

The Dangerous Sea Game Instructions

by Daniel Wilson II

Introduction

Welcome to The Dangerous Sea, a vast, uncharted region that hides both danger and treasure. You will explore this world, discovering islands and braving the wrath of the sea, in your quest to be the first to find and collect 5 Rune Stones.

Overview

In The Dangerous Sea, you will spend Action Points to move around the board or to reveal undiscovered tiles. You will discover a variety of islands, some helpful and some harmful. You can also take on a crew to help in battle against other players, but keep an eye on your supplies; if you run too low on food or water, your crew will start to die.

The game is divided into Seasons. A Season consists of each player taking a turn, the Ghost Ship's turn (see *Ghost Ship*) and the Sea's turn (see *The Sea*).

The game is over when any player has 5 Rune Stones in their possession. That player is the winner.

Number of players

2-4 players. Keep in mind that the more players there are, the more crowded the board becomes and the more likely combat will be. Also, it becomes more likely that the only way to get 5 rune stones is by attacking other players.

Setup

Give each player 50 *fisk* of food and 50 *fisk* of water. Since we're Vikings, we use the ancient Nordic weight unit of *fisk*.

Shuffle the Sea Deck.

Give each player an open sea tile. Shuffle the remaining tiles and place them in the bag.

Each player chooses a corner of the board to start on and places their open sea tile and their ship there.

Seed the board with four revealed tiles. One at a time, draw a random tile from the bag, then roll the dice to determine where it goes on the board. Roll two dice to determine the column it goes in, then roll two dice again to determine the row it goes in. The tile in the North-West corner is tile 1,1. If a square is already occupied, roll again for both column and row. If the tile placed is a resource island, place a resource token on the tile. See the sections *Revealing Tiles* and *Islands* for more information.

Game Play

A Player's Turn

You can take the following actions during their turn. All are optional and can be taken in any order unless specified otherwise.

Scuttle Cargo or Crew

You may scuttle as much or as little food (in multiples of 10), water (also in multiples of 10) or crew (in multiples of 1) as you wish before continuing your turn. If anything is scuttled while over open sea, that resource is lost forever. However, if the resource is scuttled over an island of the same type (see the *Islands* section), that resource remains on the island, and can be picked up again later. For example, if food is scuttled over a Food Island, or crew over an Inhabited Island. The resource can also be picked up by any other ship passing over the island. Scuttled cargo or crew does not affect the natural resource cycle of an island. If you scuttle crew or cargo on an island that allows it to be picked up later, use one Cargo marker for every 10 *fisk* (or 1 crew) to mark the island.

Example: Alice scuttles 20 fisk of water on a water island that has been harvested this turn. Alice places two Cargo tokens on the island, and deducts 20 fisk of water on her Player Stats Sheet. The following Spring, that island's natural resource still regenerates, for a total of 30 fisk of water on the island.

Looking, Sailing, and Exploring

You have a certain number of Action Points to spend each turn on either moving, exploring or looking. The amount of Action Points you have changes by how many players there are.

Number of players	4	3	2
Maximum action points	4	5	6

The weight of your cargo determines how many of your points are available to spend. Each action (looking, sailing, or exploring) costs 1 point each.

- 0-400 *fisk*: use all Action Points
- 401-800 *fisk*: use maximum Action Points less 1
- 801+ *fisk*: use maximum Action Points less 2

See the section *Ship Cargo* for more information.

Example: Bob's cargo weighs 450 fisk. Since Bob is playing with 2 other people, he is able to use 4 Action Points (5 less 1).

You can move over any tile adjacent (above, below, left or right) to you. The board wraps around, meaning you can, for example, move off the left edge of the board to end up on the right edge.

Example: Charlie's ship is on tile {1,4}. He moves 3 tiles to the left, and ends up on tile {10,4}.

Looking is revealing a tile without moving to it. You may look at any tile adjacent to you. You must declare which tile you are looking at before revealing it. See the section *Revealing Tiles* for more information. Looking costs 1 point per tile.

Sailing is simply moving over a revealed tile. If the tile is a hazard, you must immediately resolve the hazard. If it is a resource island, you have the option to harvest the resource. See the *Islands* section for more information. Sailing costs 1 point per tile.

