OCEAN SLAYERS
THE BERMUDA CHRONICLES

RULEBOOK

LOUIS VANGROENWEGHE

OVERVIEW

TIP: The rulebook seems like a lot but once you know the basic mechanics, it's very easy to learn.

RULEBOOK

1. Goal

In Ocean Slayers: The Bermuda Chronicles you are a fierce captain set out to gather fame and glory for your crew.

Your goal is to accumulate as much victory points as possible. Depending on the game mode, you will win alone or as a team.

The game is played over 8 event rounds. When the Kraken is killed or after the 8th event round has passed, players count their victory points.

The player or team with the most victory points at the end of the game will be the winner.

Will you conquer, or will you perish?

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2. Victory points

Victory points are earned during the game by performing below actions.

Constructing ships

Each ship type is worth a number of victory points depending on the ship. Sum up the ship's victory points and take the ships off the board.

Ship	Victory points
Sloop	1
Cutter	2
Brig	3
Frigate	4

Achievements

Victory points for achievements are seen on the top left of the achievement card. Sum up the achievements' victory points and take the cards off the board.

Victory points

Settling and upgrading buildings

Each building type is worth a number of victory points depending on the building. Sum up the building's victory points and take the buildings off the board.

Building	Victory points
Village	1
City	2
Metropolis	4

Looting victory tokens from opponents

All victory tokens owned at the end of the game are counted towards your victory points. This means victory points won from opponents also count towards your final score. Sum up the victory token's points and take them off the board.

Victory token	Victory points
	1
	3
	5

Monsters

Victory points for monsters are seen on the top left of the monster card/board. Sum up the monster's victory points and take them off the board.

Victory points

Gathering gold

Each gold coin is worth 1 victory point. Sum up the number of gold tokens and take the tokens off the board.

Gold token	Victory points
	1

3. Game modes

The game can be played from 2 to 6 players. The following game modes are available.

2 players (simple) - solo competitive

This game mode is advised for 2 players if you're new to the game.

Components

- **Tiles**: take all tiles marked with a 2+.

- **Colours**: each player controls 1 colour.

- **Achievement**: play with the A side, excluding A*.

- **Settlement**: 2 settlement tiles are placed as shown in the image to the right.

- **Goal**: the player with the most victory points wins the game.

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2 players (advanced) - semi-solo competitive

This game mode is advised for 2 players if you're experienced to the game.

Components

- **Tiles**: take all tiles marked with a 2+, 3+ and 4+.

- **Colours**: each player controls 2 colours.

- **Achievement**: play with the B side.

- **Settlement**: 4 settlement tiles are placed as shown in the image to the right.

- **Resources**: resources are not shared amongst the colours.

- **Goal**: the player with the most combined victory points wins the game.

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2 players (advanced extended) - semi-solo competitive

This game mode is advised for 2 players if you're experienced to the game and would like to extend your playing period and strategic planning.

Components

- **Tiles**: take all tiles marked with a 2+, 3+, 4+, 5+ and 6.

- **Colours**: each player controls 3 colours.

- **Achievement**: play with the B side.

- **Settlement**: 6 settlement tiles are placed as shown in the image to the right.

- **Resources**: resources are not shared amongst the colours.

- **Goal**: the player with the most combined victory points wins the game.

3 players (regular) - solo competitive

This game mode is designed for 3 players and can be played with new and experienced players.

Components

- **Tiles**: take all tiles marked with a 2+ and 3+.

- **Colours**: each player controls 1 colour.

- **Achievement**: play with the A side, including the A* side.

- **Settlement**: 3 settlements tiles are placed as shown in the image to the right.

- **Goal**: the player with the most victory points wins the game.

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3 players (advanced) - semi-solo competitive

This game mode is designed for 3 players you're an experienced player.

Components

- **Tiles**: take all tiles marked with a 2+, 3+, 4+, 5+ and 6.

- **Colours**: each player controls 2 colours.

- **Achievement**: play with the B side.

- **Settlement**: 6 settlements tiles are placed as shown in the image to the right.

- **Resources**: resources are not shared amongst the colours.

- **Goal**: the player with the most combined victory points wins the game.

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4 players - solo competitive

This game mode is designed for 4 players and can be played with new and experienced players.

Components

- **Tiles**: take all tiles marked with a 2+, 3+ and 4+.

- **Colours**: each player controls 1 colour.

- **Achievement**: play with the A side, including A*.

- **Settlement**: 4 settlement tiles are placed as shown in the image to the right.

- **Goal**: the player with the most victory points wins the game.

4 players - semi-cooperative

This game mode is designed for 4 players and can be played with new and experienced players.

Components

- **Tiles**: take all tiles marked with a 2+, 3+ and 4+.

- **Colours**: each player controls 1 colour.

- **Teams**: players team up in teams of 2.

- **Achievement**: play with the B side.

- **Settlement**: 4 settlement tiles are placed as shown in the image to the right.

- **Resources**: resources are not shared amongst the colours.

- **Goal**: Teams play together to win. The team with the most combined victory points wins the game.

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5 players - solo competitive

This game mode is designed for 5 players and can be played with new and experienced players.

Components

- **Tiles**: take all tiles marked with a 2+, 3+, 4+ and 5+.

- **Colours**: each player controls 1 colour.

- **Achievement**: play with the A side, including A*.

- **Settlement**: 5 settlement tiles are placed as shown in the image to the right.

- **Goal**: the player with the most victory points wins the game.

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6 players - solo competitive

This game mode is designed for 6 players and can be played with new and experienced players.

Components

- **Tiles**: take all tiles marked with a 2+, 3+, 4+, 5+ and 6.

- **Colours**: each player controls 1 colour.

- **Achievement**: play with the A side, including A*.

- **Settlement**: 6 settlement tiles are placed as shown in the image to the right.

- **Goal**: the player with the most victory points wins the game.

6 players - semi-cooperative (3 teams)

This game mode is designed for 6 players and can be played with new and experienced players.

Components

- **Tiles**: take all tiles marked with a 2+, 3+, 4+, 5+ and 6.

- **Colours**: each player controls 1 colour.

- **Teams**: players team up in teams of 2.

- **Achievement**: play with the B side.

- **Settlement**: 6 settlement tiles are placed as shown in the image to the right.

- **Resources**: resources are not shared amongst the colours.

- **Goal**: Teams play together to win. The team with the most combined victory points wins the game.

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6 players - semi-cooperative (2 teams)

This game mode is designed for 6 players and can be played with new and experienced players.

Components

- **Tiles**: take all tiles marked with a 2+, 3+, 4+, 5+ and 6.

- **Colours**: each player controls 1 colour.

- **Teams**: players team up in teams of 3.

- **Achievement**: play with the B side.

- **Settlement**: 6 settlement tiles are placed as shown in the image to the right.

- **Resources**: resources are not shared amongst the colours.

- **Goal**: Teams play together to win. The team with the most combined victory points wins the game.

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4. Bribes

Players can make informal bribes with other players in exchange for resources and/or gold. These bribes are non-binding, meaning that players can break the bribe agreement at any time. Be careful who to trust!

> TIP: *When playing in semi-cooperative mode, teams have to play with eachother. Teams can attack eachother if it would benefit their strategy, or if it would block the other team from winning.*

5. Setup

The first step is to set up the starting game board. Depending on the game mode and the number of players, the number of tiles used during the game will be different.
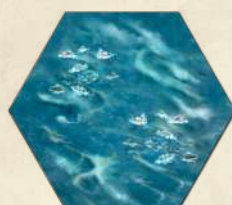
(1) **Select base tiles**
Take all base tiles (A) which show the correct player numbers according to your selected game mode. Set aside the bermuda cave and settlements. Shuffle the remaining base tiles together.
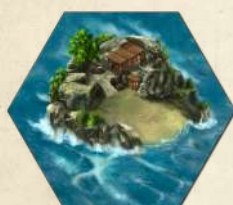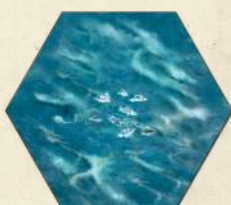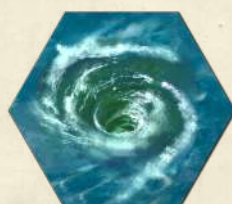
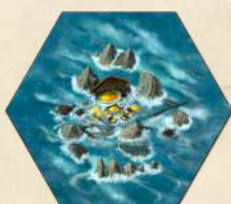Iron Island   Small Fishing Spot   Large Fishing Spot

Open Ocean   Bermuda Cave   Whirlpool

Wood Island   Floating Treasure   Settlement

(2) **Place starting game board with only base tiles**
For the next step, build your starting game board by placing the Bermuda cave in the middle of the table. Place base tiles around the Bermuda cave to complete the first ring.

Place Settlement tiles according to your game mode in the second ring. Fill the remaining spots of the second ring with base tiles.

Example:
For 4 player solo competitive mode the board will look like this.

settlement tiles
Bermuda cave
base tiles first ring
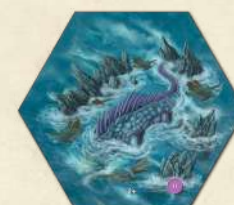base tiles second ring
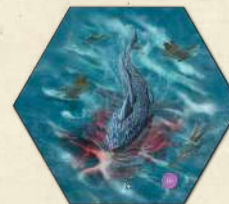
(3) **Select monster tiles**
Take all monster tiles (B) which show the correct player numbers according to your selected game mode. Place these monster tiles aside.

Bull Horned Whale   Abyssal Lurker

Granite Shark   Sea Serpent

(4) **Select special tiles**
A total of **2 special tiles** (C) are randomly picked and placed aside. These special tiles must not be seen by anyone. Special tiles are marked with a gold border.

