



DREAM Cruise

Become the captain of your own cruise ship and visit some of the most picturesque places on the European coasts. Fulfill the vacation dreams of as many guests as possible. Plan the on-board activities for sea days, and what destinations will be available for shore excursions! You can even make additions to your ship to give your guests even more spectacular experiences!



Game Components

60 Family Cards

(including 12 starting families - A, B, C, and D)



front

Starting family A

54 Location Cards

(36 Shore Cards and 18 Sea Cards)



back

front

Shore

Sea

72 Ship Cards

(48 Activity Cards and 24 Addition Cards)



back

front

Addition

Activity

4 Ship Boards



72 Guests



1 Start-player Token



4 Captains

(1 per player)



Ship's Personnel

PLAYTESTERS

Our special thanks to our patient and discerning playtesters: Silke Schuster, Jana Schuster, Christiane R uth, Gina Rose, Mona Rose, Philipp R ber, Manja Gimpel, Julian Mertesacker, Philipp B hler, Gunnar Gerber, Dorothee Stieler, Wilfried Stieler, Mario Kuzyna, Heike Krammer, Natalie Freund, Sebastian Freund, Sascha Karasch, Anna Lisa Bark, Andrea Olberding, Jelena Deutscher, Lena Radeloff, Yvonne Webelsiep, Gerrit Ludt, Ulrike Strajhar, Maximilian Strajhar, Philipp Strajhar, Philipp Jan Garczarek, Barbara Garczarek, J rg Garczarek, Stephanie Reiside, Stefanie Philipp, Meils Philipp, Thomas Weber, Friedemann Findeisen, Johan Wennemyr, Raphael Balke, Henrike Bo mann, Moritz Bo mann, Ricarda Schr der, Marcel Weber, Susanne Lovermann, Michael Kramer, Jens Rhode, Patrick Labus, Niels Kindl, the gamers from Spieleswahn: Manuela, J rg, Claudia, Patrick, Guido, Katrin, Marta, Jenny and Achim, Christine Labus, Oliver Kreutzer, Jamie Kreutzer, Kenny Kreutzer, Holger Mertelsmann, Dr. Jan Guijarro Usobiaga, as well as the many students from the Pestalozzi in Herne.

DESIGNERS

Moritz Schuster & Malte Kischkel

ILLUSTRATIONS

Sabrina Miramon

EDITING

Rico Bestehar & Ryan Palfreyman

DEVELOPMENT

Frank Noack

GRAFIC DESIGN

Ronny Libor & Enrico Holzheuser

WITH ADDITIONAL ASSISTANCE FROM

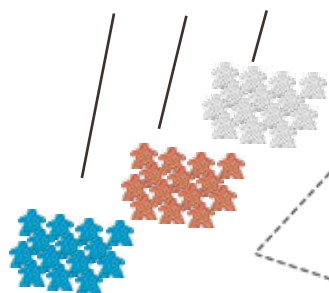
Yara Lal Thiel, Malte K hle,
Florestan Sulimma,
Ramona Schulze-Biermann

TRANSLATION

Quint Wheeler

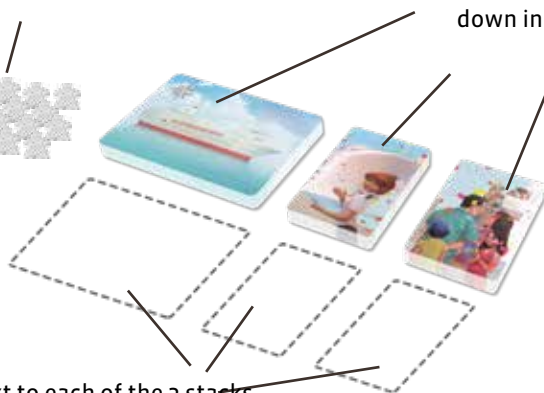
Setup

Separate the **guest figures** by color and place them on the table.



2

Shuffle the **location, ship, and family cards** (except for starting families) and place them face-down in 3 separate stacks on the table.



3

Leave room next to each of the 3 stacks for a discard pile.

