

ROLLING SEAS



SAIL. EXPLORE. TELL YOUR TALE!

A ROLL AND WRITE GAME BY GEORGE JAROS

Dedicated to Barbara Jaros, 1950-2020

She had many tales to tell of her journeys.

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, vicious pirates, and even a mild infestation of sea monsters. You 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 you 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
- 48 Adventure Cards
- 6 Compass cards
- 6 Compass tokens
- 6 Reference cards
- A pad of Map sheets with two different maps.
- A pad of Ledger sheets.

Overview

Rolling Seas begins with everyone adding several known adventures to their maps and choosing a Home Port.

Each round has three quick phases that everyone completes simultaneously: Dice, Adventures, and Actions. In the Adventure Phase new Adventures can be added to players' maps. The Dice Phase consists of rolling the dice to determine the wind direction and exploration events. In the Action Phase each player will 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!



Get the Quick Start Tutorial!

Learn the game as you play. Start your adventure in 10 minutes or less!

GeorgeJaros.com/rolling-seas



An example of setup, after maps have been initialized.

Game Setup

Give each player a map sheet, ledger sheet, pencil, reference card, compass card, and compass token. Everyone should choose the same map side to use.

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

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.

Prepare the Adventure Deck:

Separate the Smooth Sailing cards from the other Adventure cards. If this is your first game, remove the four Pirate cards from the deck and return them to the box.

Shuffle all the remaining Adventure cards and then deal out 15 cards face-down and set the others aside (these remainders will be used to initialize your map a bit later). Add 15 of the Smooth Sailing cards to the 15 Adventure cards. Shuffle these 30 cards. This will be the Adventure deck. Place it near the dice mat.

Note: You can customize the frequency that new Adventures are added to your map by having more or less Smooth Sailing cards in this deck. Take out some Smooth Sailing cards for more frequent Adventures! The Adventure deck should always contain 30 cards.

18 Smooth Sailing & 12 Adventures: Seas of Tranquility

15 Smooth Sailing & 15 Adventures: Nature's Unpredictability

12 Smooth Sailing & 18 Adventures: Wrath of the Sea Gods

Initialize the Maps

Initializing the Maps happens simultaneously for everyone.

Known Adventures

Reveal two Adventure cards **from those set aside** when preparing the Adventure deck. Pass your map to the player to the right (regardless of what the Adventure cards indicate). Then draw both Adventures on your opponent's map that was passed to you, and return the map.



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

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

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

Home Port

Choose one of the 8 ports (ports can be on both islands and the East or 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.



Gameplay

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

Throughout the game you will be adding adventures 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.

Adventure Phase

Each round starts with an Adventure Phase. Reveal the top card of the Adventure Deck. Cards either have Smooth Sailing or an Adventure on them. If the card is Smooth Sailing, skip the rest of the Adventure Phase and move on to the Dice Phase.

If the card is an Adventure, you'll add it to the map. Rocks and Pirates require you to pass your map to the Left (clockwise) or Right (counter clockwise); other Adventures 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.



These Rocks have you to pass your maps to the left for an opponent to draw in Column P or Row 4 on your map.



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

Pirates have some special rules, so if you drew Pirates, see the next page.

For other adventures, draw the indicated adventure on the map so that it touches the Row **OR** Column indicated. You must follow the Drawing Restrictions listed on the next page. If you cannot legally draw the adventure in the Row or Column indicated, simply draw the adventure anywhere on the map.

Outline an adventure's shape first, then fill in the spaces with the adventure's symbol.



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

Note: Adventures 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 develop your story or for easier travels.

Drawing Adventures - Restrictions:

Adventures may not be drawn:

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

Pirates should be drawn in the quadrant indicated (Northeast, Southeast, Southwest, or Northwest). Pirates should be drawn adjacent to a shoreline on your opponent's map. If you cannot draw the Pirates in the quadrant indicated, move to the next clockwise quadrant until you can draw Pirates.

Pirates cannot be drawn over another Adventure, on an island space, on a path where a ship has already been, or in open seas.

These Pirates have you pass your map right. An opponent will draw them along the coast in the southwest quadrant of the map.



Pirates will cause you to lose 5 Reputation if they are not attacked and resolved at the end of the game.

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

Dice Phase

In the Dice Phase, 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.

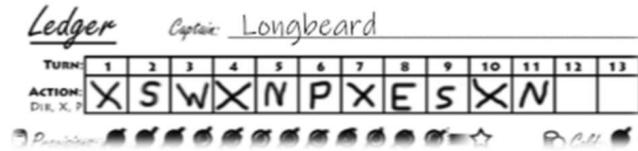
The three Direction Dice should go in the section called Sail in the compass direction that corresponds to their results.