Exploring is moving over a tile before it has been revealed. The tile is revealed as you move over it. If the tile turns out to be hazardous, you must resolve the hazard. If it is a resource island, you have the option to harvest the resource. Exploring allows you to move around the board faster, but at the cost of not being able to avoid hazards. See the *Islands* section for more information. Exploring costs 1 point per tile.

Keep a running tally of your cargo weight on your Player Stats Sheet as you acquire, use and scuttle food and water. For more information on cargo weight, see the section *Ship Cargo*.

Example: Alice is carrying 500 fisk of cargo, and is playing with 3 other people. She has 3 Action Points to spend. Her turn might look like:

Sail, Look, Look

Or

Sail, Explore, Look

Or any combination she chooses, as long as she does not spend more than 3 Action Points.

Combat

If you end up on a tile with another ship, you may initiate combat. You can initiate combat whether it is your turn and you moved onto another player's tile, or if it is another player's turn and they've moved onto your tile. Combat is not optional if another player initiates it. If you have action points left over after combat, you may continue to move, unless you have been stopped by the other player. In combat, both players roll a number of dice equal to the number of sailors they have plus 1 more for the captain. The player with the higher sum wins. Negotiating winnings is encouraged, but there are a few standards.

- An amount of food or water (or some combination) equal to the number you won by multiplied by 10
- Kill the difference between your number of sailors and your opponent's number of sailors, even if you had fewer. The captain does not count as a sailor.
- A rune stone
- Stop the losing player from moving any more this turn

If one of the standards is not used, the losing player has the option to force the winner to pick one of them if they aren't willing to give what the winner is asking. This is to prevent a winning player from stalling the game by demanding a ridiculous prize.

Only one battle between the same two players per player turn is allowed.

Example: Charlie and Darlene may battle, then Charlie and Alice may battle, but Charlie and Darlene may not battle again until the next player turn.

Ending Your Turn

At the end of your turn, you must feed your crew. This is always the last action of your turn, and is not optional. Your ship loses 10 *fisk* of food and 10 *fisk* of water for every sailor in your crew. If you are unable to feed all of your crew, any sailors you are not able to feed will die and be buried at sea. If a sailor dies, you do not lose the food or water he would have consumed.

Example: Alice has 30 food, 0 water, and 1 crew member. Her crew member dies because she does not have enough water. She does not still lose 10 food. She still has 30 food and 0 water, just no crew.

That concludes your individual turn.

The Sea

Once all players have had a turn (including the Ghost Ship if it is in play, see *Ghost Ship* for more information), it is the Sea's turn. One player draws a card from the Sea deck, two cards if it is Winter.

Calm Seas: Nothing happens

Storm: Roll a die and consult your compass to see which direction the storm has blown everyone's ship. Everyone's ship moves one tile in that direction. If you end up on an island, resolve it before the next turn. If you roll either a 5 or 6, roll again. If after the third roll you still have not rolled 1-4, all ships have managed to weather the storm without being blown off course; no ships move.

Ghost Ship: See the *Ghost Ship* section

After the Sea has had its turn, move the season tracker clockwise on the Seasonal Calendar to begin the next round in a new season.

Seasons

The season changes after everyone has had a turn, including the Ghost Ship and Sea. Special events happen during Spring and Winter.

Spring: Place a new resource marker on every resource island without one. Rune Stone islands are not resource islands.

Winter: Draw two Sea cards during the Sea's turn instead of one, resolving one at a time.

Ghost Ship

If you draw a Ghost Ship Sea Card, a Ghost Ship appears in the sea. Do not place the Ghost Ship card in the discard pile. Roll 2 dice to determine which column it appears in, then again to determine which row.

If a Ghost Ship is in play, it gets a turn after all the players, but before the Sea. Use your compass and die to determine which direction the Ghost Ship moves. The Ghost Ship moves up to four tiles in the direction rolled. It stops when it encounters a player and attacks. If it encounters more than one player on the same tile, it attacks all players in an order decided by the players being attacked. The Ghost Ship does not draw tiles from the bag as it moves.

