

ROLLING SEAS



SAIL. EXPLORE. TELL YOUR TALE!

A ROLL AND WRITE GAME BY GEORGE JAROS

Rolling Seas

1-6+ players, 30-60 minutes, ages 10+ - *Featuring simultaneous play, so any number of players can play together!*

The seas of the Alkundic Archipelago have long been known for their treacherous storms, exhilarating currents, hazardous rocky outcrops, and even a mild infestation of sea monsters. You and a ragtag crew have set out to explore the islands and seas they occupy. Along the way you will have adventures, stop at ports to resupply, get a better ship, and tell the tale of your voyages. The more you tell your story the more reputation you'll earn. Will your crew have the greatest tale to tell and earn the most reputation? Sail the Rolling Seas and find out!

Components

- Three D12 Direction dice.
- One D6 Exploration die.
- 1 Dice Mat
- 24 Adventure Cards
- 6 Island Cards – used for setup
- 6 reference cards, with compass backs
- 6 compass tokens
- A pad of blank Map sheets with a map grid
- A pad of Ledger sheets with Turn, Provisions, Gold, Ship, Story, and Reputation tracks.

Overview

Rolling Seas begins with everyone initializing their maps – drawing islands and known obstacles and choosing a Home Port. Each round has three quick phases that everyone participates in simultaneously: Dice, Adventures, and Actions. The Dice Phase consists of rolling the dice to determine the wind direction and exploration events. If multiple direction dice indicate the same wind direction an Adventure will be resolved in the Adventure Phase, adding more obstacles to players' maps. In the Action Phase each player can choose to Sail, Explore, or Visit a Port. As you Sail and Explore, you'll add to your Story. When you Visit a Port you'll get to tell your Story to gain Reputation. The player with the most Reputation at the end of 25 rounds is the winner!



An example of setup, after maps have been initialized.

Game Setup

Give each player a map sheet, ledger sheet, pencil, reference card, and compass token.

Tip: Add your Captain and Ship Name to your Ledger.

Note: The reference card and compass token are optional and the game can be played by more than 6 players if some choose not to use these.

Shuffle the Island and Adventure decks separately and place them in a central location.

Place the four dice and dice mat in a central location.

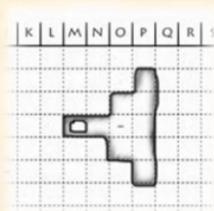
Initialize the Maps

Initializing the Maps happens simultaneously for everyone.

Islands



Draw one Island card. The card will show a set of map coordinates. Everyone should draw the island on their map so that it covers the grid coordinate shown



(the island coordinates are marked on the map with a small dash). You may rotate or flip the island as desired.

Mark the port as indicated on the island with a circle.

Repeat this process three more times so that you have four islands drawn on your map.

You may not draw one island over another island, although they may touch each other or the mainland to create larger areas of land. You may not draw an island so that it covers another island coordinate (in the case of the Column J islands).

Note: It is possible to draw an island so that it makes a port inaccessible. Try to avoid this as it will mean you have one less port available to visit!

The Island cards can now be returned to the box. They won't be used for the remainder of the game.

Note: For an advanced setup, draw two Island cards. Draw each island on your map so that it covers the grid coordinate shown on one of the cards (either its own card or the opposite card – these coordinates are marked on the map with a small dash). Repeat this once so that everyone has four islands.

Known Obstacles

Draw two Adventure cards. Pass your map to the player to the right (regardless of what the Adventure cards indicate). Then draw both Obstacles on your opponent's map that was passed to you, and return the map.



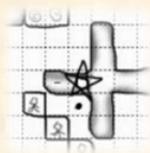
Follow the same rules for drawing Obstacles as in the Adventure Phase under Gameplay. Discard these Adventure cards after the Obstacles have been drawn.

Everyone should have two Known Obstacles drawn on their map at the start of the game.

Note: If playing Solo, draw your own Known Obstacles, following the Solo Mode rules at the end of these rules.

Home Port

Choose one of the 8 ports (4 on the islands and 4 on the east and west mainland) and put a star around it. This port is your Home Port, where your ship will start from. Draw a dot in an adjacent sea space to indicate your ship.



Game Play

Rolling Seas is played over 25 rounds. Each round has three quick phases: Dice, Adventures, and Actions.

Throughout the game you will be adding obstacles to your map, tracking your journey and adventures on your map, and recording Actions, Provisions, Gold, Story, Reputation, Ships, and Bonuses on your Ledger. You can also use your Travel Log to add details to your story. As you earn Provisions or Gold, fill in the circles. As you spend Provisions or Gold, cross out the filled in circles. As you add to your Story or upgrade your Ship, mark the appropriate boxes. As you use gained Bonuses, cross them off.