Mystical Island   Turnstone   King's Landing
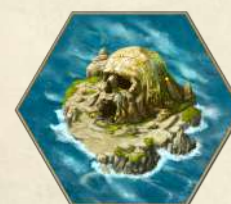
Monster Graveyard   Poseidon's Temple
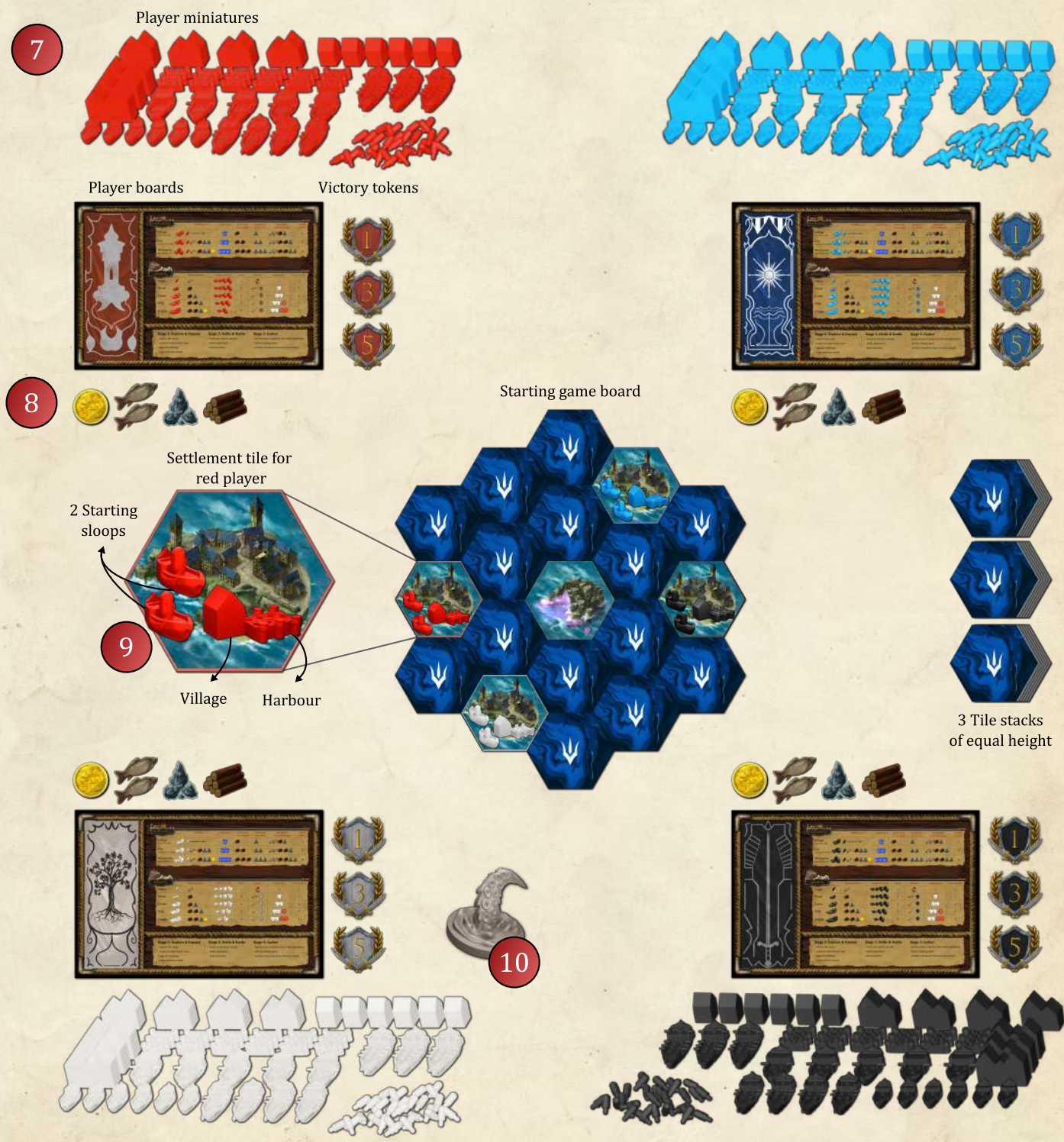
Market of Curiosities   Skull Island   Ancient Lighthouse

(5) **Shuffle remaining base tiles with monster and special tiles.**
Shuffle all remaining base tiles (A) together with the selected monster tiles (B) and the 2 picked special tiles (C). Divide into 3 tile stacks of equal height and place it next to the game board.

Table setup *(example for 4 players)*

6 Place the event board, achievement cards and kraken board on the table. Shuffle the item and event cards and place them face down next to the event board. The monster cards are sorted per monster and placed on the table facing upwards. Place the resource, gold and damage tokens and the combat dice on the table.

7 Take the number of player boards according to the game mode *(page 2-3)*. Take the corresponding coloured miniatures and the coloured victory tokens. Place the player board, player miniatures and victory points next to the game board.

8 Place 1 gold token, 1 iron token, 1 wood token and 2 fish tokens next to each player board.

9 Each colour places 1 village, 1 harbour and 2 sloops each filled with 1 sailor on the corresponding coloured settlement tile.

10 The player who was in or on the ocean most recently will be the starting player. The starting player takes the first player marker *(which is in this example the Kraken's Trinket).*

6

Event cards   Item cards   Damage tokens

Resource tokens

Event board

Gold tokens

Achievement cards

Kraken board   Monster cards

Combat dice

7

Player miniatures

Player boards   Victory tokens

8

Settlement tile for red player

2 Starting sloops

9

Village   Harbour

Starting game board

3 Tile stacks of equal height

10

6. Event rounds

The game is played over 8 event rounds or until the Kraken is dead. Each new event round spawns a new monster breed, or lets the Kraken perform a deadly action. The below sequence is followed.

① **Pick event card**
Event cards are drawn by the first player at the start of each new event round. The event card's actions are immediately resolved with all players and remain active during the full round.

The event card is placed on top of the event board on the event slot, which spawns a new monster breed.

Event card   Event slot

② **Spawn monsters or Kraken actions** *(page 7)*
The player holding the first player marker places newly spawned monsters (if necessary) on the active monster lores which depict that monster, or performs the Kraken actions (starting from round 5). If any monsters spawn on tiles occupied by warships, the monster battles are resolved first.

Example
The abyssal lurker and bull horned whale event slots are covered by an event card. This means that all abyssal lurkers and bull horned whales are active.

Since it's the second event round, the abyssal lurker is the newest monster to spawn. Abyssal lurker spots that are already uncovered will spawn an abyssal lurker. From this round on, newly uncovered abyssal lurker spots will immediately spawn the abyssal lurker.

Granite sharks, sea serpents and the Kraken will not spawn in this round.

③ **Player turns** *(page 8-14)*
All players perform their turn in a successive order, starting with the first player. Each player goes through all 3 stages in their turn, but can choose to skip any action(s).

Stage	Actions
Stage 1: Exploration & Expansion *(page 8-10)*	Explore the ocean, hire sailors, upgrade buildings, construct ships and trade resources.
Stage 2: Settle & Battle *(page 11-13)*	Settle on an unoccupied resource island tile, battle opponents and hunt monsters.
Stage 3: Gather Resources *(page 13-14)*	Gather base resources and any additional resources produced by occupied resource islands, special islands, item cards and fishing spots.

④ **Monsters movement turn** *(page 14-15)*
The player holding the first player marker moves all monsters to a direction of their choosing.

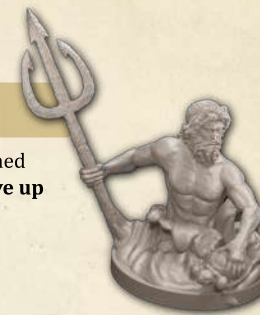The number of moves depends on the first player marker used.

Kraken's Trinket

Standard first player marker. Monsters must **move 1 tile** in the monster movement turn.

Poseidon Statue

Alternative first player marker. For more seasoned players. Monsters must move 1 tile, and can **move up to 2 tiles** in the monster movement turn.

If a monster is placed on a tile with warships, then a monster battle is initiated. The player holding the first player statue throws dice for the monster(s).

⑤ **Pass on first player marker**
The player holding the first player marker passes on the statue to the player on the left. The new event round is initiated by the player holding the first player marker.
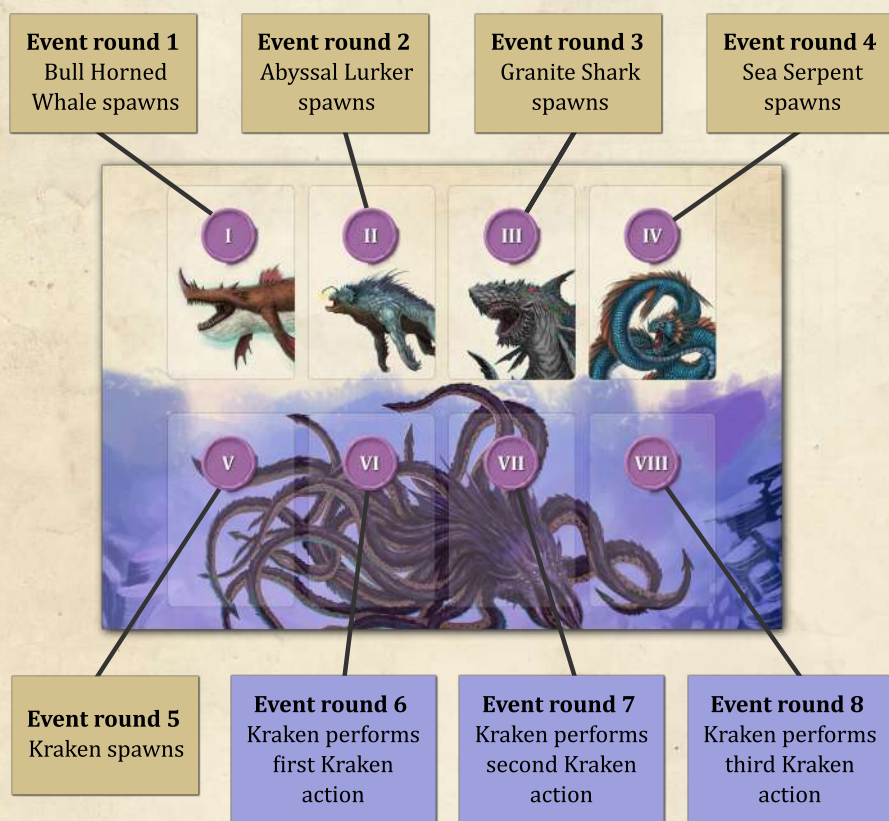
7. Monster Spawns or Kraken Actions

Each event round spawns a new type of monster or lets the Kraken perform an action.