4

Give the **start-player token** to the player who has most recently been to sea (or in the bathtub).

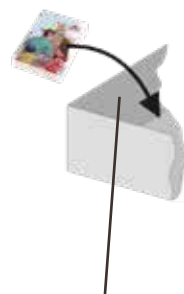


5

Depending on the player count, remove some cards from the top of the family card deck and return them to the box:

- 2 players: 24 cards
- 3 players: 12 cards
- 4 players: 0 cards

(4 player games use all family cards)



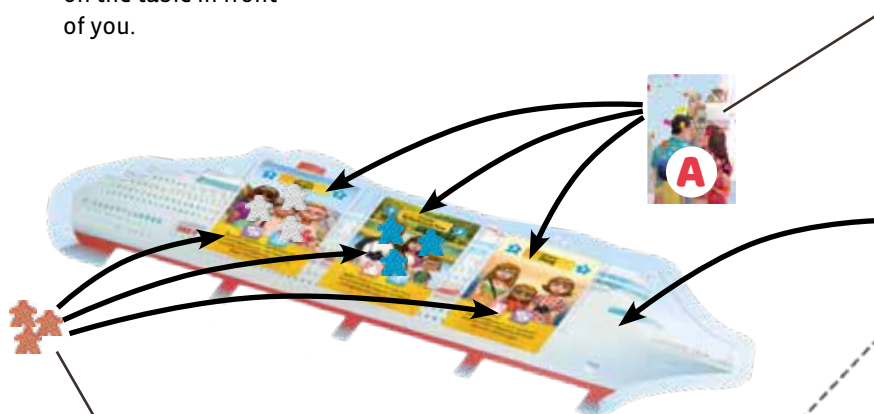
Each player performs the following steps:

6

Place a ship board on the table in front of you.

7

Take 3 matching start family cards (A, B, C, or D), and place them face up on the 3 cabin spaces on your ship board. You may choose which card goes in which cabin.



8

Place a captain figure on the bridge space of your ship board. (That's you!)



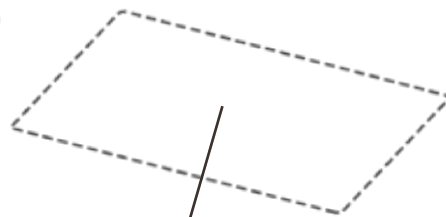
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Place:

- 3 white guest figures on the inner cabin family card
- 3 orange guest figures on the oceanview cabin family card
- 3 blue guest figures on the balcony cabin family card

10

Leave space next to your ship board for your played location cards and for your points pile (scored family cards).



Game Summary

Fulfill as many of your guest's vacation desires as possible by sending them to their preferred activities. The cards families who have been completely satisfied go to your points pile. New family cards will be drawn from the deck. If the family deck is empty at the end of a round, then the game will end. The player with the most points on their scored family cards wins the game.

Gameplay

Your cruise will usually last 5 to 7 rounds, depending on how quickly you can make your guests happy. Each round consists of **5 phases** (explained in more detail on the following pages):

- Boarding** - New families board the ship! (See below.)
- Set course** - Will you visit a port or remain at sea? (See below - right.)
- Prepare Entertainment** - Compete against each other to provide the best options! (See page 5.)
- Set Sail!** - How will your guests spend their time? (See page 5.)
- Disembark** - Happy families return home from their vacation. (See page 8.)

Phases 1, 2, 4, and 5 will be performed by all players simultaneously. In your first game, however, it is recommended that players perform each phase one at a time until you are all familiar with the game.

Phase 1: Boarding

Any player with unoccupied cabins on their ship (cabin spaces on their board without family cards), performs the following steps:

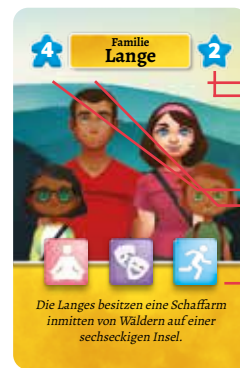
(Since all cabins are filled by starting families at the beginning of the game, skip this phase in the first round.)