Ledger		Captain: Longbeard										Ship: Wind Runner																
TURN		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25		
ACTION:	Dire. X P	X	S	W	P	N	N	X	S	W	X	P	E	X	X	W	S	P										
Provisions		●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	○	○	○	○	○	○	○	○	○	○
Gold		●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	○	○	○	○	○	○	○	○	○	○
Story		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Reputation	Story:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25		
Score:		5	13	26																								
		BONUS										FINAL STORY TOTAL																

Dice Phase

To start each round, someone will roll all four dice. Place the dice on the Dice Mat according to their results.

The Exploration Die should go in the marked spot in the Explore section.

The three Direction Dice should go in the section called Sail in the compass direction that corresponds to their results.



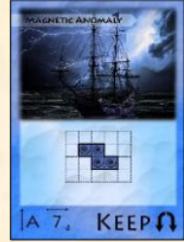
Adventure Phase

If two or more Direction dice indicate the same direction, an Adventure is triggered.



Whenever an Adventure is triggered, draw an Adventure Card. Adventure cards each have an Obstacle on them. Rocks require you to pass your map to the Left (clockwise) or Right (counter clockwise); other Obstacles let you Keep your map. Pass your map to an opponent, if necessary.

This Storm does not require maps to be passed and can be drawn anywhere in Column A or Row 7.



Note: In a solo game you'll never pass Rocks. See the Solo Mode rules at the end for details on solo play.



Draw the indicated obstacle on the map so that it touches the Row or Column indicated. If you cannot draw the obstacle in the Row or Column indicated, simply draw the obstacle anywhere on the map.

Draw an obstacle's shape first, then fill in the spaces with the obstacle's symbol.

Tip: Use colored pencils for an even more immersive experience.

Note: Obstacles may be rotated or flipped from the orientation shown on the Adventure Card.

Tip: You can draw Sea Monsters, Storms, and Currents on your own map to help you tell your story or to make for easier travels.

Obstacles may not be drawn:

- In a space that already has an obstacle in it.
- On a space already visited by the opponent's ship.
- On any island space.
- In a way that makes any Port inaccessible.
- So that the opponent's ship cannot move at all.
- Currents may not point onto land, rocks, or off the map.

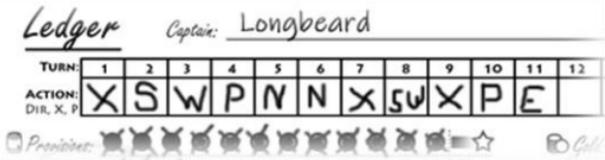
After the Obstacle is drawn, discard the Adventure Card and return the maps to their owners if necessary.

Note: To trigger an Adventure, the Direction Dice only have to define the same direction, they don't have to be the same value.

Action Phase

Each player must take one of three possible actions: Sail, Explore, or Visit Port.

Enter your action choice (either the direction the wind blows if you choose to Sail, X for Explore, or P for Visiting a Port) for this turn on the Turn Track at the top of your Ledger.



Tip: As you complete your turn, add the details of your journey to the Travel Log area of your map.

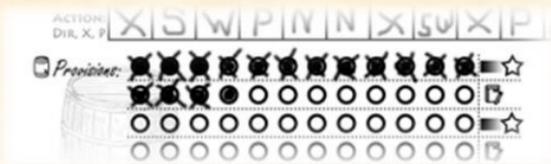
Sail

If you choose to Sail, you may travel as far as your ship's movement allows. Choose one of the Direction Dice to determine the direction the wind is blowing this turn.

Your Ship Speed will determine how many Movement Points you have. You'll start at 3 Movement Points (MP) and can upgrade your ship to 4 or 5 MP. You can temporarily extend your Speed by spending (crossing off on your Ledger) 1 Provision per additional MP.



Your starting ship has 3 Movement Points, plus a Cargo Hold that can carry up to 5 Provisions.



Cross off Provisions to Sail further or to encounter Sea Monsters.

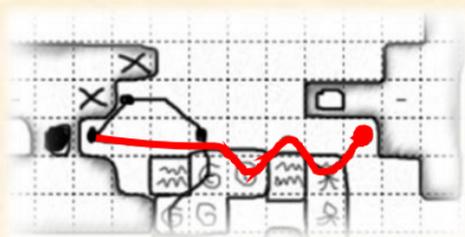
Movement in the direction the wind is blowing costs 1 MP. Each step away from the direction of the wind costs an additional MP. E.g. if the wind is blowing E, it costs 1 MP to move E, 2MP to move NE or SE, 3MP to move N or S (perpendicular to the wind), 4MP to move NW or SW, and 5MP to move W (against the wind).

