ROLLING SEAS

A ROLL AND WRITE GAME BY GEORGE JAROS

GJJ GAMES

Quick Start Tutorial

These are the Quick Start instructions for teaching games of Rolling Seas using the Tutorial Map. Following this guide 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

Step 1: Game Overview

In Rolling Seas, you will be the captain of a ship setting out to explore the seas and islands of the Alkundic Archipelago. Throughout the game you'll have Adventures that will add chapters to the tale of your voyages. But a good tale is meaningless unless you tell it! You'll also stop in ports, telling your story, and gaining Reputation. On each turn you'll either Sail your ship, encountering Sea Monsters, Storms, and Currents, Explore the islands, or Visit Port to tell your tale.

Step 2: Components Overview

There are only a few components in Rolling Seas. Each player will have a map and ledger (use the Tutorial Map) as well as a reference card and compass token. Each player will also need a pencil, or better yet, a set of black, red, blue, purple, and yellow colored pencils. The game uses a game mat, three d12 Direction dice, a d6 Explore die, and a deck of Adventure cards (which contain a mix of Smooth Sailing and Adventure cards).

On your Ledger you'll have places to track:

- Provisions and Gold – fill in circles as they are earned and cross of circles as they are used – you start with 3 Provisions and 1 Gold already filled in
- Your Story – check off the boxes in order as you earn story points
- Your Ship – check off a box as you upgrade ships
- Your Reputation – fill in your points as you gain Reputation throughout the game.
- There is also a track at the top of the Ledger to track the game turns.

Your map has several islands on it, an east and west mainland, several predefined Adventures, and 8 ports. The ports are the hexagon spaces – one on each island and three on the mainland – 1 west and 2 east. The port on the large center island has a star around it to show it's your home port.

As dice are rolled during the game, they'll get added to the game mat, indicating the Exploration rewards and the Wind Directions. Occasionally throughout the game you'll also be adding new Adventures to your maps with the Adventure Cards.

Step 3: Getting Ready to Play

To get ready to play, first, prepare the Adventure Deck as explained in the rulebook. The Tutorial Map already has Known Adventures and a Home Port defined.

Next, each player should choose one of the spaces adjacent to the home port, either to the north, west, or south. Place a dot on that space to indicate where your ship is. As you travel around your map, you'll draw a line where your ship travels and a dot where your ship stops each turn. By sailing through various Adventures and Exploring the islands you'll add to your Story, which is important because telling your Story is how you gain Reputation. The features on your map aren't necessarily obstacles to avoid, though they can hinder your movement. You'll want to set out to experience these exciting Adventures so you have a great tale to tell!

Everyone will play simultaneously. On a turn someone will roll the dice and assign them to the game mat appropriately. Then everyone will choose one of three actions: Sail, Explore, or Visit Port. As we play, I'll explain how each Action works, but essentially Sailing lets you move your ship around the map, encountering different Adventures to add to your Story.

Exploring lets you explore parts of the Islands, adding to your provisions, gold, and story. When you're at a port you can Visit Port, where you'll tell your story to gain Reputation as well as have the chance to upgrade your ship and resupply. At the end of the game you want to have the most Reputation, so it's important to have a great story to tell and to tell it often. You can follow along with the reference card as I explain the turn order and actions.

You are now ready to play. So, let's get started with the first turn.

Step 4: Playing the Game

Turn 1: Learning to Sail
Goal: Sail through at least one Adventure.
For Turn 1 of the tutorial, we will learn how to take the Sail action.

Each turn starts with the Adventure Phase, but we'll skip that until Turn 6. Next, in the Dice Phase all four dice are rolled by any player and placed on the game mat. For this tutorial we're going to start the first turn with the Direction Dice set to values 4, 9, and 12. Place these on the game mat on the corresponding numbers: East, Southwest, and Northwest respectively. You can roll the Explore Die and place it on the Explore section of the game mat, however we won't be using it this turn.

