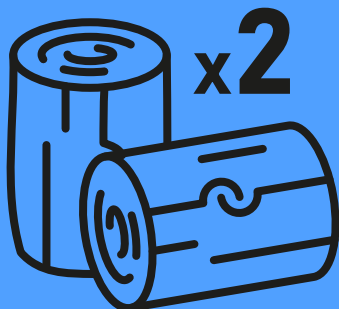
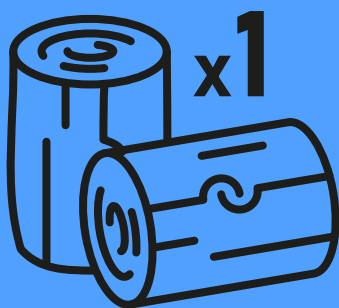
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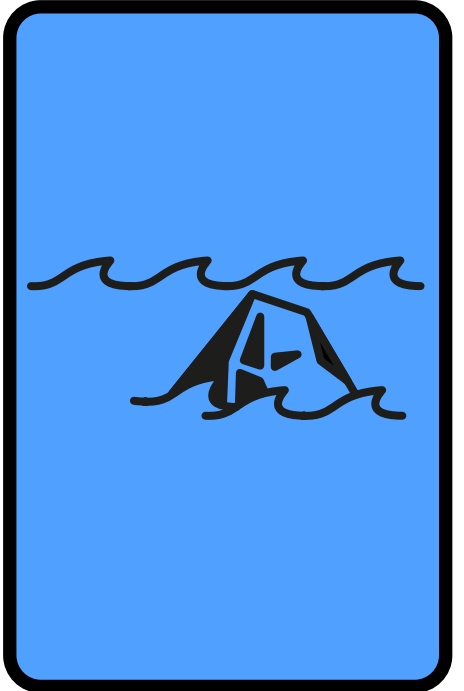
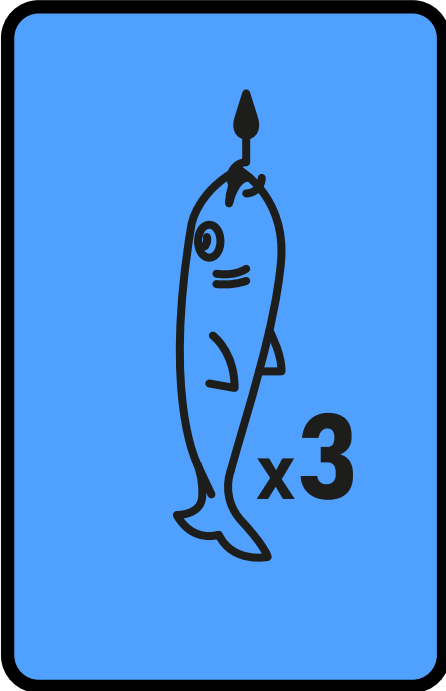
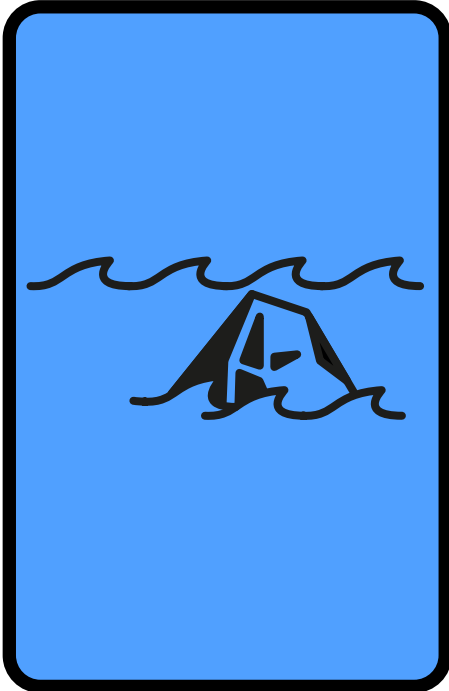