Draw a line on your map from your ship's current location along the path you will sail. When you have completed sailing, end your line with a dot to indicate the new location of your ship.

Tip: Use your reference card and Compass Token to help calculate movement costs. Place the Compass Token with the number 1 aligned with the direction the wind is blowing. Sailing in the other directions costs Movement Points as indicated.



- You cannot move through an Island or Rocks.
- If you land on a Current space at any point in your movement, move along the arrows to the space the arrows point to. You cannot stop on a Current space and movement caused by Current Spaces do not cost any Movement Points.
 - o Add 1 to your Story for every 2 Current spaces you pass through, rounded down.
- You cannot move into a Sea Monster space without spending an extra Provision.
 - o Add 2 to your Story if you encountered a Sea Monster.
- You can move through a Storm space, but can't end your turn there.
 - o Add 1 to your Story if you sail through a Storm.



The wind is blowing East, so this movement costs 11 movement points (3 MP east then 2 MP southeast into the storm, 2MP northeast around the rocks, 2MP southeast toward the sea monster, and finally 2MP northeast to end near the island), plus 1 Provision for encountering the Sea Monster.

This Captain used 4 movement points from the ship, 5 Provisions for extra movement, and 1 Provision to encounter the Sea Monster. The final space was moved to using a Bonus Movement that was earned on a previous turn. Moving through the Storm and Sea Monster earned 3 Story points.

Note: Once you have moved through an obstacle it will no longer affect that space for the remainder of the game. E.g. Once you use a Current, you cannot use it again.

Note: For Sea Monsters and Storms that cover multiple spaces, each space counts as a separate Adventure.

Explore

If you are adjacent to land (either an island or the mainland), but not at a Port, you may Explore. To Explore, simply add to your Provisions, Gold, and Story the amounts indicated on the Exploration Die by filling in the circles on the appropriate tracks on your Ledger. Then put an X on the adjacent land space that you explored. You cannot Explore the same land space twice; however, you may Explore from the same sea space multiple times if it is adjacent to multiple land spaces.



Your ship has a maximum amount of Provisions that you can have in your Cargo Hold. You may not have more unused Provisions than your Cargo Hold allows. If you collect more than your Cargo Hold allows, you must cross off any excess Provisions at the end of your turn (excess collected still counts toward the row bonuses). There is no maximum for Gold or Story.



This captain explored and gained 2 Provisions, however the ship's cargo hold can only keep 5 Provisions, so two old Provisions must be crossed off.

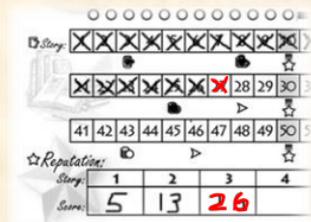
Visit Port

If you are adjacent to a Port (orthogonally only) on an Island or either the East or West mainland, you may Tell Your Story, Resupply, and Upgrade Your Ship. You can do one or more of these options, in this order, however you cannot Tell Your Story at a port you've already Told Your Story to.

Tell Your Story

If you are at a Port that you haven't told your story to yet, you may Tell Your Story. If you do:

- Earn Reputation equal to the number of filled in spaces on your Story Track. Enter this number on your Reputation Track.



- Add 1 to your Story Track (your visit to this port will factor in to your future stories).
- Fill in the space for the port. You will not be able to tell your story here again.



Upgrade Your Ship

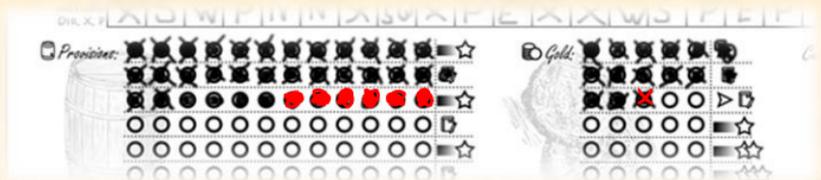
To Upgrade Your Ship, cross off Gold as required for the ship. You may only upgrade one level per turn, i.e. from a Speed 3 ship to a Speed 4 or a Speed 4 to a Speed 5. You may not upgrade a Speed 3 ship to a Speed 5 ship in one turn.



Each ship you upgrade will give you 1 Bonus Reputation at the end of the game.

Resupply

To Resupply, add Provisions to fill your ship's maximum Cargo Hold. Your Cargo Hold starts at 5, but you may upgrade your ship to a Cargo Hold of 7 or 10. It always costs 1 Gold to Resupply, regardless of how many Provisions you take on.



This ship's cargo hold can contain 10 Provisions, so Resupply costs 1 Gold and gains 6 Provisions to fill the Cargo Hold.

