Rolling Seas Tutorial Map

This map and ledger file is for use with the Rolling Seas Quick Start Tutorial. The tutorial is for learning or teaching games of Rolling Seas using this Tutorial Map. Following the tutorial will get you playing Rolling Seas in less than 10 minutes! You'll learn the details as you play. Keep the rulebook handy for reference and more details.

You can download and print more tutorial maps at: http://georgejaros.com/rolling-seas

Tutorial Instructions:

Game Start: Each player chooses where to start their ship, adjacent to the home port. Skip the Adventure Phase until Turn 6.

Turn 1: Use Direction Dice values 4, 9, 12. Goal: Sail through at least one Adventure.

Turn 2: Goal: Sail to a space adjacent to land, not at port.

Turn 3: Goal: Explore the land you are adjacent to.

Turn 4: Goal: Sail to a port.

Turn 5: Goal: Visit port.

Turn 6+: Play as usual. Add in the Adventure Phase, drawing a new Adventure card each turn.

Tips to Remember: You may cross your path and backtrack, however visited Adventures don't count again. New Adventures cannot be placed over other Adventures, your previous path, or land. Try to use up your resources and head into port low so you can get the full value from Resupply. Remember to time your movements in the last rounds to reach a port before the end of the game!

More Info: http://georgejaros.com/rolling-seas

Ledger

Captain: _____   Ship: _____

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: DIR, X, P																									

Provisions:

Gold:

Current Ship:

	Gold	Dir	Prov
☒	0	3	5
☐	4	4	7
☐	5	5	10

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	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

☆ Reputation:

Story:	1	2	3	4	5	6	7	8 ☆	FINAL STORY	PIRATES ☆/☠	END AT: PORT HOME PORT ☆10	☆ BONUS	TOTAL
Score:													