Now, everyone simultaneously chooses one of the three actions: Sail, Explore, or Visit Port. For the first turn, choose the Sail action. You're going to try to sail your ship so that you encounter one of the Adventures on your map. You'll want to do this to score Story points that will help you gain Reputation when you tell your Story at Port.

To Sail, first choose one of the Direction Dice. This will be the direction that the wind is blowing for you on this turn. Keep the die on the mat since everyone will choose from the same dice, just note the direction.

Next, take your Compass Token and Compass Card (the back side of your reference card) and place the 1 on the Compass Token so it faces the direction the wind is blowing for you. For example, if you chose an East wind, place the 1 to the East. The Compass Token indicates the cost in Movement Points to sail in each direction. Sailing with the wind only costs 1 Movement Point, however as you turn and sail against the wind it'll cost more Movement Points; 2 to sail Northeast or Southeast, 3 to sail North or South, etc. Everyone starts with a ship that has 3 Movement Points available. However, you can sail farther than your ship's Movement Points by spending Provisions. Each Provision you spend gives you 1 additional Movement Point. So, you could sail in the complete opposite direction of the wind by spending your ship's 3 Movement Points plus 2 provisions.

There are also Adventures on your map. There are five types of Adventures, each one poses a challenge, but most will also add to your story when you encounter them. Rocks are red or have a little zigzag written in the box. They, like islands and the mainland, can't be sailed through and must be sailed around. Storms give you 1 Story Point for each Storm space you travel through, however you cannot stop in a Storm space, so you must travel all the way through the storm. Sea Monsters will earn you 2 Story Points when you encounter them, however you must spend 1 Provision to move into a Sea Monster space. This is in addition to any Provisions used for movement. Currents don't cost anything to move into, however they push you along the arrows shown. So, if you enter at the beginning of the current it'll push you all the way to the exit space the arrow points to. You'll earn 1 Story Point for every 2 Current spaces you travel through on a turn. So, if you only hit the last space of a current you won't score any Story Points. You can also encounter Pirates, but they aren't included in the tutorial game.

Now that you've chosen a direction it's time to sail your ship in that direction. Remember, you can spend extra Movement Points to move against the wind and can use Provisions (cross them off as you use them) to use more than your ship's 3 standard Movement Points. You have 3 Provisions, so you can sail for up to 6 Movement Points. Try to plan a path that encounters at least one of the Adventures on your map, and don't be conservative with your Provisions; they're there for you to spend!

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OK, I hope you sailed successfully. If you need help, you can look at the map below to see how you may have sailed from your home port.

If you headed to the southwest you could have encountered one of the Sea Monster spaces there, earning 2 Story Points. This would have cost you 5 Movement Points, but you'll have to use all your Provisions. Remember, you have to give the Sea Monster one of your Provisions!