- Draw 2 family cards (from the family deck) per unoccupied cabin on your ship. (If 2 cabins were unoccupied, you would draw 4 cards.)
- Choose 1 family card (from those you have drawn) to place on each empty cabin space on your ship board.

- Place guest figures on the new family cards. The color of the guest figure must match the color of the cabin space. The number of figures is listed on the family card.
- Discard the remaining family cards that were not placed.

Once the draw pile is used up, this causes the game to end (see page 8).

Family Cards



Each family...

- Is worth 1-9 points at the end of the game
- Has between 2-6 members (guest figures)
- Has 1-3 desired activities.

These are the activity types found in the game:

General	Location
Sports & Outdoors	City
Culture & Entertainment	Country
Rest & Relaxation	Beach

Phase 2: Set Course

Each player draws 3 location cards (from the location deck), chooses 1, and lays that card faceup in their play area (next to your ship board). Discard the other 2 cards. If the location deck is empty, shuffle the location discard to make a new deck.

Should the draw pile ever be used up, shuffle the discard pile to create a new draw pile.

Example

You start the 3rd round with 2 empty cabins (oceanview and balcony), since you were able to satisfy the starting families in those cabins last round. You draw 4 family cards, and choose to keep the Jung and Ertel families. You place these 2 family cards on the empty cabin spaces, along with the listed number of guest figures. The other 2 family cards are discarded.



Phase 3: Prepare Entertainment

This is the only phase that is not played simultaneously. Together, build a shared display of ship cards in the middle of the table:

Draw 2 cards from the ship deck (keeping them hidden), and place them **face down** next to each other in the shared card display. These 2 cards are a set. Now draw 3 more sets (of 2 cards each), and this time place them **faceup** in the display. **In a 4 player game**, draw and place 1 additional faceup set of 2 cards. Each set of 2 cards should be placed together, and kept separate from each other set. If the ship deck is empty, shuffle the ship discard to make a new deck.

Beginning with the start player, and continuing clock-

wise around the table, each player chooses 1 set of ship cards and takes them into their hand.

There is no hand limit. The display is not refilled between players. If a player chooses to take the **face down set**, that player becomes the next start player and takes the token marker. The existing start player is **not** allowed to take the facedown set.

Discard the remaining cards in the display, once all of you have taken 1 set.

Phase 4: Set Sail!

During this phase, each player may take any number of the following actions in any order:

- a) **Assign guests**
Send your guests to activities!
(see page 6)
- b) **Activity planning**
Organize unique offerings for your guests.
(see page 7)
- c) **Build ship additions**
Offer new permanent experiences on your ship.
(see page 7)
- d) **Assign captain**
A meeting with the captain makes the day unforgettable! (see page 7)

Example

The ship card display in a 2 or 3 player game:
The sets are: 2 facedown cards **A**, Maritime Museum and Sun Deck **B**, Legs Bums & Tums and Indoor Cycling **C**, Game Night and Bingo **D**.



a) Assign guests

Location and ship cards have icons showing the activities available there. Place the guests figures from your family cards onto location and ship card activities using the following rules:

- ✿ The activity icon (sports and outdoors, city, etc.) must **match an icon** shown on that guest's family card.
- ✿ The number of guest symbols (👤) next to the activity icon is the **maximum number of guest figures** that may be placed on that activity.
- ✿ **No more than 1 guest figure of the same color** may be placed on the same activity. (Families want to experience as many different activities as they can on their vacation!) If a card provides multiple activities (shore location cards), then a figure of the same color is allowed on each of the separate activities.

Each member of a family get to choose 1 favorite cruise activity that they will remember forever. Placing a single figure on an activity represents the whole family participating in that activity that 1 member has chosen. Only after every family member has had the chance to participate in their desired activity is the whole family satisfied and scores you points..

SHORE LOCATION CARDS

Shore location cards have 2 separate activity icons: a **shore excursion** on the top, and a separate **shore activity** on the bottom. If the bottom shore activity is **covered by an activity card** (see "Activity cards" on page 7), then guest figures may no longer be sent to that icon/activity.