Monster Spawns *(round 1-5)*

When an event round starts, the monster depicted on that event round will spawn. If the monster lores are already placed on the board, the monsters will spawn from those monster lores first.

The player holding the first player marker controls the monster spawns. If the monster spawns on tiles which are occupied by warships, the monster will battle. The Kraken cannot receive damage during the Kraken action. For the defending frigates, only the shields are counted.

Event round 1 — Bull Horned Whale spawns

Event round 2 — Abyssal Lurker spawns

Event round 3 — Granite Shark spawns

Event round 4 — Sea Serpent spawns

I, II, III, IV

V, VI, VII, VIII

Event round 5 — Kraken spawns

Event round 6 — Kraken performs first Kraken action

Event round 7 — Kraken performs second Kraken action

Event round 8 — Kraken performs third Kraken action

Monster lores

Once monsters have spawned, they will remain active during the next event rounds. If a player discovers a monster lore tile with monsters that are active, the monster will spawn immediately from the tile. When monsters have not spawned yet and are thus not active, the discovered monster lore tiles can be used as simple Open Ocean tiles.

Kraken spawn *(round 5)*

The Kraken will spawn in event round 5 on the Bermuda Cave tile.
This marks the start of the endgame.

Bermuda Cave

Kraken Event Round Actions *(round 6-8)*

The Kraken performs a number of actions depending on the event round. During these Kraken actions, the Kraken cannot receive damage from players.

Kraken actions - Dice rules Kraken

Depending on the event round, the Kraken will attack frigates with 1, 2 or 3 red dice. The Kraken throws 1 time to attack all frigates simultaneously.

During the Kraken actions, critical hits will not allow the Kraken to throw extra dice. Instead, the critical hit will count towards the Kraken's attack.

sword critical
Deal 2 damage

sword shield (2x)
Deal 1 damage

double sword (2x)
Deal 2 damage

sword
Deal 1 damage

Kraken actions - Dice rules players

Depending on the event round, players can defend against the Kraken attack with 0, 1 or 2 white dice. During the Kraken event actions, the Kraken cannot be damaged. Thus, swords will not count towards the player's damage.

During the Kraken actions, critical hits will not allow the players to throw extra dice. Instead, the critical hit will count towards the player's defense. Each frigate throws separately to defend against the attack.

sword critical
Defend against 1 damage

shield (2x)
Defend against 1 damage

sword (2x)
Nothing happens

blank
Nothing happens

Kraken special power - Regeneration

If the Kraken's lives are below 20 in between player turns or event rounds, the Kraken regenerates back to 20 lives.

Kraken progression

When progressing in the event rounds, the Kraken will lose lives, lose blue defensive dice and gain red attack dice. This makes the Kraken easier to kill, but more fearsome and dangerous.

8. Player turns

First player
The player who was most recently on the ocean will be the first player at the start of the game. The first player receives the first player marker.

At the end of each event round the first player marker is passed on to the next player (if necessary). The player holding the first player marker at the beginning of a new event round starts that round.

Stages during player turn
The player goes through the following stages in his/her turn. The player can choose to skip an action if wanted. A player can not go back into the previous stage.

Stage	Actions
Stage 1: Exploration & Expansion	Explore the ocean, hire sailors, upgrade buildings, construct ships and trade resources.
Stage 2: Settle & Battle	Settle on an unoccupied resource island tile, battle opponents and hunt monsters.
Stage 3: Gather resources	Gather base resources and any additional resources produced by occupied resource islands, special islands, item cards and fishing spots.

8.1. Stage 1: Exploration & expansion
8.1.1. Construct ships
Players can construct ships from their base settlement or occupied resource island tiles by spending the required resources. Ships can only be constructed from harbours owned by the active player. Players can construct multiple ships in their turn. Each ship needs to be occupied by at least 1 sailor or it sinks.

Ship	Construction cost
Sloop	
Cutter	
Brig	
Frigate	

Example
Robin builds 1 sloop and spends 1 wood. He occupies the sloop with 1 sailor and spends 1 fish. In the same turn Robin constructs 1 brig by spending 2 wood and 1 iron. He occupies this brig with 5 sailors and spends 5 fish to do so.

Ship construction per building type
The building type will determine the ships that can be constructed from that base settlement or resource island tile.

Can construct — Sloop   Cutter → Village

Can construct — Sloop   Cutter   Brig → City

Can construct — Sloop   Cutter   Brig   Frigate → Metropolis

Note: if the tile is occupied by a monster, only warships can be constructed. The warships construced at this tile must fight the monster occupying the tile.

8.1.2. Upgrade buildings
Players can upgrade buildings in their turn by spending the required resources. A village can be upgraded to a city and a city can be upgraded to a metropolis.

Building type	Upgrade cost
City (from a village)	/ +
Metropolis (from a city)	/ +

Upgrade buildings 1 level per turn
Players can upgrade buildings 1 level per turn. This means a village can be upgraded to a city or a city upgraded to a metropolis in that player's round. A village can thus never be upgraded into a metropolis in 1 turn.


Village → City ✔

Village → Metropolis ✖

TIP: the village placed at the settlement tile can also be upgraded and provides a valuable source of resource production.

8.1.3. Hire sailors

Sailors can be added to any type of ship or harbour by placing 1 sailor in the harbour or ship for every 1 fish spent. Every ship needs at least 1 sailor or it sinks.

sailor	resource

Sailors can only be added to a ship when that ship is positioned on 1 of that players' occupied resource island tiles or base settlement tile.

Occupied wood island tile

Harbour

Brig

Occupied wood island tile

Harbour

Brig
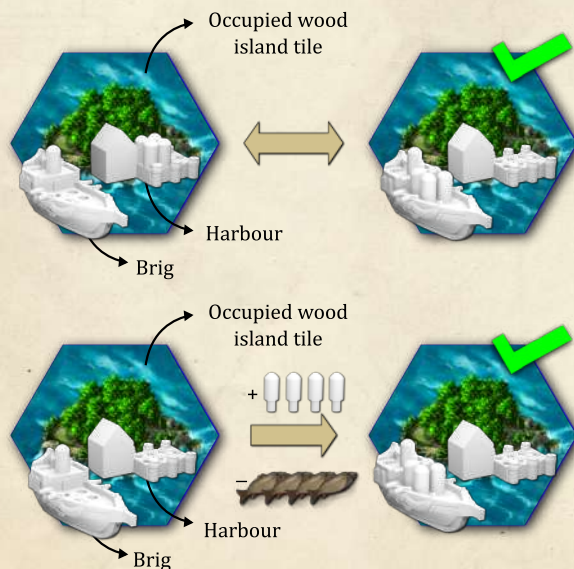
Note: *sailors can also be transfered from one ship to another if the two ships are on the same tile*

8.1.4. Trade resources

Players can trade freely amongst eachother during their turn, or with the bank at fixed resource prices. Each player can perform 2 trade actions per turn with the bank and unlimited trade actions with other players. A player can buy resources by spending gold, or sell resource to receive gold.

Trading rates

Example*: Selling 2 fish for 1 gold counts as the 1st trade action, buying 1 wood with 1 gold counts as the 2nd trade action.*

8.1.5. Explore the ocean

Players can explore the ocean by moving their ships over existing tiles on the map or by discovering uncharted territories by turning over hexagonal tiles from one of the 3 tile stacks and placing them adjacent to the existing map. Each new tile the ship enters will cost 1 move.

Number of moves per ship

All ships move indepentently. The number of moves is dependent on the type of ship

ship		number of moves
sloop		1 tiles
cutter		2 tiles
brig		3 tiles
frigate		4 tiles

Note: Players are not obliged to use up all of their ships moves.

Types of movement: existing tiles or new territories

Players can choose to explore over existing tiles or explore into uncharted territories

(A) Option A: move over existing tiles

If the tile was not facing upwards, the player turns over the tile. The sloop is placed on top of the tile. The sloop has now used 1 move.

(B) Option B: explore new tiles

The player takes a tile from one of the 3 tile stacks and places it face up on the board, adjacent to 2 existing tiles. The sloop is placed on top of the tile. The sloop has now used 1 move.

Passing through an opponent tile

Sloops can move freely over all tiles except for the Bermuda cave entrance and active monster lores. Warships (Cutters, brigs and frigates) can pass over opponents tiles when that tile is only occupied by sloops. If the tile is occupied by an opponents warship (cutter, brig or frigate) the player can:

A) ask for permission to pass through that tile. (e.g. by making a deal or by paying resources or gold)
B) attack the rival player tile (and progress into Stage 2: Settle & battle)
C) take a different route.

Important: when choosing the attack option the active player must first complete all remaining actions in Stage 1 'Exploration & Expansion'. When entering combat in Stage 2 'Settle & battle' the player cannot return to Stage 1.

Discovering monster tiles - sloop

Upon discovering a monster tile with a sloop, the sloop gets pushed back to the previous tile.

Example
A sloop moves to a new tile (-1 move). The player takes a tile from one of the 3 tile stacks, flips it over and places the tile in the corner between at least 2 adjacent tiles.

The player discovers a granite shark tile and places the granite shark monster card on the table and miniature on the tile.
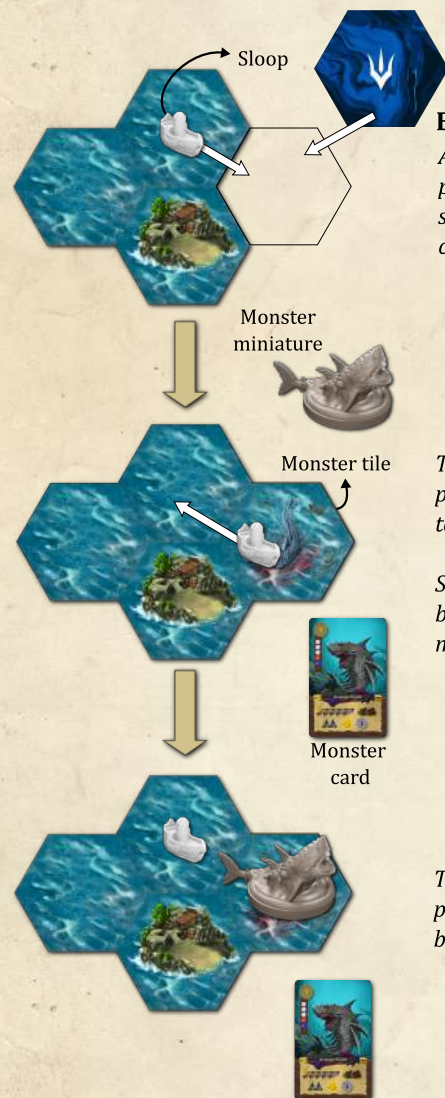
Since the ship is a sloop, the ship gets pushed back to the previous tile without losing 1 move.