If you sailed east you could have encountered both the Current and one of the Storm spaces, also earning 2 Story Points. You would have had to spend some of your Provisions to make it that far though, since you can't stop in the Storm space. This would have cost you 5 or 6 Movement Points, depending on where you chose to stop, so you may still have one Provision!
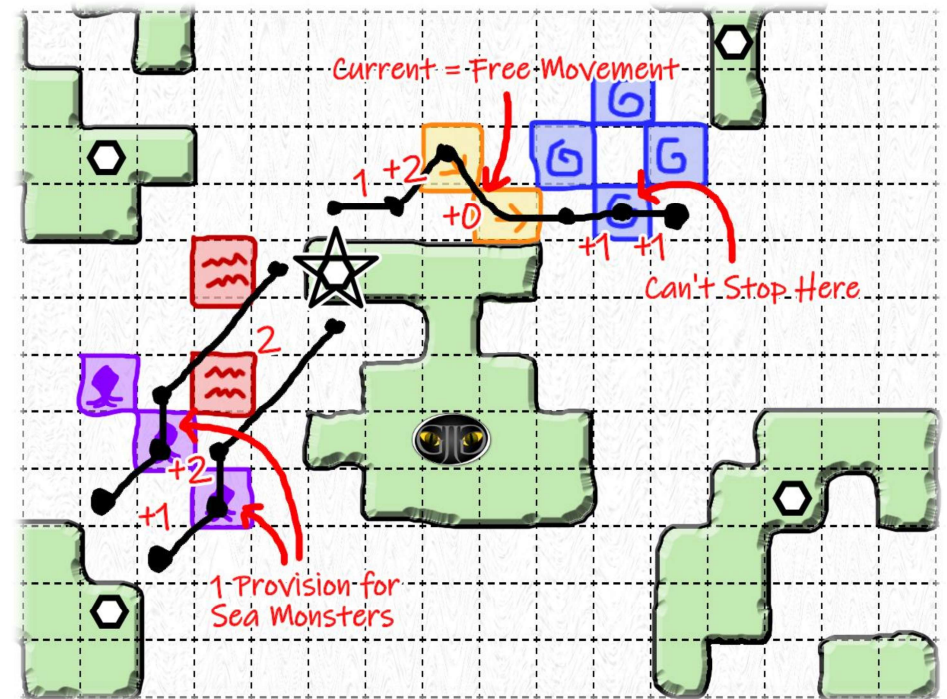
Turn 2: Sailing on Your Own
Goal: Sail until you are adjacent to land, but not at a port.
Great, now you know how to sail! This turn you'll be on your own. Try to make it to land, but not at a port. We'll roll the dice this turn, so be prepared for whatever Mother Nature has in store!

Once again, we'll skip the Adventure Phase. Now, roll all four dice and place them in the appropriate locations on the game mat. For the tutorial, if two or more direction dice indicate the same direction for this turn, keep one and reroll the rest until all three direction dice indicate different directions. Normally you'll take the dice however they end up, even if two or even all three indicate the same direction.

Now, using what you learned in Turn 1 to sail your ship so that it ends up orthogonally adjacent to land (with land directly to the north, south, east, or west). However, make sure you're not adjacent to a port.

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Got it? Great! Let's move on to Turn 3 and I'll teach you how to Explore!

Turn 3: Exploring Land
Goal: Explore the land you are adjacent to.
For Turn 3 we'll again skip the Adventure Phase, so we'll start by rolling all four dice. Place them appropriately on the game mat. This turn, however, we're only going to be concerned with the Exploration Die.

The value of the Exploration Die indicates the rewards you'll get from choosing the Explore action on this turn. Depending on the value of the die you'll gain a different combination of Provisions, Gold, and Story Points. To Explore, simply place an X in the land space adjacent to your ship. Then add the appropriate values to your Ledger. Fill in circles on your Provisions and Gold track according to the amounts indicated by the Explore die. Also check off a number of Story Points indicated.
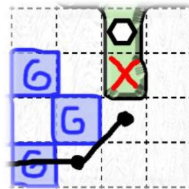
You may have just earned a bonus if your Story Points have reached space 3! If you have, you've earned a free Resupply! To Resupply, fill your Provisions to the size of your ship's Cargo Hold, which is 5 for your starting ship. You only get to fill up to your ship's capacity with a Resupply, so if you're already pretty full of Provisions you won't gain as much.
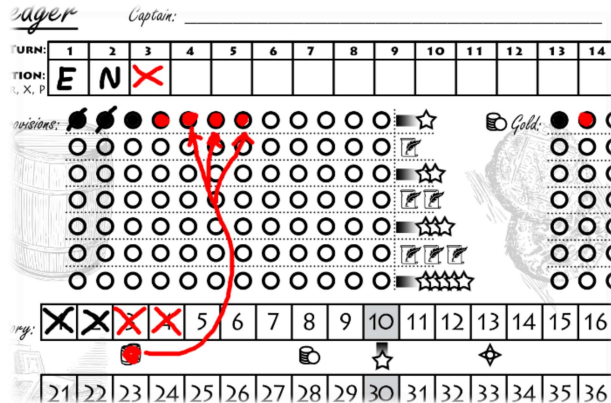
The graphic above shows what you'll mark off if the Exploration Die was a 2: 1 Provision, 1 Gold, and 2 Story, which gets you the Resupply bonus.

