



Shipyards Logbook 1/4



6 Playable Characters



21 Secret Objectives

keeping players in suspense until the game's final moments.



84 Route Sticks
to navigate the shipyard



60 Resources, tools, machines, goods, and characters



INVENTORY

72 Specialist Crafting Cards
12 cards per character



1 Barrel
First Player Token



60 Evolution Gems
to progress



6 Shipyards Player Boards



35 D6 dice
Available in 5 colors



used to capture the most valuable cards

1 Reaux Scoring Pad



1 Rulebook
6 pages



CREDITS
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Reaux Brancos





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SETUP : THE SHIPYARD

1. I SELECT ONE OF THE SIX GAME BOARDS PLACED FACE DOWN ON THE TABLE.
2. I TAKE THE CHARACTER CARD THAT MATCHES MY GAME BOARD — THEY SHARE THE SAME NAME.
3. I TAKE MY CHARACTER'S 12 CARDS, SHUFFLE THEM, AND PLACE THEM IN A FACE-DOWN PILE.
4. ANY PLAYER SHUFFLES THE 60 COMMON CARDS AND PLACES THE FACE-DOWN PILE IN THE CENTER OF THE TABLE.
5. THE DICE POOL IS FORMED ACCORDING TO THE NUMBER OF PLAYERS :
6. THE GEMS, THE PATH STICKS, AND THE FACE-DOWN STACK OF SECRET OBJECTIVES ARE PLACED NEAR THE COMMON CARD PILE.



Players	1-2	3	4	5	6
Dice per color*	3	4	5	6	7

* FOR EXAMPLE, WITH 4 PLAYERS, THE DICE POOL CONTAINS 5 DICE OF EACH COLOR, FOR A TOTAL OF 25 DICE.

OBJECTIVE : DEVELOP MY CRAFTING SKILLS

I MUST BUILD A PATH OF CARDS BETWEEN MY CHARACTER AND THE SHIPYARD WORKSHOPS, CHOOSING THE ONES THAT WILL EARN ME THE MOST RÉAUX BRANCOS BY THE END OF THE GAME.

I HAVE ACCESS TO A SHIPYARD MAP THAT LETS ME SEE THE LOCATION OF EACH CARD AND ITS VALUE IN RÉAUX BRANCOS.

- Fauna and flora cards are the most common, and they have the lowest values.
- Woodworking cards appear in moderate quantity, with many low-value ones and a few very high-value ones
- Science cards are scarce, but they offer medium to high values
- Metalworking cards are very rare, but they have high to very high values.



EVERY CARD I GAIN OPENS A NEW PATH BETWEEN TWO WORKSHOPS. AT THE END OF THE GAME, ONLY THE CARDS LINKED BACK TO MY CHARACTER WILL COUNT IN RÉAUX BRANCOS. MY COLORED DICE MULTIPLY THE VALUE OF CARDS THAT MATCH THEIR COLOR.

NOTE: TO TRACK MY PROGRESS THROUGH THE SHIPYARD, I USE COLORED PATH STICKS, PLACING ONE ON EACH UNLOCKED ROUTE BETWEEN TWO WORKSHOPS ON MY SHIPYARD MAP. THE DOMINANT VALUE OF THE CARDS IN EACH WORKSHOP IS ALSO SHOWN ON MY MAP



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SECRET OBJECTIVES : MORE RÉAUX BRANCOS

WHENEVER I GAIN AN ENCOUNTER CARD DURING PLAY, I ALSO DRAW A NEW SECRET OBJECTIVE FROM ITS PILE.

IF I CONNECT ALL THE WORKSHOPS OF THIS SECRET OBJECTIVE WITHIN A SINGLE CONTINUOUS PATH, I EARN THE RÉAUX BRANCOS BONUS SHOWN ON THE CARD AT THE END OF THE GAME.

IF NOT, I SIMPLY MISS OUT ON THE BONUS — THERE IS NO PENALTY.

I FULFILL AS MANY SECRET OBJECTIVES AS POSSIBLE.