The sloop has been pushed back to the previous tile and the monster tile stays on the board. The sloop has used up 1 move in total.

Discovering monster tiles - warship (cutter, brig and frigate)

Upon discovering a monster tile with a warship, the warship remains on the monster tile and has to fight or flee the monster.

Example
A brig moves to a new tile (-1 move). The player takes a tile from one of the 3 tile stacks, flips it over and places the tile in the corner between at least 2 adjacent tiles.

The player discovers a granite shark tile and places the granite shark monster card on the table and miniature on the tile.

Since the ship is a warship (in this case a brig), the ship is not pushed back and remains on the monster tile. The brig has used up 1 move in total.

*The player has the option to fight or flee the monster (for monster fights go to Stage 2: Settle & battle).
If the player chooses to flee the monster, then 1 move is used on the fleeing ship and the ship loses 1 sailor.*

Note: when the warship has 0 moves left, the player cannot flee and must fight the monster.

Maximum of 2 warships per tile

At the end of a player turn there can be a maximum of 2 warships occupying 1 tile.
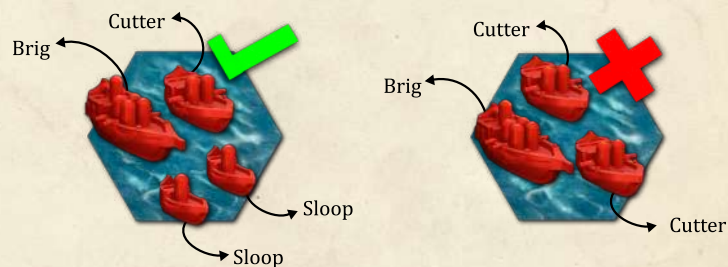
During movement or construction, more than 2 warships can temporarily be on the same tile.

8.2. Stage 2: Settle & battle

In this stage players can settle on a deserted island resource tile to claim its natural resources and battle rival players and monsters to gather resources, victory points and unlock powerful items. Players must perform all actions in stage 1 first.

8.2.1. Settle on an unoccupied resource island tile

To settle on an unoccupied resource island tile, the player sacrifices 1 ship and 1 sailor and in turn places 1 village and 1 harbour on the resource island tile. Any remaining sailors from the sacrificed ship are placed inside the harbour.

Example

The white player places his/her ship (sloop, cutter, brig or frigate) on an unoccupied resource tile (wood or iron).

The ship is sacrificed along with 1 sailor and is converted into 1 village and 1 harbour.
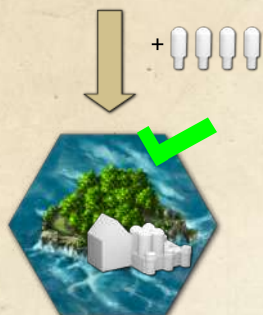
The remaining sailors of the sacrificed boat get placed in the harbour.
The player now claims the islands' resource production.

Note: Multiple resource island can be claimed by a player in their turn.

8.2.2. Battle monsters and opponents

Players can battle monsters and players by sailing their warship(s) onto a tile which contains an opponent's warship(s) or an active monster.

Multiple battles can be performed by the same player in one player turn. This can be done by first moving all warships to the tiles where a battle will take place, and initiating stage 2 only when all ships have moved.

All battles are fought to the death, or until the attacking player flees. This means players and monster will roll dice multiple times in the same player round (or monster turn) until either the monster survives, the player survives, both the monster and player die, or the attacking player flees.

Combat dice

All monster and player battles are fought using the combat dice. Based on the dice colour (white, red, blue), the following dice throws are possible:

sword critical
Deal 1 damage and roll with another white dice

shield (2x)
Defend against 1 damage

sword (2x)
Deal 1 damage

blank
Nothing happens

shield critical
Defend against 1 damage and roll with another white dice

double shield (2x)
Defend against 2 damage

sword shield (2x)
Deal 1 damage and defend against 1 damage

shield
Defend against 1 damage

sword critical
Deal 1 damage and roll with another white dice

double sword (2x)
Deal 2 damage

sword shield (2x)
Deal 1 damage and defend against 1 damage

sword
Deal 1 damage

Note: when rolling a red, blue or white critical die; you can roll an additional white die.

Combat result

All swords and shields are added up per player/monster and represent the total attack and defense. The damage taken/dealt determines on the opponent.

Damage dealt = # swords attacker **-** # shields defender

Damage taken = # shields attacker **-** # swords attacker

Note: if both parties deal 0 damage then nothing happens and another roll is initiated.

Taking damage

Damage is always dealt/taken, even if the opponent or monster dies. All damage dealt to a monster is permanent.

Players take damage by **removing sailors** from their ships and/or buildings. If there are no more sailors left on a ship, the ship sinks.
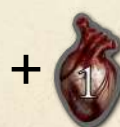
Monsters take damage by receiving **damage tokens**, the monster dies when the number of damage tokens is equal to or greater than the monsters' lives.

Monster specifications

Each monster brings a unique number of lives, white dice, red dice and blue dice into the monster hunt.

monster	lives	white dice	red dice	blue dice
Bull Horned Whale	3	⚀	🎲	
Abyssal Lurker	4	⚀	🎲🎲	
Granite Shark	8	⚀⚀⚀	🎲	🎲
Sea Serpent	11	⚀⚀⚀	🎲🎲🎲	🎲
Kraken	Depending on the event round, information available on the Kraken board			

Player specifications

Each ship brings a number of white and red dice into battle. Each building defends with a number of blue dice.

ship		white dice	red dice
sloop (only defense)	🚢	⚀	
cutter	🚢	⚀⚀	
brig	🚢	⚀⚀	🎲
frigate	🚢	⚀⚀	🎲🎲

building		defense dice
village	🏠	🎲
city	🏙	🎲🎲
metropolis	🏛	🎲🎲🎲

Monster dice throws

The player holding the first player marker throws for the monster. If the person holding the first player marker is battling the monster, the player to the left throws for the monster.

First player marker **Kraken's Trinket**

First player marker **Poseidon Statue**

Killing a monster

Upon killing a monster, the below actions happen:

1 The monster miniature and damage tokens are taken from the board.

2 The player takes the monster card, thereby receiving the victory points.
(In this case: 8 victory points for the Granite Shark)

3 The player receives the treasure depicted on the monster card, which can consist of resources, gold and items.

5 fish ← | → 2 wood

2 iron | 1 gold | 1 item card

Killing the Kraken

Upon killing the Kraken, the player who killed the Kraken claims the Kraken board. All remaining players finish the event round they are in. At the end of the event round, the game is finished and players count their victory points to determine the winner.

Sinking an opponents' ship

Upon sinking an opponents' ship, the player removes the ship from the board. The winner receives victory tokens from the opponent and resources from the bank. Players can claim rewards when attacking and defending.

ship		victory token	resources
cutter	🚢	1 1 1 1 1 1	🐟 🪵
brig	🚢	3 3 3 3 3 3	🪵 🔷
frigate	🚢	5 5 5 5 5 5	🪙 Ⓘ

Note: if the losing player has no victory tokens left of that specific number. Only the resource reward will be paid out.

Fleeing from battle

Fleeing from a battle can only be done if the active player initiated the battle and if the fleeing ship has at least 1 remaining move left.

When fleeing from a monster or a player, the fleeing ship returns to the previous tile thereby losing 1 sailor and 1 move.

Maximum 2 warships per battle
Players can engage in a battle with a maximum of 2 ships per tile. The player first moves the 2 ships on the tile and then throws the combat dice to inititate the attack.

Cutter
Brig
Sloop

Cutter
Brig
Cutter
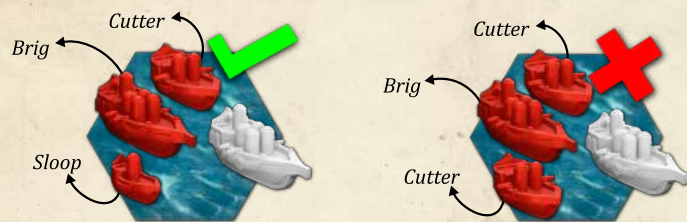
Defeating a building
When players defend from a tile with a building, both the building and the ships participate in the battle. When a building has 0 remaining sailors left in its harbour, the attacker launches a final attack on the building. If the total damage is larger than the defender's shields the building is destroyed.
The attacker receives victory tokens and resources depending on the building type and resource island, and the defender takes away the building and harbour.

Building type	Victory token	Resources (depending on resource island)
Village		
City		
Metropolis		

Additionally, the attacking player can choose to take over the resource island by sacrificing his/her ship and 1 sailor. In return the attacking player places a village, harbour and all remaining sailors from that ship.

Red player village

Example
After succesfully attacking the red player, the white player destroys the red village. The white player decides to settle on the resource island.

The white player sacrifices his/her ship along with 1 sailor and converts it into 1 village and 1 harbour.

The remaining sailors of the sacrificed boat get placed in the harbour. The player now claims the island's resource production.

8.3. Stage 3: Gather resources
In this final stage players receive resources based on their base resource production and occupied resource island tiles and fishing spots. Players receive resources at the end of their turn.