When you gain provisions by Exploring it's a little different than Resupply. When Exploring you'll always gain all provisions that are indicated by the Explore die, even if that puts you over what your ship can hold. However, your ship can still only hold so many Provisions, so you'll have to dump some older ones! Simply cross off older Provisions until you only have your ship's limit. For example, if you had 4 Provisions and discovered 2 more, you'd fill in 2 more circles so you'd have 6 Provision circles filled in. Then cross off one of the older Provisions so that you have 5 available. This is important because Exploring can help you reach the bonuses at the end of the Provisions track, even if your cargo hold was already full. I'll talk more about those bonuses in a bit.

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That's it! Now you've learned how to Explore! Time to move on to Turn 4.

Turn 4: Sail to Port
Goal: Sail to a space adjacent to a Port.
For Turn 4 you're going to sail again, this time so that you can get to a port and tell your story on the next turn. We're still skipping the Adventure Phase, so start by rolling the dice and placing them appropriately on the game mat. Then choose a direction die for the wind and proceed to sail your ship!

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Are you adjacent to a port now? Great! Now it's time to move on to Turn 5.

Turn 5: Visit a Port
Goal: Visit a port to tell your story, upgrade your ship if possible, and resupply if possible.
We're ready for Turn 5 now. Start the turn once more by rolling the dice and placing them appropriately. They won't matter for us this turn since we're going to Visit Port, but remember, everyone will be making their own choices in a game and everyone won't necessarily be taking the same actions on the same turn.

When you Visit Port, you have three things to complete, in this order: Tell Your Story, Upgrade Your Ship, and Resupply. You don't have to do all three, in fact many times you won't be able to, but when you do, they must be done in this order.

You'll almost always want to tell your story when you Visit Port. You can only tell your story once in each port, so you'll usually want to visit a new port every time and gain Reputation from telling your story. To Tell Your Story, simply enter the value of your Story in the leftmost unfilled box on the Reputation Track. So, if your Story is currently worth 3 Story Points, you'll earn 3 Reputation. Next, check off the next Story Point box – visiting the port now becomes part of your story for future tellings. Finally, fill in the hexagon for the port on the map to indicate that you've told your story there.

After telling your story you can upgrade your ship if you can afford it. Unless the Explore Die was value 5 on Turn 4 you can't afford to upgrade your ship yet since the next size ship costs 4 gold. If you can upgrade your ship though, simply cross off 4 Gold and check off the box next to the next size ship. The largest ship costs 5 gold and you can only upgrade to that ship after you've upgraded to the 4 Gold ship, and you can only complete one upgrade per turn.

If you have any Gold left over you can now Resupply your ship. This means you fill up your Provisions so that your ship's cargo hold is full. It only costs 1 Gold and you'll leave port with a full ship. Your starting ship can hold up to 5 provisions. An upgraded ship can hold 7 or 10 provisions. It doesn't matter how many provisions you add to your ship, it always costs 1 gold to fill up. So it's beneficial to head into port with an empty cargo hold!

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Are you finished visiting port now? Great! We'll move on to Turn 6 now.

Turn 6+: Play as Usual
Goal: Gain the most Reputation and win the game!

Now you know how to play Rolling Seas! Well, almost. There are just a few more details to learn. For turns 6-25, you'll make your own decisions on where to sail, what to explore, and when to visit port. However, I mentioned that new Adventures will get added to your map and you'll be able to earn bonuses.

Adding Adventures

Each turn starts with an Adventure Phase where you'll draw the top card from the Adventure Deck.

If you draw a **Smooth Sailing** card nothing happens and you'll just move on to the Dice Phase. However, sometimes a new Adventure will come up and you'll get to add a new Adventure to your map. These Adventures can help you add to your story, but over the course of the game they'll start to add up and may become hinderances. It'll be up to you to place them strategically to your best advantage.

For new **Storms**, **Sea Monsters**, and **Currents**, you'll add them to your own map. They must be placed in EITHER the column or row indicated on the card. They don't have to be placed at the intersection of those coordinates. Only one space of the Adventure has to be in that column or row and the Adventure can be rotated or flipped however you like. Just make sure that with Currents the arrows are pointing in the correct directions.