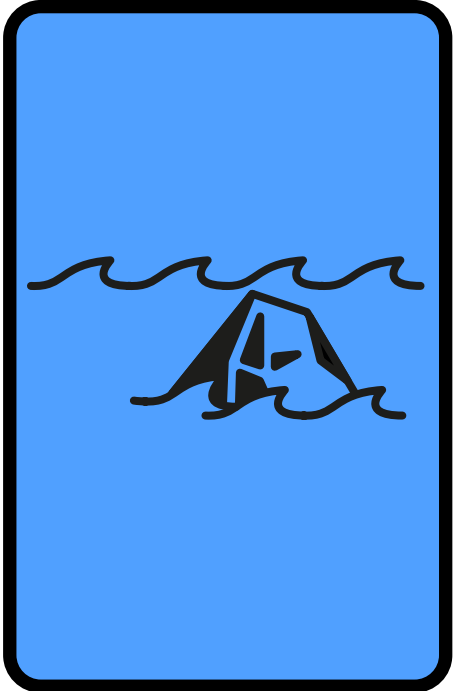
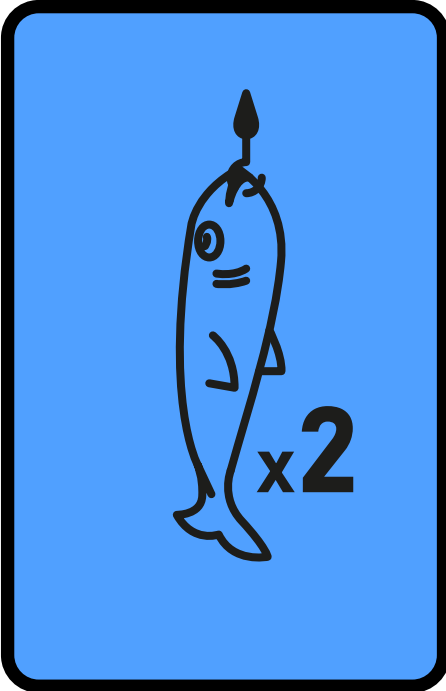
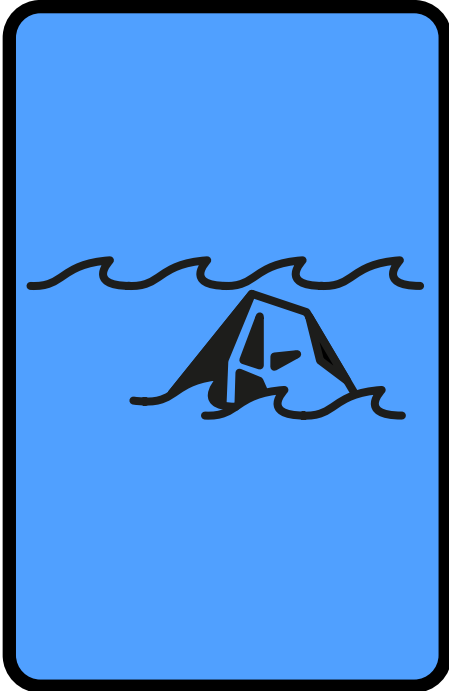
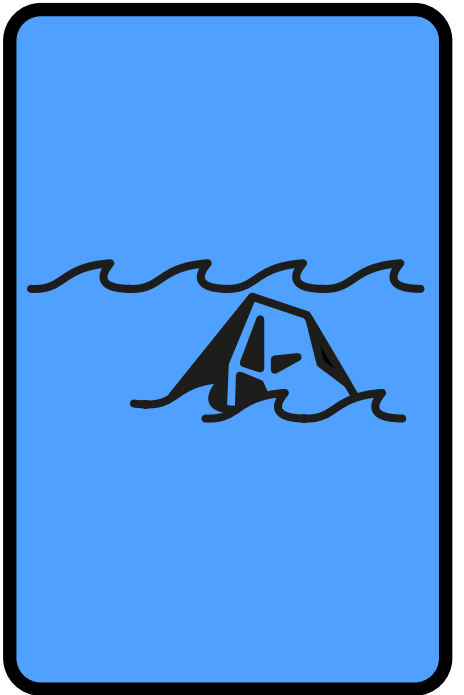
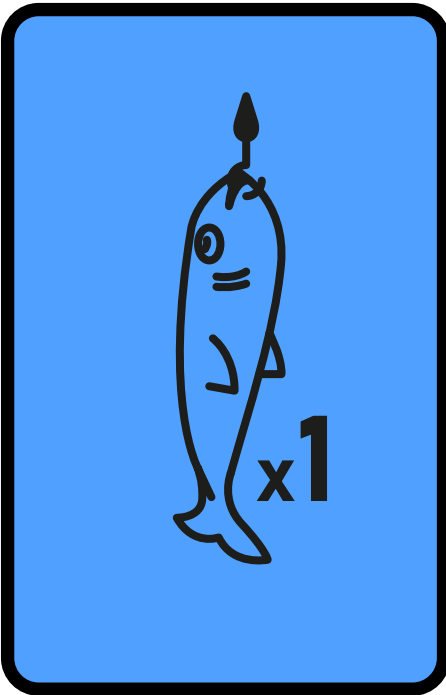
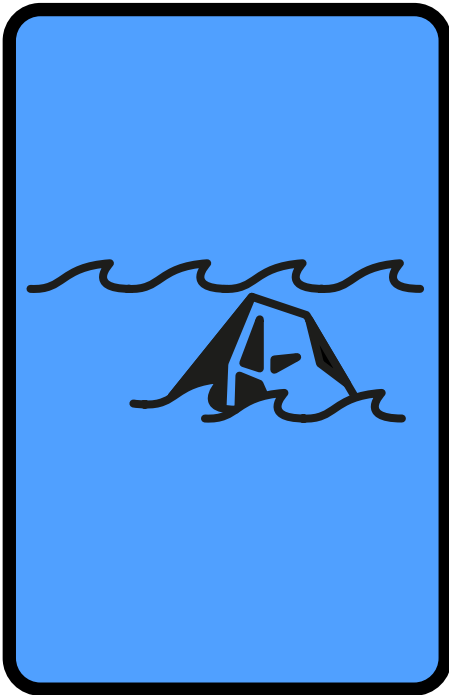
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