Game End

After 25 turns the game ends.

If you end Turn 25 at a Port, gain 5 Bonus Reputation. If you at your Home Port, gain 10 Bonus Reputation. Also calculate any Bonus Reputation earned on your Ledger. Add the total Bonus Reputation to the Bonus section of your Reputation track.

If you did not end Turn 25 in a port, sail your ship to the nearest Port. Ignore Obstacles and Movement Points and do add to your Story.

Tell your Story one final time, even if you've already told your story at this port.

6	7	8	BONUS	FINAL STORY	TOTAL
34			17	36	

This captain earned 7 Bonus Reputation, plus 10 Bonus Reputation for ending at their Home Port, and had a Final Story worth 36 Reputation.

Total your Reputation by finding the sum of:

- Each time you've told your Story.
- Bonus Reputation earned by your ending location and throughout the game.
- Your Final Story.

Story	1	2	3	4	5	6	7	8	BONUS	FINAL STORY	TOTAL
Score:	5	+13	+26	+28	+33	+34			+17	+36	=192

The winner is the player with the greatest Reputation. If there is a tie the winner is the player with the most unspent Gold remaining. If there is still a tie the player with the most unused Provisions remaining is the winner. If there is still a tie, head to the nearest pub and sing a sea shanty with your new first mate.

Bonuses

As you collect Provisions, Gold, and Story, you'll gain some Bonuses. These are one-time boosts you can use at strategic points in the game. Provisions and Gold award bonuses when their rows are filled. As your story progresses, you'll earn additional bonuses. You also gain bonus Reputation when upgrading your Ship and if you tell your story at enough ports.

If the Provisions or Gold row is complete or the Story space above an indicated Bonus is filled in, you have earned that Bonus. Most bonuses are gained immediately, but Bonus Movement may be used any time before after Sailing. Circle the Bonus when earned and cross off the Bonus when used. Circle the Bonus when earned and cross off the Bonus when used.

The image shows a game board with several rows of icons representing resources and bonuses. A ship is selected in the 'Current Ship' section. A table at the bottom shows the number of each resource collected and the total score.

3	4	5	6	7	8	BONUS	END AT PORT	END AT HOME PORT	FINAL STORY	TOTAL
6	28	33	34			17	36	192		

▷ = Bonus Movement – Move 1 space in any direction BEFORE or AFTER Sailing – you may still use Provisions to encounter Sea Monsters.

☪ = Resupply – Fill your Cargo Hold immediately.

☪ = Gain 1 Gold immediately.

☪ = Gain 1 Story immediately.

☪★ = 1 bonus Reputation Point at the end of the game.

Solo Mode

Solo mode plays the exact same way however, you will not pass your map during setup or when resolving Rocks. You must draw Rocks as close to the coordinates indicated as possible. If you cannot draw the Rocks at the coordinates, attempt to draw them in any space in the row or column indicated by the Anchor icon. If you still cannot draw the Rocks, try the row or column without the Anchor symbol. In the rare case that you cannot draw the Rocks following those rules, you may draw them anywhere on the map.

Ranking

The following ranks can be used for bragging rights and to rate your solo adventures.

Reputation	Rank	
0-50	Humdrum Braggart	<i>You came and told your tale, but no one remembers.</i>
51-75	Spinner of Yarns	<i>You are welcome to drone on about your travels at any tavern, as long as you pay your tab.</i>
76-100	Teller of Tales	<i>Children gather round to listen to you recount your adventures.</i>
101-125	Wandering Minstrel	<i>Many people have fond memories of gathering to hear your stories.</i>
126-150	Celebrated Poet	<i>You are most welcome in any royal court as the evening entertainment.</i>
150-175	Expert Raconteur	<i>Far and wide, your stories draw crowds!</i>
175-200	Maestro	<i>Songs of your tales will be sung for years to come!</i>
200+	Bard Extraordinaire	<i>Your reputation precedes you. Villages eagerly anticipate your arrival as the most celebrated festival of the year!</i>

Credits:

Game design by:

George Jaros – <http://georgejaros.com/GJJGames>

Special Thanks:

Julie Zaborac, Mike Jaros, Sam Jaros, Andrew Jaros

Playtesting by:

Kevin Winchell, Ben Winchell, Julie Zaborac, Sam Jaros, Rick Ford, Chase Cavanagh, Jerry Fox, David Purkiss (rules review)

Artwork by:

George Jaros, Pixabay (pixabay.com), Flaticon (flaticon.com), The Noun Project (nounproject.com):



Created by "Hobbit" from Noun Project



Created by "Oguz" from Noun Project



Created by "Nedjion" from Noun Project



Created by "Jeddie" from Noun Project

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