Rocks are a little different. Each Rock card has a direction on it, left or right. Pass your map to the player on your left or right, as indicated on the card, and that player will draw the rocks for you instead. Again, the rocks must be drawn in the column OR row indicated, not necessarily at the intersection, and can be rotated or flipped. If you are playing a solo game, then the Rocks must be placed at the intersection, if possible, and if not, then in the column or row indicated with the anchor icon on the card, as close to the intersection as possible.
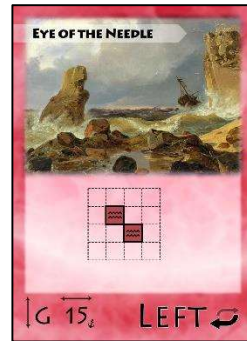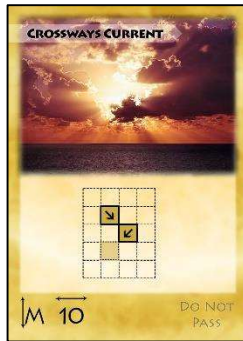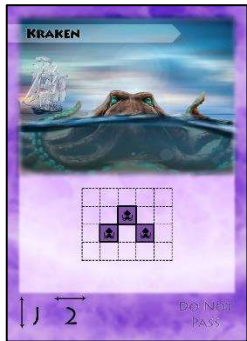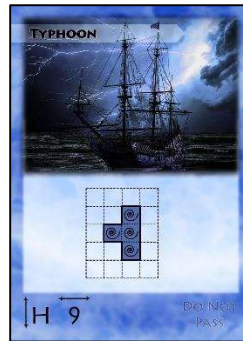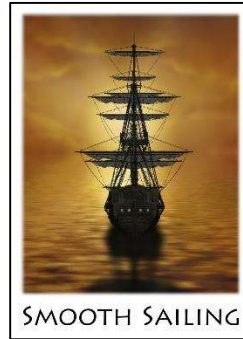
Bonuses

You'll notice some icons at the end of the Provisions and Gold rows as well as along the Story track. As you reach these icons, you'll earn some bonuses. You may have already earned the Resupply Bonus when you explored on Turn 3.

- ☆ Stars are bonus Reputation points at the end of the game.
- 📝 Scrolls are bonus Story Points – check off another box on the Story track.
- 🪙 Stacks of Coins are bonus Gold – fill in another Gold space.
- 🛢 Barrels let you Resupply – fill in Provision spaces until your cargo hold is full.
- ✦ Compass Points are bonus movement – before or after taking a Sail action you can move your ship one space in any direction. Then cross off the bonus icon. This is not just a bonus Movement Point, it's a whole space, in any direction that you can move!

Tips to Remember

Here are a few additional pointers to remember while playing.

- You may cross over your path and backtrack, however previously visited Adventures don't count again.
- New Adventures cannot be placed over other Adventures, your previous path, or land.
- Try to use up your Provisions and head into port low so that 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 for some additional bonus Reputation Points.

Game End

After 25 turns the game ends, so it's important that at least one player is tracking the turns.

When the game ends, tally up your bonus Reputation points – every star earned (on the Provisions, Gold, Story, and Ship tracks), plus 20 points if you told your story at all 8 ports, plus 5 points if you ended the game at a port or 10 if you ended at your home port. You'll ignore the space for points lost due to Pirates in this Tutorial. Then tell your story one final time. Tally up your total reputation by adding all the boxes in the Reputation track. Whoever has the most reputation is the winner!

And that's it! Now you know about all the details of the game. Next time you play you can use the standard maps and Pirates! And, if you like, use the Travel Log to add details to your story as you voyage through the Alkundic Archipelago!

Thanks for playing Rolling Seas! I hope you enjoyed your voyage. You can learn more about the game, including expansions, or download and print more tutorial maps at:
http://georgejaros.com/rolling-seas