Base resource production
Each player receives a base resource production from their base settlement tile, the amount of resources is dependent on the building type

Base settlement tile
Village

City

Metropolis
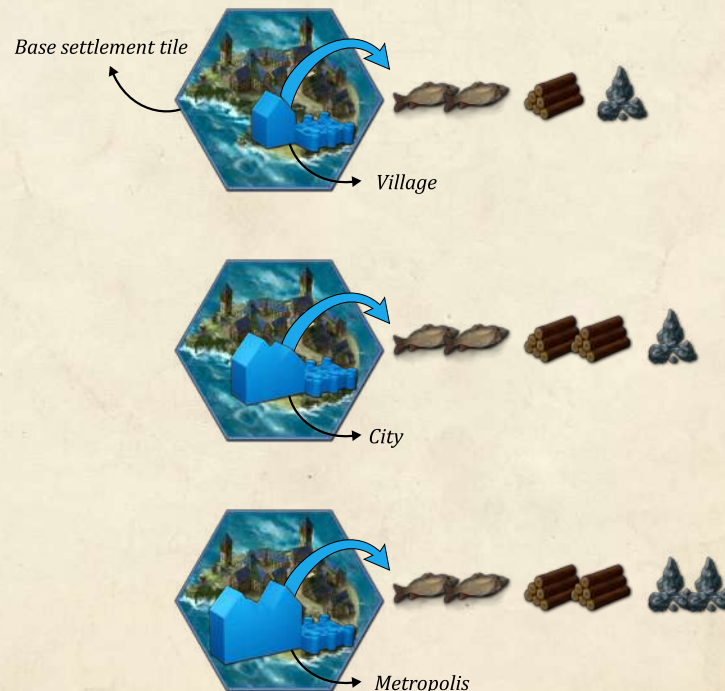
Occupied resource island production
Occupied resource island tiles produce 1, 2 or 3 additional resources depending on the building type. Only buildings can produce resources on an island tile.

+1 wood production
Village

+1 iron production
Village

+2 wood production
City

+2 iron production
City

+3 wood production
Metropolis

+3 iron production
Metropolis

Occupied fishing spots production
Occupied fishing spots will produce 1 additional fish resource per sloop occupying the fishing spot tile. Only sloops can claim the resource production from fishing spots.
The maximum number of fishing spots on a tile is limited between 1 and 2 spots, the number of fishing spots on a tile is portrayed on the tile.

+1 fish production | Small Fishing Spot | Large Fishing Spot | +1 fish production

+1 fish production

If a warship occupies a fishing spot, that warship claims that fishing spot's supply. This means that only that player's sloops can fish on that tile.

Example
The white brig controls the fish supply.

Large Fishing Spot — +1 fish production

Example
The red brig controls the fish supply.

Large Fishing Spot — +1 fish production

Note: if no warships occupy the fishing spot, the first sloops to enter the fishing tile claim the fishing spot.

Monster occupying resources
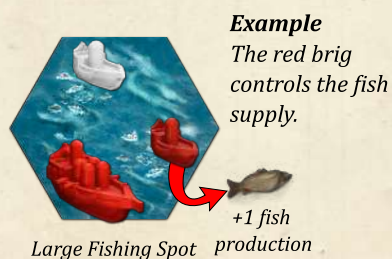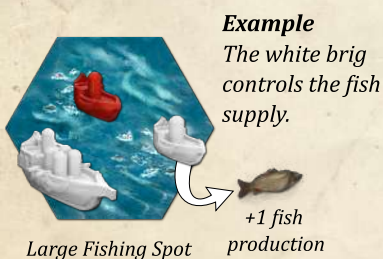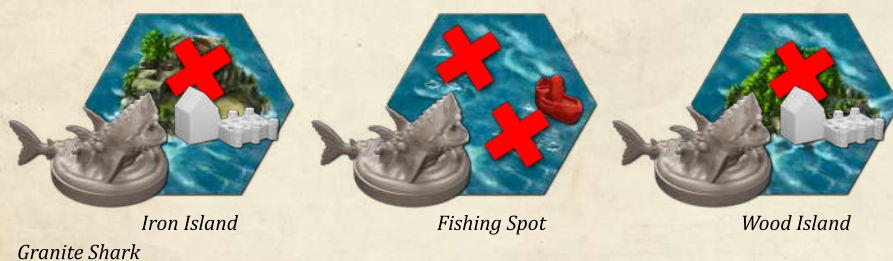When a monster occupies a resource island, fishing spot or special island; the resource production is blocked until the monster moves or is killed. If the tile is occupied by a building, only warships can be constructed to battle the monster.

Iron Island | Fishing Spot | Wood Island
Granite Shark

Note: when a building is occupied by a monster, the building can only construct warships to battle the monster. Thus, no sloops can be constructed from that building

9. Monster movement turn
During the monster movement turn the player holding the first player marker must move all monsters 1 tile (Kraken's Trinket) or 2 tiles (Poseidon Statue) in a direction of their choosing.

Monsters can (A) move over existing tiles or (B) choose to take a new tile from the hexagonal tile stacks and place it in the corner adjacent to existing tiles. Monsters can never move over the Bermuda cave or base settlement tiles.
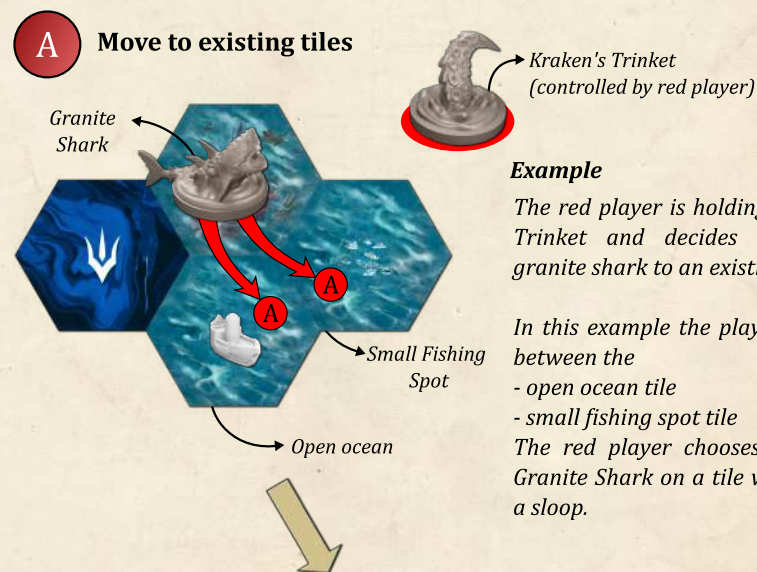
(A) Move to existing tiles

Granite Shark

Small Fishing Spot

Open ocean

Kraken's Trinket (controlled by red player)

Example
The red player is holding the Kraken's Trinket and decides to move the granite shark to an existing tile.

In this example the player can choose between the
- open ocean tile
- small fishing spot tile
The red player chooses to place the Granite Shark on a tile which occupies a sloop.

Monster moving into a ship
When a monster is moved onto a tile occupied by a ship, one of the below actions can happen depending on the ship type.

- Push sloop: If the ship is a sloop, the sloop is pushed to an adjacent open tile which does not have a monster on it. The player holding the first player marker chooses which open tile the sloop is placed on.

- Attack warship: If the ship is a warship, a battle is initiated after all other monsters have been moved.
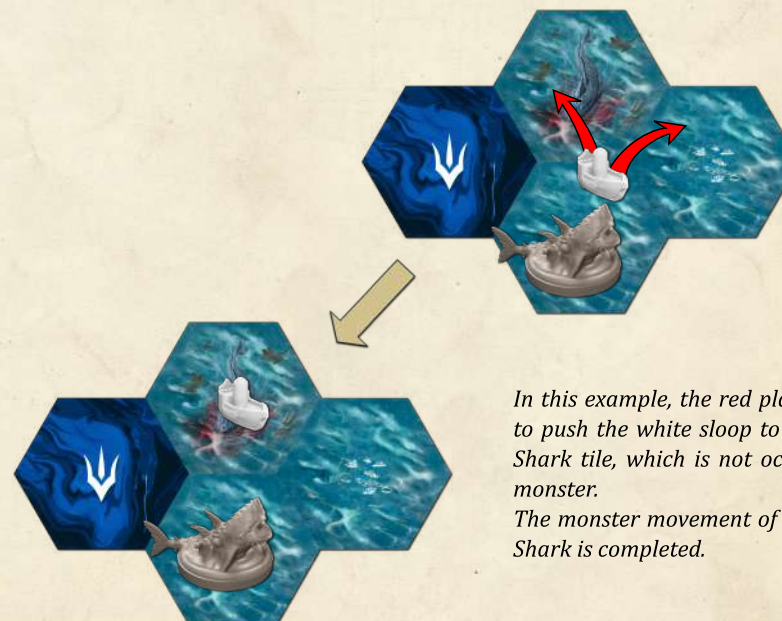
In this example, the red player decides to push the white sloop to the Granite Shark tile, which is not occupied by a monster.
The monster movement of this Granite Shark is completed.

B Move to new tiles

The player can choose between moving to a backwards facing tile already on the map or picking a new tile from the tile stacks and placing it faced backwards in the corner of two adjacent tiles.

*Kraken's Trinket
(controlled by red player)*

Example

The red player is holding the Kraken's Trinket and decides to move the granite shark to a new tile.

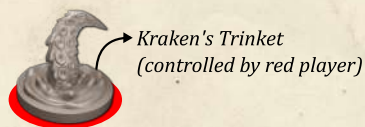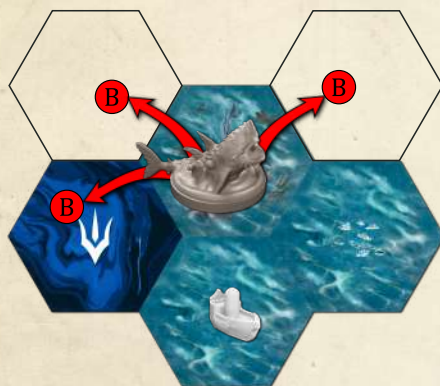*The red player chooses to place the Granite Shark on a new tile from one of the three tile stacks.*

*The tile is placed faced backwards in the corner of two adjacent tiles chosen by the red player. The Granite Shark is placed upon it.
The monster movement of this Granite Shark is completed.*

Maximum 1 monster per tile

A maximum of 1 monster can occupy a tile at any given time. All monsters are moved individually and thus cannot be swapped directly between two tiles.