GAME SEQUENCE : 12 ROUNDS

AT THE START OF THE FIRST ROUND, THE OLDEST PLAYER BECOMES THE FIRST PLAYER AND RECEIVES THE BARREL.

- 1. SETTING UP THE WORKSHOPS :** I TURN OVER THE FIRST 5 CARDS OF THE COMMON PILE, AND EACH OF US REVEALS THE TOP CARD OF OUR CHARACTER DECK.
 - TOGETHER, THESE CARDS MAKE UP THE ACCESSIBLE 'SHIPYARD WORKSHOPS' — BETWEEN 6 AND 11 CARDS, DEPENDING ON THE NUMBER OF PLAYERS.
 - WE ALL ROLL OUR DICE SIMULTANEOUSLY, WITH RESULTS KEPT VISIBLE.
- 2. SHIPYARD PHASE :** THE FIRST PLAYER HOLDING THE BARREL SELECTS A SINGLE CARD FROM THE SHIPYARD : ENCOUNTER CARDS MAY BE TAKEN FREELY. OTHER CARDS REQUIRE THE MATCHING 'SCORING DICE' (SEE SCORING DICE).
 - IF THE CARD OPENS ONE OR TWO NEW PATHS, I PLACE ONE (OR TWO) PATH STICKS ON MY MAP.
 - I THEN RECEIVE ANY GEMS SHOWN ON THE CARD.
 - I MAY ALSO ACTIVATE MY ABILITIES BEFORE OR AFTER THIS CHOICE, AS MANY TIMES AS I WISH, PROVIDED I PAY THE GEM COST (SEE ABILITY ACTIVATION).

OR IF I CHOOSE NO CARD FROM THE SHIPYARD AND DO NOT ACTIVATE ANY ABILITY, I RECEIVE 3 EVOLUTION GEMS.
- 3. DICE MARKET :** IN ORDER, FROM THE PLAYER WITH THE BARREL TO THE LAST, EACH PLAYER MAY PURCHASE EXTRA DICE FROM THE RESERVE. (SEE DICE HAND)
- 4. WORKSHOP RECYCLING :** ANY CARDS REMAINING IN THE SHIPYARD ARE DISCARDED, AND I SET UP THE WORKSHOPS FOR THE NEXT ROUND.

WITH 5 PLAYERS : THE PLAYERS IN THE FOLLOWING POSITIONS DURING THE FIRST SHIPYARD TURN RECEIVE COMPENSATION GEMS :

- THE PLAYER IN 3RD POSITION : 1 GEM
 - THE PLAYER IN 4TH POSITION : 2 GEMS
 - THE PLAYER IN 5TH POSITION : 3 GEMS
- FOR THEM, THE FIRST ROUND OF THE GAME BEGINS WITH THE DICE MARKET.



DURING THE SAME SHIPYARD TURN, PLAY CONTINUES CLOCKWISE: EACH PLAYER IN TURN CHOOSES A CARD FROM THE REMAINING SHIPYARD CARDS, UNTIL THE LAST PLAYER HAS PLAYED.



AT THE END OF EACH ROUND, I PASS THE BARREL TO THE PLAYER ON MY LEFT, MAKING THEM THE NEW FIRST PLAYER.



AT THE END OF THE 12TH ROUND, WHEN THE DECKS ARE EMPTY, THE GAME ENDS AND WE COUNT RÉAUX BRANCOS (SEE END OF GAME).

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SCORING DICE

AT THE START OF THE GAME, MY CHARACTER PROVIDES THE FIRST 2 DICE OF MY HAND (**DICE HAND**), WHICH I TAKE RIGHT AWAY FROM THE RESERVE.

EACH ROUND, AFTER ROLLING ALL MY DICE, I CHECK THE SHIPYARD CARDS:

- A DIE SCORES IF ITS VALUE IS EQUAL TO OR HIGHER THAN THE DIE OF THE SAME COLOR SHOWN ON THE CARD.