Action Phase

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

Mark a box for this turn on the Turn Track at the top of your Ledger. Tracking 25 turns is most important, but you may want to enter your action choice (either the direction the wind blows if you choose to Sail, X for Explore, or P for Visiting a Port) to help you remember your entire adventure!



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

Travel Log:
Day 1 - Decided to explore the lands just outside of town. Found some supplies from an old shipwreck and a chest of gold.

Sail

If you choose to Sail, you may travel as far as your ship's movement allows (or less). Choose one of the Direction Dice to determine the wind direction 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.

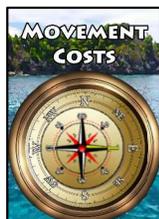
Movement in the direction the wind is blowing costs 1 MP. Each step away from the direction of the wind costs an additional MP. E.g. if the wind is blowing E, it costs 1 MP to move E, 2MP to move NE or SE, 3MP to move N or S (perpendicular to the wind), 4MP to move NW or SW, and 5MP to move W (against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



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

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.

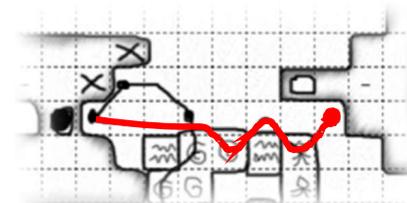
Tip: Use your reference card and Compass Token to help calculate movement costs. Place the Compass Token with the number 1 aligned with the direction the wind is blowing. Sailing in the other directions costs Movement Points as indicated.



- 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.
- To move into a Sea Monster space, you must spend 1 Provision.
 - o Add 2 to your Story for every Sea Monster space encountered.
- You can move through a Storm space, but can't end your turn there.
 - o Add 1 to your Story for each Storm space you sail through.
- Pirates must be attacked to be defeated.
 - o Sail into the same space as a Pirate and stop, then spend 3 Provisions to attack.
 - o Gain 3 Gold and 2 Story.

Note: Once you have moved through an Adventure 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.

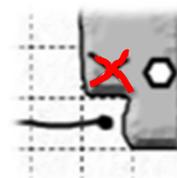


The wind is blowing East, so this movement costs 11 movement points (3 MP east then 2 MP southeast into the storm, 2MP northeast around the rocks, 2MP southeast toward the sea monster, and finally 2MP northeast to end near the island), plus 1 Provision for encountering the Sea Monster.

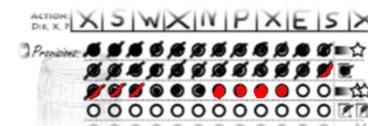
This Captain used 4 movement points from the ship, 5 Provisions for extra movement, and 1 Provision to encounter the Sea Monster. The final space was moved to using a Bonus Movement that was earned on a previous turn. Moving through the Storm and Sea Monster earned 3 Story points.

Explore

If you are orthogonally adjacent to land (either an island or the mainland) without 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



This captain explored and gained 4 Provisions, however the ship's cargo hold can only keep 7 Provisions, so 4 old Provisions must be crossed off.

collect more than your Cargo Hold allows, you must cross off any excess Provisions at the end of your turn (any excess still counts toward row bonuses). There is no maximum for Gold or Story.

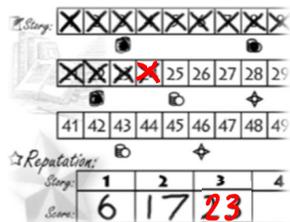
Visit Port

If you are orthogonally adjacent to a Port you may Tell Your Story, Upgrade Your Ship, and Resupply. 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 (you may still Upgrade Your Ship or Resupply at a previously visited Port).

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

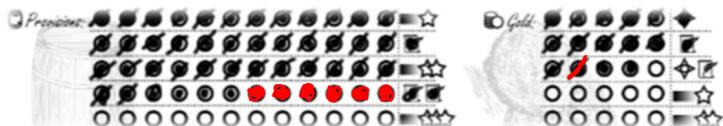
To Upgrade Your Ship, cross off Gold as required for the ship. You may only upgrade one level per turn, i.e. from a Speed 3 ship to a Speed 4 or a Speed 4 to a Speed 5. You may not upgrade a Speed 3 ship to Speed 5 in one turn.



Upgraded ships earn 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.

Final Story: Tell your Story one final time, even if you are not at a port or if you've already told your story at the port you end the game at.