*Kraken's Trinket
(controlled by blue player)*
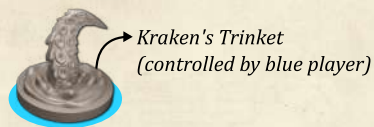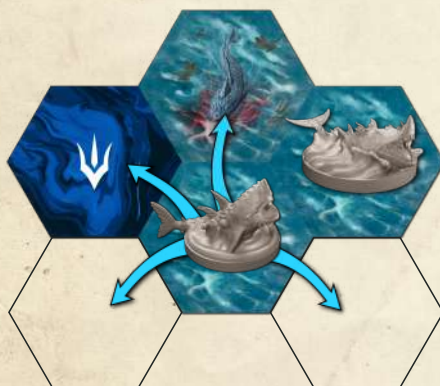
Example

*The blue player is holding the Kraken's Trinket and has the possibility to move the Granite Shark in any of the directions shown in the example.
The Granite Shark cannot move onto the tile occupied by the Bull Horned Whale.*

Forbidden monster moves

Some monster movements are forbidden. The Kraken cannot be moved since it's the boss monster, and the base settlement is always protected to give the players a fighting chance.

Kraken miniature

Kraken cannot be moved

The Kraken is fixed to the Bermuda Cave tile and can never be moved. Even if the Kraken is defeated, no monster can ever be placed on the Bermuda tile.

Bermuda Cave

Base Settlement is protected

The base settlement is protected from all monsters. No monster can ever be moved onto the base settlement tile.

Battling a monster on an unexplored tile

If a player battles a monster that is located on an unexplored tile, the player first battles the monster on top of the tile. When the monster is defeated, the player turns over the unexplored tile and faces its' effects. If the unexplored tile is another active monster tile, that monster battle is immediately fought.

Example

The blue player attacks the Bull Horned Whale whiich is located on an unexplored tile.

The blue player kills the Bull Horned Whale, after which it takes the monster miniature from the board, takes the monster card and takes the rewards depicted on the card.

The blue player discovers a Granite Shark tile underneath. If the players are already in event round 3, the Granite Shark spawns.

In this example, the players are in event round 3 and the Granite Shark spawns. The blue player has to immediately fight the Granite Shark.

10. Items

Items unlock powerful abilities and allow players to gain a competitive advantage over their opponents. Item cards are permanent and will remain in the ownership of the player.

Earn item cards
Item cards are earned by completing either of the following actions:

A **Sacrificing a sailor at Poseidon's temple**
Offer 1 sailor at Poseidon's temple tile and draw 1 item card in return. This action can be performed once per game for each colour.

B **Looting items in monster battles**
Defeat monsters which show the item card symbol on the bottom of the monster card and draw 1 item card in return.

Item card symbol

C **Buying items at the Market of Curiosities**
Spend 5 gold in the Market of Curiosities tile, draw 2 item cards and keep only 1. Reshuffle the remaining card deck. This action can be performed once per event round for each colour.

D **Sinking an opponent's Frigate**
For each opponent's frigate a player sinks, the player draws 1 item card.

Activate item cards
Players activate an item card's power by placing that item card next to their player board. The inactive item cards are tilted and placed face up below the player summary board.

Only 1 item card can be used by a player in their turn. An item cards' power can only be used once per player per event round.

Player board

Active item card

Axe of Fay

Inactive items

Merchant's Pouch

Goblet of Life

Item card overview

Axe of Fay
A magical axe made from the finest Oak, carved with the runes of Fay. Grants its owner 1 additional wood per player turn.

Axe of Fay
A magical axe made from the finest Oak, carved with the runes of Fay. Grants its owner 1 additional wood per player turn.

Ghost Lantern
A lantern burning with the souls of forgotten sailors. Move past a monster or opponent without requesting passage or being attacked.

Ghost Lantern
A lantern burning with the souls of forgotten sailors. Move past a monster or opponent without requesting passage or being attacked.

Glyphs of Aerebog
An ancient rock pillar carved with the glyphs of Aerebog. Grant its owner 1 additional iron per turn.

Glyphs of Aerebog
An ancient rock pillar carved with the glyphs of Aerebog. Grant its owner 1 additional iron per turn.

Goblet of Life
A goblet containing the last essence of the Fountain of Youth. All drowned sailors can be resurrected from one of the owner's sunken ships for 1 gold.

Goblet of Life
A goblet containing the last essence of the Fountain of Youth. All drowned sailors can be resurrected from one of the owner's sunken ships for 1 gold.

Grapple Hook
A grapple hook forged from the basalt pillars of Emnor. Grants its owner the power to grab and pull an opponent or monster into battle from 2 tiles away.

Grapple Hook
A grapple hook forged from the basalt pillars of Emnor. Grant its owner the power to grab and pull an opponent or monster into battle from 2 tiles away.

Heart of Davy Jones
The chained heart of Davy Jones is forever bound to the sea and all sealife is bound to it. Decide 1 monster movement during the monster movement turn.
If the player is holding the first player marker, decide one additional monster movement.

Heart of Davy Jones
The chained heart of Davy Jones is forever bound to the sea and all sealife is bound to it. Decide 1 monster movement during the monster movement turn.

Horn of Plenty
An ancient horn stolen from the table of the gods. Grants its owner 1 additional resource of their choiche per turn.

Merchant's Pouch
A magical pouch once belonging to the merchant king of Atlantis. Grant its owner the ability to perform 1 additional market trade in their turn.

Poseidon's Trident
The mighty Trident of Poseidon calling upon the ocean tides' power. Grants its owner the ability to move any opponent's ship 2 tiles in any direction (with the exception of moving it into the Bermuda Cave).

Ring of Currents
An elemental ring forged from the currents of Bermuda. Grants its owner the ability to teleport 1 ship anywhere on the map for 1 gold.

Rod of Eternity
A fishing rod with a string that reaches beyond the deep sea trenches of Hymlan. Grants its owner 1 additional fish per turn.

Rymhart's Scimitar
A scimitar made from the warrior spirit of Rymhart. Add 1 sword to your attack when battling players and monsters.

Shapeshifter's Cloak
A cloak which takes any form the universe desires. Grants its owner the ability to copy an opponent's active item's power.

Shel of Whispers
A shell enchanted with the whispers of forgotten wisdom. Grants the owner the ability to take 1 resource token of choice from an opponent.

Can target a colour only once per event round.

Shield of Ares
The lost shield of Ares uncovered near the cliffs of Bermuda. Add 1 shield to your defense when battling players and monsters.

Shipwreck Clockwork
A clockwork crafted by the engineers of Atlantis. Grants its owner the ability to recuperate the resources from 1 sunken ship per turn by spending 2 gold.
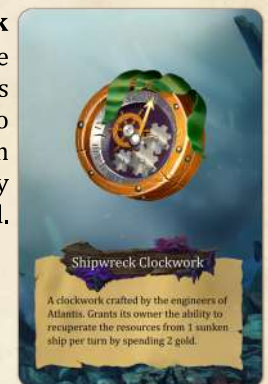
Skagorn's Breastplate
A breastplate passed on by the Skagorn tribes. When worn in a monster battle, the breastplate can be used once per turn to add 3 shields to the defense.

Turtle of Atlantis
A turtle shell enchanted with the underwater Gulf stream of Atlantis. Grants its owner 1 additonal move on 1 ship.

11. Tiles overview

Settlement *(base & resources)*
Base tile where the players start their game. Serves as the base where players can construct ships to explore Bermuda. Settlement tiles can not be attacked or occupied by rival captains and monsters. Settlement tiles produce resources according to the building type.

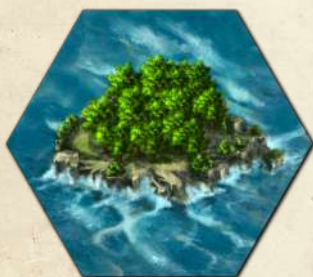| Building type		Base resource production
Village		
City		
Metropolis		

Iron Island *(resource)*
Players who settle on the iron island tile claim its resource production. Settling with a village produces 1 iron per turn, a city produces 2 iron and a metropolis 3 iron.

Production village	Production city	Production metropolis

Wood Island *(resource)*
Players who settle on the wood island tile claim its resource production. Settling with a village produces 1 wood per turn, a city produces 2 wood and a metropolis 3 wood.

| Production village	Production city	Production metropolis

Fishing Spot *(resource)*
Players that occupy the fishing spot with a sloop claim its fish production. Each sloop claims 1 fishing spot and produces 1 fish per turn.

production sloop

The number of sloops that can fish on a fishing spot depends on the number of fish schools on the tile.

1 fishing spot

2 fishing spots

Small Fishing Spot   *Large Fishing Spot*
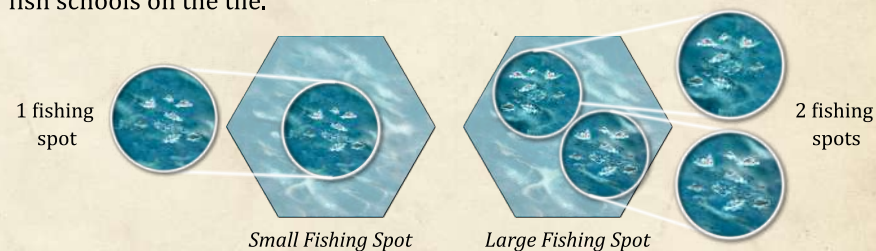
The first sloops to enter the fishing spot claims the production. When there is a warship on the fishing spot, the player controling the warship controls the fish production for that tile.
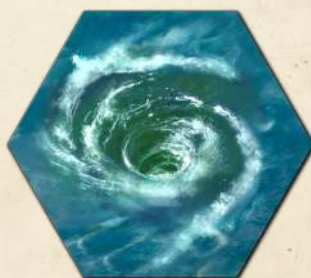
Whirlpool *(transport)*
Players can use the whirlpool tile to transport their ship to another whirlpool tile on the map. Transporting a ship to another whirlpool tile is costless, it does not cost any move to the ship(s). The whirlpool tile can also be sailed over or occupied like an open ocean tile.

Open Ocean
The open ocean tile is just a regular ocean with no additional functions other than sailing ships.
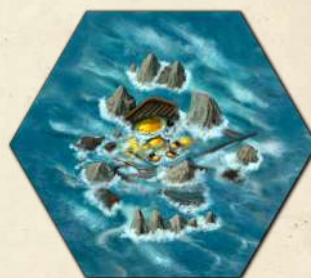
Floating Treasure *(gold)*
Upon discovering the floating treasure tile, the player receives 1 gold coin from the bank. From that point on, the treasure island serves as an open ocean tile.

