

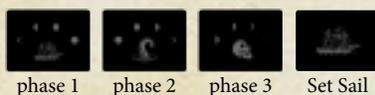
Quick Start Guide

Tiles



Place the hexagonal tiles randomly, face down on the board in the hexagonal spaces. Place the shallow tiles in the westernmost 11 spaces, the deep tiles on the next 14 westernmost spaces, and the abyss tiles in the remaining 14 spaces. Place the Kraken's tentacle miniature on the tile in the red bordered space. Place the wind direction tile on the center of the compass rose.

Event Deck



Separate the Event cards into 3 decks: 1 for each of the three phases. Set aside the "Set Sail" card. Separately shuffle these three decks, remove 2 cards from each, then make 1 face-down deck with the phase 3 deck on the bottom, the phase 2 deck in the middle, and the phase 1 deck on top. Place the "Set Sail" card face down on the top of the completed deck.

Tokens



Shuffle the item tokens and place them face down within reach of all players. Give each player 8 Demoralized/Dead tokens and 3 Arcana tokens. Place the remaining Arcana tokens, fish tokens, and dice within reach of all players.

Coastline



Flip all the tiles adjacent to a port on the ocean board face-up (6 total tiles). Prepare tiles as follows.

Fish - collect fish tokens equal to the fish shown on the tile from the supply and place them on the tile.

Island - collect a number of item tokens equal to the number of islands shown on the tile from the supply and place them face down on the tile.

Monster - Do not add any tokens.

Player Setup



Assign captains at random or let each player choose a captain from the backs of the four ship boards. Set up your ship board as follows.

1. Collect the ship miniature and Renown token that match the color of the wax seal on the left side of your ship board.
2. Place your ship on the starting port written on your ship board and place your Renown token on the leftmost (1) space on your Renown track.
3. Collect one token of each of the 7 crew types as listed across the top of your player board. Place them on your player board in the spaces with their titles. Flip all crew tokens except your First Mate so that they are Sailor side up.

The player who was most recently on a boat begins the game as First Player. Take the First Player token and follow the instructions on its back. Consult the **Gameplay Reference** on the reverse of this document.

The winner is the first player to earn 6 Renown.

Key Terms

Demoralize - cover a crew token with a Demoralized token

Calm - remove a Demoralized token

Kill - cover crew with a Dead token

Resurrect - remove Dead token

Ready - not covered with any token

Promote - flip crew to special ability side up

Mutiny - all crew are dead or demoralized (see rulebook p. 6)

Cargo - items, fish, or trophies in spaces on the lower half of ship boards (see rulebook p. 8)

Item - consumable, weapon, or artifact (square token with a crate icon on its back)



Reference/Index

Round summary

1. Players bid to influence the wind. (p. 9)
2. Draw an Event card, check the wind direction.
3. Move the Kraken. Resolve Kraken attacks. (p. 10)
4. Read/resolve the Event card. (p. 10)
5. Players take turns. Each player's turn has 4 parts that must be resolved in the following order.
 - a. **Sail** - Move 1 space against the wind, or up to 2 spaces with the wind. (p. 11)
 - b. **Explore** - Flip tile, collect Arcana, add tokens for fish or islands. (p. 12)
 - c. **Action** - Take 1 action. See "Actions" below.
 - d. **Promote** - Pay 3 Arcana. Flip 1 Sailor token. (p. 16)
6. First player passes the First Player token to the player on their left.

Actions



Collect

(optional on island tile)

Take 1 item token from tile, place it face-up in your ship's hold. (p. 13)



Fish

(optional on fish tile)

Test skill. Pay 1 arcana per die to re-roll if desired. collect 1 fish for each fish icon rolled, move Kraken 1 space closer for each tentacle rolled. (p. 13)



Fight

(required on monster tile)

Test strength. Pay 1 arcana per die to re-roll if desired. Roll at least as many swords as monster's power to win; collect the tile as a trophy. Roll fewer swords than the monster's power to lose; demoralize crew equal to the monster's power

and apply any penalties printed on its tile. Move Kraken 1 space closer for each tentacle rolled. (p. 14)



Encounter

(optional on encounter tile)

Follow instructions on the tile. (p. 15)



Take Shore Leave

(optional on port space)

Redeem fish for 1 Renown for each barrel of fish or set of 3 fish. Redeem Artifacts for 1 Renown each. Redeem monster trophies for Renown equal to the stars printed at the bottom of each monster tile. **Calm** all living crew. (p. 15)



Duel

(optional within 1 space of another player)

Declare a duel against another player. Both players test skill. Pay 1 arcana per die to re-roll if desired. Most swords wins. Re-roll ties. The winner captures 1 crew or the contents of 1 hold space from the loser's ship. (p. 15)

Free Actions

Use consumable

Discard any consumable items to apply their effects. (p. 11)

Throw overboard

Discard any cargo. (p. 11)

Blockade

Stop another player from leaving your space and declare a **duel** against that player. (p. 11)

Make an example

Kill 1 crew and **calm** all demoralized crew. (p. 11)