Pirate Penalties: If you played with Pirates, subtract any penalty Reputation from undefeated Pirates.

Calculate Bonus Reputation: If you end Turn 25 at a Port, gain 5 Bonus Reputation, or if you are 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.

6	7	8	FINAL STORY	PIRATES	BONUS	TOTAL
38			39	-5	21	

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.
- Your Final Story.
- Lose 5 Reputation for any Pirates still on your map.
- Bonus Reputation earned by your ending location and throughout the game.

1	2	3	4	5	6	7	8	FINAL STORY	PIRATES	BONUS	TOTAL
6	17	23	31	34	38			39	-5	21	204

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 future turn before or after Sailing. Circle the Bonus when earned and cross off the Bonus when used.

The screenshot shows a game interface with several progress bars and a score table. The 'Gold' row is filled with 10 gold pieces. The 'Story' row is filled with 10 story icons. The 'Pirates' row is filled with 10 pirate icons. The 'Current Ship' section shows three ship icons with associated costs and bonuses. The score table at the bottom shows values for 'FINAL STORY', 'PIRATES', 'BONUS', and 'TOTAL'.

4	5	6	7	8	FINAL STORY	PIRATES	BONUS	TOTAL
31	34	38		39	-5	21	204	

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

📦 = Resupply – Fill your Cargo Hold immediately. If your Cargo Hold is already full, you forfeit the Resupply bonus.

👛 = 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 adding Rocks or Pirates.

You must **draw Rocks as close to the indicated coordinates indicated as possible**. If you cannot draw the Rocks at the coordinates, attempt to draw them in the nearest possible 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. For Pirates, follow the same rules as if you were drawing them on another player's map.

Ranking

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

Reputation	Rank	
0-75	Humdrum Braggart	<i>You came and told your tale, but no one remembers.</i>
76-125	Spinner of Yarns	<i>You are welcome to drone on about your travels at any tavern, as long as you pay your tab.</i>
126-150	Teller of Tales	<i>Children gather round to listen to you recount your adventures.</i>
151-175	Wandering Minstrel	<i>Many people have fond memories of congregating to hear your stories.</i>
176-200	Celebrated Poet	<i>You are most welcome in any royal court as the evening entertainment.</i>
201-225	Expert Raconteur	<i>Far and wide, your stories draw crowds!</i>
226-250	Maestro	<i>Songs of your tales will be sung for years to come!</i>
251+	Bard Extraordinaire	<i>Your reputation precedes you. Villages eagerly anticipate your arrival as the most celebrated festival of the year!</i>

Available Expansions:

Be sure to check out these expansions for Rolling Seas! You can follow along with the game at:

<http://georgejaros.com/rolling-seas>



Crew Members Expansion

In this expansion for Rolling Seas -you have the opportunity to hire crew members to your expedition, allowing you to gain specific benefits and have a bit more control of your adventures. Also includes two more pre-generated maps!

Islands & Map Pack 1

Contains cards for creating randomized maps as well as five alternate pre-generated maps. You'll also get 8 new Adventures!

Map Pack 2

Contains six more pre-generated maps. These maps have special exploration bonuses you can gain by exploring certain spaces on the map! Also includes 18 new Adventures to encounter!

Coming Soon:

Current Events Expansion

In this expansion for Rolling Seas, Events may come up in the Adventure Deck, changing the game for everyone!

Savvy Ships Expansion

With new ships available you'll be able to upgrade to a specialized ship that will give you special abilities.

Pirate Captain Expansion

Play as the Pirate Captain with your own agenda and methods of building a reputation as the most infamous pirate to sail the seas!

Credits:

Game design by:

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

Special Thanks:

Julie Zaborac, Mike Jaros, Sam Jaros, Andrew Jaros, Barbara Jaros, George L. Jaros

Playtesting by:

Kevin Winchell, Ben Winchell, Julie Zaborac, Sam Jaros, Rick Ford, Chase Cavanagh, Jerry Fox, Carl Klutzke, Gary Chavez, Troy Pichelman, Andy Malone, Tim Virnig, Keith Matejka, Arkadiusz Greniuk, Edyta Greniuk, Danielle Reynolds, Chase Cavanaugh, Dave Bunting, David Purkiss (rules review), Herb Kuryliw (rules review), Yohann Hériot, Florent Coupeau, Arnaud

Artwork by:

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

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Created by Rick Hovell from Noun Project



Created by Chris Taylor from Noun Project



Created by TheNounProject from Noun Project



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