

ROLLING SEAS REFERENCE

Turn Order:

- **Resolve Adventures** - Draw and resolve an Adventure card.
- **Roll 4 Dice** - Roll one Explore and three Direction dice; place on Dice Mat.
- **Choose One Option:**
 1. **Sail** - Choose a Direction Die to determine wind direction. Move according to Ship ▷. Spend 1☐ = +1▷
 - ☠ **Sea Monster:** -1☐, +2🗡
 - ☉ **Storm:** Can't Stop, +1🗡
 - **Currents:** 0▷ cost, +1🗡/ 2→
 - 🌊 **Rocks:** Impassable
 - ☠ **Pirates:** Stop sailing & -3☐, +3☐ & +2🗡
 2. **Explore** - Use Explore Die to gain reward.
 3. **Visit Port**
 - **Tell Story:** Score☆ = 🗡Level, +1🗡, ☉Port
 - **Upgrade Ship:** Cost = ☐
 - **Resupply:** Spend 1☐, Fill Cargo Hold with ☐

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ROLLING SEAS REFERENCE

- 🗡 Story - Adding to your story gains you more reputation every time you tell your story.
- ☐ Provisions - Used to increase movement and overcome obstacles
- ☐ Resupply - Fill your ship's cargo hold to its provisions limit.
- ☐ Gold - Spend gold at port to buy a new ship.
- ▷ Speed - Your ship's base movement points. Spend provisions to increase your movement.
- ⚡ Bonus Move - Move one space in any direction before or after sailing.
- ☆ Reputation - Have the most reputation to win the game!
- ☠ Pirate - Lose 5 reputation if not defeated at end of game. To defeat, stop in the same space as the pirate and spend 3 provisions to earn 3 gold and 2 story.

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