Bull Horned Whale *(monster round 1+)*
The Bull Horned Whale tile spawns the Bull Horned Whale starting from round 1.

When discovering this tile, place a Bull Horned Whale miniature/standee on the tile. Place the Bull Horned Whale monster card next to the game board.

Once the monster has spawned from this tile, it serves as a regular Open Ocean tile.

Abyssal Lurker *(monster round 2+)*
The Abyssal Lurker tile spawns the Abyssal Lurker starting from round 2.

When discovering this tile as from round 2, place an Abyssal Lurker miniature/standee on the tile. Place the Abyssal Lurker monster card next to the game board.

Once the monster has spawned from this tile, it serves as a regular Open Ocean tile.

Granite Shark *(monster round 3+)*
The Granite Shark tile spawns the Granite Shark starting from round 3.

When discovering this tile as from round 3, place a Granite Shark miniature/standee on the tile. Place the Granite Shark monster card next to the game board.

Once the monster has spawned from this tile, it serves as a regular Open Ocean tile.

Sea Serpent *(monster round 4+)*
The Sea Serpent tile spawns the Sea Serpent starting from round 4.

When discovering this tile as from round 4, place a Sea Serpent miniature/standee on the tile. Place the Sea Serpent monster card next to the game board.

Once the monster has spawned from this tile, it serves as a regular Open Ocean tile.

Bermuda Cave *(Kraken spawn round 5)*
The Bermuda cave is the home of the Kraken. At the start of the 5th round, the Kraken spawns in the Bermuda cave and remains there for the remainder of the game.

The Bermuda cave tile cannot be trespassed by monster and ships. Ships can only enter the Bermuda cave tile if they will battle the Kraken.

Mystical Island *(resource)*
The Mystical island tile produces 1 wood, 1 iron and 1 fish each new event round. The resources are deposited on the Mystical Island tile. The newly produced resources are added to the tile, even if the Mystical island tile already contains resources.

The Mystical island cannot be occupied with a building, but can only be occupied with a ship. Players can consume all resources from the island if they occupy the tile with at least one ship.

The resources cannot be added to the player's resource stack, but must be consumed immediately. Non-consumed resources remain on the island.

Turnstone *(switch tiles)*
The Turnstone tile allows players to switch 2 tiles on the board with eachother, including everything that is on it. The Bermuda Cave and Settlement tiles cannot be moved with the Turnstone.

To activate the Turnstone, players have to sacrifice 1 sailor from the ship that's on the tile and place it in the Turnstone building. The ability can be activated once by every colour in the game.

King's Ruins *(first player)*
At the end of the event round, the player occupying the King's Ruins with a warship can become the first player at the start of the next event round.

To become the first player at the next event round, the player occupying the King's Ruins must sacrifice one of their warships on the King's Ruins tile, along with all sailors inside. In return that player receives the first player marker.

If no players sacrifices a warship at the King's Ruins, the first player marker is passed on to the player on the left at the end of the event round.

Monster Graveyard *(summon monster)*
When activating the Monster Graveyard, players can summon a monster from one of the free monster lores and move that monster a maximum of 2 tiles immediately.

Each colour can activate the Monster Graveyard 1 time per game by sacrificing 1 sailor and placing it inside the Monster Graveyard. Once the monster has been summoned and moved, the monster will no longer be under the control of the summoning player.

The Kraken cannot be summoned with the Monster Graveyard tile.

Market of Curiosities *(buy items)*
In the Market of Curiosities players can buy 1 item card by spending 4 gold, or sell 1 item card to receive 3 gold. The buying or selling of an item card can be performed once per event round for each player.

When buying an item card, players spend 4 gold, draw 2 item cards, and keep only 1 item card. The remaining card is shuffled back into the item card deck.

When selling an item card, players receive 3 gold, place the item card back into the item card deck, and shuffle the remaining deck.

Skull Island *(gold)*
The Skull Island tile produces 1 gold each new event round. The gold is deposited on the Skull Island tile. The newly produced gold is added to the tile, even if the tile already contains gold.

The Skull Island cannot be occupied with a building, but can only be occupied with a ship. Players can consume all gold from the island if they occupy the tile with at least one ship.

The gold cannot be added to the player's gold stack, but must be consumed immediately. Non-consumed gold remains on the island.

Ancient Lighthouse *(additional ship move)*
The player controling the Ancient Lighthouse has the ability to move 1 of their ships with 1 tile. Hence the maximum number of moves of that ship is extended by 1. The player can choose freely which ship gets the additonal move, once per event round.

Players can control the Ancient Lighthouse by sacrificing 1 sailor and placing this sailor onto the Ancient Lighthouse building.

If the tile is already occupied by another player but there is no warship, that player can take over the Lighthouse without a player battle. If there is already a warship present, that player must battle the warship first before being able to take over the Ancient Lighthouse.

Poseidon's Temple *(item card)*
At Poseidon's Temple, each player can sacrifice 1 sailor per game to receive 1 item card. The sailor is placed onto the Poseidon's Temple building and in return the player can pick the top item card from the item card deck.

Poseidon's Temple is a holy ground, which means no battles can take place on this tile. Hence warships from different players can occupy the tile simultaneously. Poseidon's Temple tile can be populated with more than 2 ships.

12. Events overview

Abyssal Hunter
You help a lone wanderer to some food and water. He tells you the mysteries of the Abyssal Lurker. Add 1 sword to your attack against Abyssal Lurkers in this round.

Age of Masonry
Your people's expertise in construction grows year over year. Your most skilled labourers are a their pinnacle of craftmanship. Upgrading buildings requires 1 less fish, wood or iron.
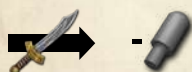
Ambush
Your maneuvers are swift and silent. You manage to sneak up behind your opponents, catching them off guard. When attacking an opponent, deal 1 damage to 1 of their warships upon entering into battle.

Barren Reefs
After a hurricane passed the isles of Bermuda, the reefs have run dry of fish. To survive your crew must dig into your fish supplies. All players lose 1 fish.

Broken Cannon
As you fire your cannon salvo to fend off sea monsters, one of your cannons implodes. Your cannon needs repairs if you want to keep the monsters at bay. All players lose 1 iron to repair their cannon.

Driftwood
Your ship bumps into a piece of driftwood. The outer layer of the driftwood is wet, but the core is still solid. All players gain 1 wood.

Floating Treasure
A chest floating in the water reflects a bright yellow beam into your eyes. When you haul the chest on board you see it contains a small amount of gold. All players gain 1 gold.

Flying Fish
A school of flying fish skim over the water. You manage to catch 1 with your bare hands. All players gain 1 fish.

Merchant Vessel
A merchant vessel approaches your base settlement. The merchants are on their way to the market and offer you a first pick on their trading supplies. All players may perform 2 additional trades in their turn.

Metal Clump
Near the shallow edges of the water, you see a grey rocky mass. As you get closer you can see the reflection of an iron clump on the ocean floor. All players gain 1 iron.

Misty Water
A thick mist sets over the water which troubles your view. Move slowly because your warships might smash into the rocks. All players' warships move 1 tile less.
(sloops are not affected)

Sandbank
Low tide causes your crew to run aground on a sandbank. All players lose 1 wood to repair their ships.

Serpent Hunter
You help a lone wanderer to some food and water. He tells you the mysteries of the Sea Serpent. Add 1 sword to your attack against Sea Serpent in this round.

Shark Hunter
You help a lone wanderer to some food and water. He tells you the mysteries of the Granite Shark. Add 1 sword to your attack against Granite Sharks in this round.

Shipwreck Survivor
Your crew finds a man floating in the water, barely holding onto his life. All players gain 1 sailor on a ship of their choice.

Shipyard Excellence
Your crew works tightly together to deliver high quality ships. Due to their experience, constructing ships requires less work than before. Constructing warships costs 1 less resource in this round.

Song of the Syrins
A drunken sailor hears the song of the syrins in the night and falls overboard, drowning moments later. All players lose 1 sailor from 1 of their weakest warships.
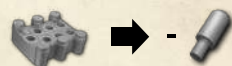
Steep Cliffs
A wandering crew member falls of the cliff as he steps towards a light in the distance. Al players lose 1 sailor from 1 of their strongest buildings.

Whale Hunter
You help a lone wanderer to some food and water. He tells you the mysteries of the Bull Horned Whale. Add 1 sword to your attack against Bull Horned Whale in this round.

Wind in the Sails
The wind sets on and seems to be in your favour. All players' ships can move 1 tile more during this round.

A 1 Core Edition Box

B 18 Cardboard Standees
- 5 Bull Horned Whales
- 4 Granite Sharks
- 1 Kraken
- 4 Abyssal Lurkers
- 3 Sea Serpents
- 1 Kraken's Trinket

C 148 Player Miniatures + 200 Sailors
- 12 Frigates
- 24 Sloops
- 24 Villages
- 16 Brigs
- 12 Metropolis
- 24 Harbours
- 20 Cutters
- 16 Cities
- 200 Sailors

D 73 Hexagonal Tiles
- 5 Bull Horned Whale
- 15 Open Ocean
- 1 King's Landing
- 4 Abyssal Lurker
- 8 Small Fishing Spot
- 1 Market of Curiosities
- 4 Granite Shark
- 5 Floating Treasure
- 1 Monster Graveyard
- 3 Sea Serpent
- 5 Large Fishing Spot
- 1 Mystical Island
- 1 Bermuda Cave
- 4 Iron Island
- 1 Poseidon's Temple
- 4 Settlement
- 5 Wood Island
- 1 Skull Islands
- 3 Whirlpool
- 1 Ancient Lighthouse
- 1 Turnstone

E 7 Cardboard Boards
- 4 Player Boards
- 1 Kraken Board
- 1 Market Board
- 1 Event Board

F 40 Combat Dice
- 20 White Dice
- 10 Red Dice
- 10 Blue Dice

G 365 Tokens
- 80 Fish
- 40 Gold
- 36 Victory 1
- 5 Building Tokens
- 60 Iron
- 20 Damage 1
- 24 Victory 3
- 70 Wood
- 12 Damage 5
- 18 Victory 5