If the Ghost Ship moves onto a tile with another player's ship, the Ghost Ship always initiates combat. The Ghost Ship always has 3 crew members, and if it wins, always chooses to kill 1 of the player's sailors. Remember that the Captain does not count as a sailor. If the player has no sailors, the Ghost Ship incapacitates the Captain so that they are unable to participate in combat until their next turn. An incapacitated player turns their stats sheet face-down to indicate this. A player cannot initiate combat with the Ghost Ship. If the Ghost Ship first appears on a tile with another player, combat is not initiated.

If a 5 is rolled, the Ghost Ship automatically moves to and attacks a player on the board. Which player is determined by each player rolling a die, the lowest roll getting attacked. If players tie for lowest, they roll again until there is one loser.

If a 6 is rolled, the Ghost Ship does nothing this turn.

If the Ghost Ship is defeated in combat, it is removed from the board and the card goes back into the Sea Card deck, and the whole deck (including discards) is reshuffled. This occurs even if there are more players in the queue to be attacked.


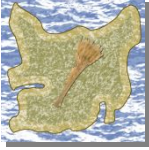
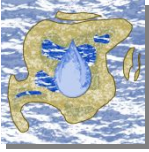
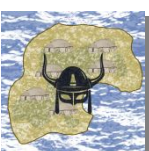


The Ghost Ship is not affected by islands or storms.

Revealing Tiles

Tiles are revealed by drawing a random tile from the bag and placing it on an empty board tile face-up. If the island is a resource island (Food, Water, or Inhabited) the island immediately gets a resource marker. Rune Stone Islands immediately get a Rune Stone marker. Resources or Rune Stones may not be harvested or collected until a player moves over the island. Similarly, hazardous islands (Diseased or Rocky Islands) do not have any affect until a player moves over them.

Islands

There are several kinds of islands in the game, and each one does something different if you move onto it.

	<p>Rune Stone Island: This island has a rune stone on it. You may take the rune stone by moving onto the island. If you choose not to take the rune stone, leave the rune stone marker on the island tile. This island does not replenish in Spring.</p>
	<p>Food Island: This island allows you to harvest 30 <i>fisk</i> of food each year. Once an island has been harvested, remove the resource marker from its tile and return it to the box to be used later if you need it.</p>
	<p>Water Island: This island allows you to harvest 30 <i>fisk</i> of water each year. Once an island has been harvested, remove the resource marker from its tile and return it to the box to be used later if you need it.</p>
	<p>Inhabited Island: if you have less than 5 crew, this island will allow you to recruit 1 of their inhabitants per year to take with you on your voyage. Once you have recruited the island's sailor, remove the resource marker from the island tile and return it to the box to be used later if you need it.</p>
	<p>Rocky Island: This island has a rocky coast that will damage the hull of your ship and cause you to lose resources if you sail too near it. Roll 1 die to determine what you lose.</p> <ul style="list-style-type: none"> 1: lose 10 <i>fisk</i> of food 2: lose 20 <i>fisk</i> of food 3: lose 10 <i>fisk</i> of water 4: lose 20 <i>fisk</i> of water 5: lose 10 <i>fisk</i> each of food and water 6: lose 20 <i>fisk</i> each of food and water
	<p>Diseased Island: This island is infected with a deadly plague. Roll a die to determine how many of your sailors die. 1-4 lose that many sailors, but if you roll a 5 or 6, your crew escapes unharmed.</p> <p>If you have no crew and roll a 1-4, you yourself become ill and your current turn ends immediately.</p>

Ship Cargo

Maximum cargo weight: Your ship is capable of holding a maximum of 900 *fisk* of food and/or water in its cargo hold.

Cargo weight changes: If a change in the ship's cargo weight causes it to enter a different bracket for movement points, the change takes affect immediately.

Example: Darlene can spend 4 Action Points. She spends 1 point to move to an island, leaving her with 3 more to spend. She takes resources from the island, pushing her cargo weight into the next weight bracket. She continues playing with the new allotment of Action Points, meaning she now has only 2 Action Points to spend (the 1 point she spent to move, subtracted from the new allotment of 3).

*Example 2: Bob can spend 2 Action Points. He spends 1 point to Sail, then another to Explore. Unfortunately, the tile he explores is a Rocky Island, and he loses 40 *fisk* of cargo. However, losing this cargo drops him down into a lower weight bracket, meaning his allotted Action Points goes up to 3, and he may Sail, Explore or Look again if he wishes.*