

Adventure



SURVIVAL AND DECEPTION ON THE OPEN SEA
A GAME BY ALEXANDER SCHACH & TOBIAS LINDBERG

Game Set-up

1. Assign Hidden Agendas

Select and shuffle as many **Agenda Cards** as there are players. Randomly deal one **Agenda Card** face-down to each player.



We recommend using the following **Agenda Cards** for these player counts:

3 Players: The Target, The Killer, The Guardian.

4 Players: The Target, The Killer, The Lone Wolf, The Saviour.

5 Players: The Target, The Killer, The Guardian, The Lone Wolf, The Saviour.

6 Players: The Target, The Killer, The Guardian, The Lone Wolf, The Saviour, The Sacrifice.

2. Distribute Vitality Cards

Each player receives three **Vitality Cards** with the “heart” symbol face-up. If a player ever lose a **Vitality** they turn one of their **Vitality Cards** from the “heart” side to the empty side.



3. Prepare the Item Deck

If there are only 3 players: Remove the “**Bottle of Whisky**” Card from the game. **Ignore this step if there are more than 3.**



Shuffle all other **Item Cards** to create the **Item Deck**.

Place the deck in the middle of the table, within reach of all the players.

4. Prepare the Event Deck

Shuffle all the **Event Cards** and then remove **Event Cards** from the game until you have exactly **10** remaining.



Shuffle the **10** remaining **Event Cards** to create the **Event Deck**

Select the adequate **Rescue! Card** based on the number of players:

3 - 4 Players: Rescue! 2

5 - 6 Players: Rescue! 3

Place the selected **Rescue! Card** at the very bottom of the **Event Deck**.



Place the deck in the middle of the table, within reach of all the players.

5. Prepare the "The End is Near" Deck
Shuffle the 3 **The End Is Near Cards** and place them close to the **Item Deck** and **Event Deck**.



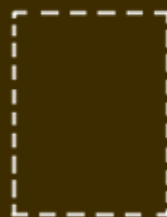
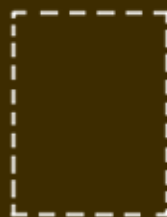
6. Choose the First Player
We suggest a fair game of **Rock, Paper, Scissors**. At least try to minimize the bloodshed.



The chosen player receives the **Compass**

7. Game Start
Each player draws 4 cards to their hand from the **Item Deck**.

See what the finished setup looks like on the next page.



Playing the Game

1. Winning / Losing Conditions

If a **Rescue! Card** is drawn or discarded from the **Event Deck**, some or all of the players are rescued. The game ends when all the players are either dead or rescued.

At this point all players turn their hidden **Agenda Cards** face-up to check which players fulfilled their agendas and which didn't. There may be multiple winners, or no winners at all. Certain agendas may win even if they die.

A player die if they:

- Lose all of their **Vitality**.
- Are Voted out of the raft.
- Are shot with the **Gun Card**.

2. Turn Order

A turn consists of 5 steps:

1 Draw: In turn order starting with the player with the **Compass**, each player draws an **Item Card** from the top of the **Item Deck**.

If the **Item Deck** runs out of cards, reshuffle the **Item Discard Pile** to create a new **Item Deck**. There is no limit to how many cards a player can hold at any given time.

2 Use items: In turn order starting with the player with the **Compass** each player gets a chance to use one item card's **Reveal:** or **Discard:** effect.

3 Vote. In turn order starting with the player with the **Compass Card** each player gets a chance to start a vote to throw someone overboard. Everyone has to vote yes or no. If there is a majority of yes votes, that player is killed. If there is a majority of no votes or a tie nothing happens.

4 Event. The player with the **Compass** draw and resolve an **Event Card** from the **Event Deck**. If the drawn **Event Card** features the **Starvation Icon**



the players must resolve **Starvation** (see page 10).

5 Pass. The player with the **Compass** pass it to the player to their left and the next round begins from step 1 again.

3. Item Cards

Some **Item Cards** have **Discard:** or **Reveal:** effects.

To use a card with a **Discard:** effect, place it in the discard pile (face-up) and resolve its written text.

To activate a card with a **Reveal:** effect, show it to all the other players. Then resolve its written text and return it to your hand of **Item Cards**.

Exceptions are **Food** and **Rat Poison Cards**. They cannot be played in this fashion as they have no **Discard:** or **Reveal:** effects. They need to be committed to the food pile while resolving **Starvation** to have effect. **Junk Cards** have no gameplay effects at all.

4. Starvation

After drawing and resolving an **Event Card** with the Starvation



icon all players, in turn order put **Item Cards** face-down in a pile in front of the player with the **Compass**. You may contribute any amount of cards, or no cards at all. Any **Item Card** may be put into the pile, even if it is not food. This is a good way to bluff that you are helping when you are, in fact, a saboteur.

The player with the **Compass** shuffles the cards face-down, and reveal them to the other players, making it impossible to know who contributed which card.

Every **Food Card feeds 1 to 3 players. If the revealed cards shows an amount of food equal to- or higher than the number of players, everyone is fed and nothing happens.**

If there is less food than the number of players, the player with the **Compass decides on who gets fed.**

They must give away all the food available and they may not give more than one food to the same player They may of course give one food to themselves.

Nothing happens to those who get fed, those who don't get fed lose one **Vitality.**

When **Starvation** is resolved, all of the cards, both food and non-food, that were played are discarded.

5. Death

If the player with the **compass** dies, it is passed to the left. Upon dying from any cause, the player's hand of **Item Cards** and **Agenda Card** are not revealed. The hands of all the players are revealed once the last player(s) has died or been rescued, and the game is confirmed to be finished. A dead player may of course continue to socialize with the other players, but may not influence nor play any part in the active game.

6. Rescue

When a **Rescue! Card** is drawn, it's resolved in the following steps:

- 1.** The **Rescue! Card** states how many of the players can be rescued. Read it aloud so all players are aware.
- 2.** In turn order starting with the player with the **Compass** each player gets a chance to start a vote to throw someone overboard.
- 3.** In turn order starting with the player with the **Compass** each player gets a chance to use an item cards' **Discard:** or **Reveal:** effect.

4. If the number of players alive are less or equal to the number that the **Rescue! Card specifies, they all survive and the game is over.**

Else if following this the number of players alive are more than the number that the **Rescue! Card specifies, the player with the **Compass** decides who will be rescued and who will stay. Those who are rescued survives and those who stay dies, and the game is over.**

5. All **Agenda Cards are revealed and everyone checks if they fulfill their Agenda goals or not, to see if they win or lose. The game may have several winners, or none at all.**

If at any time there is only one player left alive before the **Rescue! Card** has been drawn, they pick up the **The End is Near-Deck**, draw, reveal and resolve cards from the deck until they find a **Rescue! Card** or dies.

7. Hidden Information

You may always tell other players about your cards and intentions and ask them about theirs. You may discuss anything relating to the game and your cards but you may never show anyone your **Agenda Card** or your hand of **Item Cards**, unless the game components instructs you to. You may freely lie about what you have.

Both the content of the **Event Discard Pile and the **Item Discard Pile** is public information but some game effects can cause cards to be discarded face-down. These are hidden and may not be looked at. Except when you choose to use the **Fishing Rod Card**.**