H 68 Cards
- 24 Monsters
- 18 Items
- 20 Events
- 6 Achievements

I Miscellaneous
- 4 Cloth Bags
- 4 Rulebooks
- 1 Scorepad

DELUXE EDITION - COMPONENTS

A **1 Deluxe Edition Big Box** + plastic insert

B **18 Cardboard Standees**
- 5 Bull Horned Whales
- 4 Granite Sharks
- 1 Kraken
- 4 Abyssal Lurkers
- 3 Sea Serpents
- 1 Kraken's Trinket

C **18 Monster Miniatures**
- 5 Bull Horned Whales
- 4 Granite Sharks
- 1 Kraken
- 4 Abyssal Lurkers
- 3 Sea Serpents
- 1 Kraken's Trinket

D **5 Building Miniatures**
- 1 Ancient Lighthouse
- 1 Poseidon's Temple
- 1 Turnstone
- 1 Monster Graveyard
- 1 Skull Island

E **148 Player Miniatures + 200 Sailors**
- 12 Frigates
- 24 Sloops
- 24 Villages
- 16 Brigs
- 12 Metropolis
- 24 Harbours
- 20 Cutters
- 16 Cities
- 200 Sailors

F **73 Hexagonal Tiles**
- 5 Bull Horned Whale
- 15 Open Ocean
- 1 King's Landing
- 4 Abyssal Lurker
- 8 Small Fishing Spot
- 1 Market of Curiosities
- 4 Granite Shark
- 5 Floating Treasure
- 1 Monster Graveyard
- 3 Sea Serpent
- 5 Large Fishing Spot
- 1 Mystical Island
- 1 Bermuda Cave
- 4 Iron Island
- 1 Poseidon's Temple
- 4 Settlement
- 5 Wood Island
- 1 Skull Islands
- 3 Whirlpool
- 1 Ancient Lighthouse
- 1 Turnstone

G **7 Cardboard Boards**
- 4 Player Boards
- 1 Kraken Board
- 1 Market Board
- 1 Event Board

H **40 Combat Dice**
- 20 White Dice
- 10 Red Dice
- 10 Blue Dice

I **360 Tokens (Wooden Deluxified)**
- 80 Fish
- 40 Gold
- 36 Victory 1
- 60 Iron
- 20 Damage 1
- 24 Victory 3
- 70 Wood
- 12 Damage 5
- 18 Victory 5

J **68 Cards**
- 24 Monsters
- 18 Items
- 20 Events
- 6 Achievements

K **Miscellaneous**
- 4 Cloth Bags
- 4 Rulebooks
- 1 Scorepad

COLLECTOR'S EDITION - COMPONENTS

A **1 Collector's Edition Big Box** + Plastic Insert

B **26 Cardboard Standees**
- 7 Bull Horned Whales
- 6 Granite Sharks
- 1 Kraken
- 6 Abyssal Lurkers
- 5 Sea Serpents
- 1 Kraken's Trinket

C **26 Monster Miniatures**
- 7 Bull Horned Whales
- 6 Granite Sharks
- 1 Kraken
- 6 Abyssal Lurkers
- 5 Sea Serpents
- 1 Kraken's Trinket

D **5 Building Miniatures**
- 1 Ancient Lighthouse
- 1 Poseidon's Temple
- 1 Turnstone
- 1 Monster Graveyard
- 1 Skull Island

E **222 Player Miniatures + 300 Sailors**
- 18 Frigates
- 36 Sloops
- 36 Villages
- 24 Brigs
- 18 Metropolis
- 36 Harbours
- 30 Cutters
- 24 Cities
- 300 Sailors

F **102 Hexagonal Tiles**
- 7 Bull Horned Whale
- 21 Open Ocean
- 1 King's Landing
- 6 Abyssal Lurker
- 12 Small Fishing Spot
- 1 Market of Curiosities
- 6 Granite Shark
- 7 Floating Treasure
- 1 Monster Graveyard
- 5 Sea Serpent
- 7 Large Fishing Spot
- 1 Mystical Island
- 1 Bermuda Cave
- 6 Iron Island
- 1 Poseidon's Temple
- 6 Settlement
- 7 Wood Island
- 1 Skull Islands
- 3 Whirlpool
- 1 Ancient Lighthouse
- 1 Turnstone

G **9 Cardboard Boards**
- 6 Player Boards
- 1 Kraken Board
- 1 Market Board
- 1 Event Board

H **40 Combat Dice**
- 20 White Dice
- 10 Red Dice
- 10 Blue Dice

I **470 Tokens (Wooden Deluxified)**
- 120 Fish
- 60 Gold
- 36 Victory 1
- 80 Iron
- 20 Damage 1
- 24 Victory 3
- 100 Wood
- 12 Damage 5
- 18 Victory 5

J **60 Metal Coins**

K **68 Cards**
- 24 Monsters
- 18 Items
- 20 Events
- 6 Achievements

L **Miscellaneous**
- 6 Cloth Bags
- 4 Rulebooks
- 1 Scorepad

Thank you

This game has been a passion project for 5 years, and was made possible by the help of the following people:
- To Aurelia Bijnens my wife, testplayer & head of approval. Thanks for supporting me in this journey.
- To Eugeen Vangroenweghe, Jules Vangroenweghe and Kathy Rosseel; my family and biggest supporters.
- To Robin Vandecaveye and Niels Caerels for the endless playtests throughout each stage of the game.
- To Sharon Gijselinck and Tomasz Wisniewski for your critical view and feedback during the early stage of the game.
- To Paul De Canniere, for believing in my dream and supporting me in launching the campaign.

Playtesters

Thanks to all playtesters for your feedback and for showing support:

Andreas Heyerick	Cedric Kamp	Jef Gerets	Maarten Van Steenberghe	Olivier Masy	Sophie Van Ro
Andreas Mechelinck	Cheyenne Mortier	Jolien Mangelschots	Marc Waelput	Olivier Verschatse	Tim Van Autreve
An-Sofie Buyens	Chloé Geers	Jonathan Victoor	Marieke Nillis	Philippe Heirbaut	Timo Meireman
August Seminck	Daan Dedecker	Jules Vangroenweghe	Marjolein Depaepe	Pieter Callebaert	Tomasz Wisniewski
Aurelia Bijnens	Elien De Maeyer	Kathy Rosseel	Matthieu Cloquet	Pieter Temmerman	Willem Vercruyssen
Ayron D'Hondt	Ella Scholaert	Killian de Geest	Maur Derycke	Robin Vandecaveye	
Barbara Chaves	Eugeen Vangroenweghe	Killian Dos	Mich Van Impe	Rowan Jans	
Barbara Vanassche	Eva Croiseau	Koen Van Trappen	Michael Boonaert	Ruben Pauwels	
Bianca Swanckaert	Florian De Meyer	Laurens Vercauteren	Michael Libeer	Sam Schepens	
Braam Devos	Fredo Van de Velde	Lies Baillière	Nick Deploey	Sebastiaan Bijnens	
Bram Van Den Berghen	Hannah Dedecker	Maarten Coghe	Nicolas De Craecker	Sharon Gijselinck	
Brecht Dhooge	Jana Demeester	Maarten Devlamynck	Niels Caerels	Sil De Byser	
Brecht Tomme	Jarne Van Gotha	Maarten Kint	Odamé Blommaert	Simon Croiseau	

CREDITS

Game Design: Louis Vangroenweghe
Game Development: Louis Vangroenweghe
Expert Player Advisor: Niels Caerels &
Robin Vandecaveye
Character Modeling: Alexander Diehl
Illustration: Beka Chipchiuri, Prayoga Ardi
Pradana, Hassan Osslo & Herley Santos
Rulebook Writing & Editing: Louis
Vangroenweghe
Graphic Design: Louis Vangroenweghe

www.wandrgames.com

For inquiries and customer service, email
wandrgames@hotmail.com

Summary

Goal
Your goal is to gather victory points. Victory points can be earned by constructing ships, upgrading buildings, hunting monsters, battling opponents, claiming achievements & gathering gold.

Gameplay *(page .6)*
The game is played over 8 event rounds or until the Kraken is killed.
1) Draw event card and immediately resolve the action.
2) Spawn new monsters in monster lores on the map, or perform Kraken Action. The player holding the first player marker controls fights for the monsters. *(page 7)*
3) Players perform their turns in a clockwise manner. starting with the player holding the first player marker. Each player turn consists of 3 stages.

Stage	Actions
Stage 1: Exploration & Expansion *(page 8-10)*	Explore the ocean, hire sailors, upgrade buildings, construct ships and trade resources.
Stage 2: Settle & Battle *(page 11-13)*	Settle on an unoccupied resource island tile, battle opponents and hunt monsters.
Stage 3: Gather Resources *(page 13-14)*	Gather base resources and any additional resources produced by occupied resource islands, special islands, item cards and fishing spots.

4) Monsters are moved by the player holding the first player marker. The player decides for each monster individually in which direction that monster moves. *(page 14-15)*
5) Pass on first player marker to player on the left.

End
The game ends when the 8th event round has passed or when the Kraken is killed. When the Kraken is killed, the remaining players finish their player turns for the round. Players count their victory points and determine the winning player or team.

Things to remember

Exploration
- Whilst exploring, new tiles are placed adjacent to 2 existing tiles.
- When discovering a monster, sloops are pushed back, warships initiate the battle.
- Perform all your actions from stage 1 first before starting stage 2 actions.
- When players are in stage 2 they can not go back to stage 1.

Battles
- Your base settlement can not be occupied by opponents or monsters.
- Fights are to the death, unless the attacker has moves left to flee.
- When you want to initiate multiple battles during your turn. Move all ships first, then initiate the battles.
- Sloops can only fish and defend against an opponent. Warships can't fish but and initiate battles against opponents and monsters.
- At the end of a player turn, a maximum of 2 warships can occupy a tile.
- A maximum of 2 warships can initiate a battle to opponents and monsters at the same time.

Monsters
- Monsters must move 1 tile during the monster movement turn.
- When playing Poseidon statue, the monster must move at least 1 tile, and cannot end the turn on the same tile they started.
- A maximum of 1 monster can occupy a tile.
- The Kraken can never be moved from Bermuda

General
- You can make informal bribes with your opponents, if that suits you. You are not obliged to keep your word.
- Players can trade 2 times with the bank in their player turn, or trade freely with other players without limit.
- Buildings can be upgraded only 1 level per player turn.
- Ships cannot be upgraded but are built directly by spending the required resources.