TOP

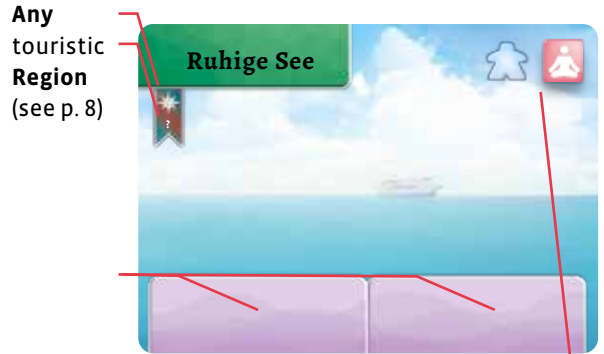
You may send 2 guest figures (of different colors) with the "Country" icon on their family cards to this activity.

BOTTOM

You may send 2 guest figures (of different colors) with the "Culture & Entertainment" icon on their family cards to this activity. OR: You may cover this shore activity spot with a different ship activity card.

SEA LOCATION CARDS

Sea location cards provide an **activity** (at the top of the card), as well as **spots for 2 additional ship activity cards** (at the bottom).



TOP

You may send 1 guest figure with the "Rest and Relaxation" icon on their family card to this activity.

BOTTOM

Here you may place up to 2 additional ship activity cards.

IMPORTANT:

From round 2 onward, you are not allowed to place guest figures on location cards from previous rounds!

b) Activity planning

Play a ship activity card from your hand into your play area using the following rules:

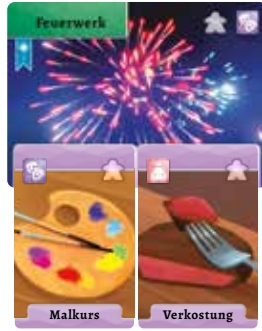
- ✿ 1 ship activity card may be played on the bottom part of each shore location card in your play area. A card played this way will cover and replace the shore activity already printed on the location card.
- ✿ 2 ship activity cards may be played on the bottom part of each sea location card in your play area.
- ✿ Ship activity cards have no cost to play (as opposed to addition cards - see below).

SHIP ACTIVITY CARDS

Example: You may send 2 guest figures (of different colors) with the "Rest and Relaxation" icon on their family cards to this activity.

Tip: Ship activity cards can be recognized by their blue color and the activity icon being at the top of the card.





You may play a ship activity card to a shore location card to change the shore activity. The new card covers the shore activity printed on the bottom of the location card.

You may play 2 ship activity cards to a sea location card (in the marked spaces at the card bottom).

c) Build ship additions

Play a ship addition card from your hand using the following rules:

- In order to build a ship addition card, a building cost must be paid by discarding 1 additional ship card from your hand.
- After paying the cost, place the selected addition card on an empty addition space on your ship board.
- If your ship board has no empty addition spaces remaining, you may choose to discard one of your already built addition cards from your ship board and replace it with the new one. Guest figures on a removed addition card are returned to the supply. Replacing an addition card in this way still requires you to pay the construction cost by discarding another card from your hand.

SHIP ADDITION CARDS

Example: You may send 3 guest figures (of different colors) with the "Culture and Entertainment" icon on their family cards to this activity.

Tip: Ship addition cards can be recognized by their grey color and the activity icon being at the bottom of the card.



d) Assign captain

Your captain figure may be used to change the activity icon on a location card to a wild icon. Using your captain this way requires you to pay a cost by **discarding a card from your hand**. The captain figure is then placed on the activity icon of either a **location card**, or an **activity card** that has been placed on a location card. This represents the captain's familiarity with all the locations and their ability to approve alternative activities when required.

The captain figure may never be used on a ship addition card (since official ship facilities may not be used for unapproved purposes). Any guest figures may be placed on activities with the captain, regardless of the icons on their family cards. The captain will remain on the activity until the end of the round.

Phase 4 Example



You build the "Theater" ship addition card, paying the construction cost by discarding another card from your hand.



The "Invergordon" shore location card is in your play area (from phase 2). You cover the "Loch Ness" shore activity space with the "Cooking Class" activity card from your hand.