NUMBER OF
SCORING
DICE
NEEDED



SCORING
THRESHOLD
FOR THIS
COLOR

I MAY TAKE A CARD IF I MEET ITS SCORING DICE REQUIREMENT :

- CARDS CAN REQUIRE 1, 2, 3, OR 4 SCORING DICE, DEPENDING ON THEIR LEVEL.

ATTENTION: FOR EACH SHIPYARD CARD EVALUATED :

- A SINGLE DIE MAY SCORE ONLY ONCE AT MOST.
- I CANNOT COMBINE THE RESULTS OF MULTIPLE DICE TO MAKE ONE SCORING DIE.
- THE JOKER DIE MAY TAKE ANY COLOR, AS LONG AS THAT COLOR IS ALREADY PRESENT IN MY HAND.
- EACH DIE THAT SCORES COUNTS INDIVIDUALLY (SO MULTIPLE DICE OF THE SAME COLOR MAY EACH SCORE SEPARATELY)

ABILITY ACTIVATION

AT THE START OF THE GAME, MY CHARACTER PROVIDES 3 UNIQUE SPECIAL ABILITIES.

EACH ABILITY IS PERMANENT AND MAY BE USED REPEATEDLY DURING SHIPYARD TURNS, UNLESS OTHERWISE STATED. EACH ACTIVATION REQUIRES PAYING THE EVOLUTION GEM COST.

I MARK THE WINEMAKER'S COPIED PATHS ON MY MAP USING RED STICKS

I MARK THE HUNTRESS'S BLOCKED PATHS ON MY MAP USING OBSTACLE TOKENS.

IF I HOLD AT LEAST ONE ENCOUNTER CARD WITH A 'SHIELD,' I CANNOT BE TARGETED BY THE HUNTRESS'S 'CARD EXCHANGE'.



DICE HAND

DURING THE DICE MARKET PHASES, I MAY SPEND EVOLUTION GEMS TO BUY EXTRA DICE, AS LONG AS DICE ARE STILL AVAILABLE.

EVERY ADDITIONAL DIE I PURCHASE OF THE SAME COLOR INCREASES IN COST. BROWN JOKER DICE ARE ALWAYS TWICE THE PRICE.

Gem Cost	1 st die	2 nd die	3 rd die	4 th die	5 th die
blue, green, purple or red	1	2	3	4	5
brown	2	4	6	8	10

ONCE THE DICE RESERVE IS EMPTY, I CANNOT BUY ANY MORE DICE.

END OF GAME

1. Craft Scoring

FOR EACH COLOR OF CAPTURED CARDS, I KEEP :

- THOSE THAT HAVE AT LEAST ONE WORKSHOP CONNECTED TO MY CHARACTER'S PATH (ONE OR MORE PATH STICKS MUST LINK MY CHARACTER'S WORKSHOP TO ONE OF THE WORKSHOPS ON THE CRAFT CARD).
- THOSE THAT HAVE AT LEAST ONE WORKSHOP CONNECTED TO THE PATH OF ONE OF MY ENCOUNTER CARDS (ENCOUNTER CARDS ARE AUTOMATICALLY CONSIDERED CONNECTED TO MY CHARACTER ON THE MAP).

I ADD UP THE RÉAUX BRANCOS FROM MY CARDS OF THE SAME COLOR AND MULTIPLY THE RESULT BY THE NUMBER OF DICE OF THAT COLOR IN MY HAND (FOR EACH BROWN JOKER DIE, I CHOOSE ITS FINAL COLOR FOR THE SCORING).

IF I HAVE NO DIE OF A GIVEN COLOR, I SCORE 0 IN THE CORRESPONDING CRAFT.

2. Secret Objective Scoring

I ADD UP THE BONUSES FROM EACH COMPLETED OBJECTIVE CARD IF I CAN CONNECT ALL THE WORKSHOPS MENTIONED ON IT WITHIN A SINGLE CONTINUOUS PATH (THEY DO NOT NEED TO BE CONNECTED TO MY CHARACTER).

3. Extra Gem Scoring

I GAIN 1 RÉAL BRANCO FOR EACH UNSPENT GEM.