Finally, you place 1 Ertel family guest figure on the "Invergordon" shore excursion icon (top) and 1 on the "Cooking Class" card. You then place a Jung family figure on both the "Theater" and "Cooking Class" cards.

Phase 5: Disembark

At the end of each round perform the following steps in order:

1. Place any empty family cards (all guest figures have been placed) into your points pile. Return all guest figures of the matching cabin color to the supply. This includes figures on location cards, activity cards, and addition cards. **IMPORTANT:** If this is the final round, proceed directly to final scoring after this step (see "Game End" below). **Example:** In phase 4 you were able to assign both members of the Jung family to activities. Their family card is placed on your points pile, and the orange figures in your play area are returned to the supply (from the "Theater" and "Cooking Class").
2. Return all guest figures from location cards (including from activity cards on those location cards) to the supply. Figures remaining on family and ship addition cards are not removed.
3. Place your captain back on the bridge space.
4. Discard all location cards, and activity cards on location cards, to the appropriate discard piles. DO NOT discard ship addition cards, or any cards still in your hand.
5. Discard any cards still remaining in the shared display from phase 3. Start a new round.

Game End

When the family card deck is empty (in phase 1), shuffle the family discard pile to make a new deck. When this happens, this will be the final round and the game will end after step 1 of phase 5.

First, calculate the points for your **sailing routes**. One route consists of Shore locations belonging to the same touristic region (❖, ●, ○, ■, □, ◇). Sea Cards are wild and may be added to any sailing route. However, you may only add 1 Sea Card to each route (see example on the right). You may score any number of routes.

cards in a route (incl. max 1 Sea)	2	3	4	5+
Victory Points	1	3	6	9

All players count the **points on the family cards** in their points piles. Additionally, players receive **1 point for every 2 guests** assigned to activities in their play area (on location, activity, or addition cards). **The player with the most points wins!** In case of a tie, the player with the most remaining cards in their hand is the winner. If still tied, the winner is the tied player first in turn order.

Example for scoring sailing routes: At the end of the game, you have Location Cards belonging to the following touristic regions: 2x ❖, 4x □, 1x ? (Sea).

You may use the ? either as an ❖ or as an □. If you choose to add it to your ❖ route, you will score **3 Victory Points** for that route, plus **6 Victory Points** for the □ route, for a total of **9 Victory Points**.

However, if you decide to add the ? to your □ route, that route will then comprise 5 cards and will thus score **10 Victory Points**. The remaining 2 ❖ cards will then be worth 0 Victory Points.

The six touristic regions are the following: ❖ = Eastern Mediterranean; ◇ = Western Mediterranean; ○ = Baltic Sea; ● = Arctic Ocean; □ = North Sea and Irish Sea; ■ = Atlantic Ocean.

Solo Rules

Set the game up normally with only 1 player area. Use 18 total cards in the family deck, and return the rest to the box. You will play against an automated opponent, who we will name Jana. Jana uses no ship board or other game materials. The game plays as normal with the following changes:

Phase 1 – Boarding: Jana draws 1 family card from the deck and places it facedown directly into her points pile.

Phase 2 – Set Course: Give Jana your discarded Location cards.

Phase 3 – Prepare Entertainment: Place 2 faceup sets and 1 facedown set of cards into the display and choose 1 set as normal. Jana does nothing.

Phase 4 – Set Sail: No changes (Jana does nothing).

Phase 5 – Disembark: No changes (Jana does nothing).

The game ends as normal at the end of the round in which the family discard is shuffled. Points are totaled as normal. Jana only scores her longest route and receives the points in her points pile. Whoever has the most points (you or Jana) is the winner. Jana wins ties. For a harder game, Jana can start with 1, 2, or 3 randomly drawn family cards in her points pile (not from the 18 cards in the family deck).

Often Forgotten Rules

❖ The player who takes the set of 2 facedown cards in phase 3 receives the start player token will choose cards first in the next round. **The start player may not choose the facedown set.**

❖ The captain may **not** be placed on ship addition cards.