

We're SINKING!

Rulebook

Rulebook is in the final stages of development



v.26
9/27/22



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PROLOGUE

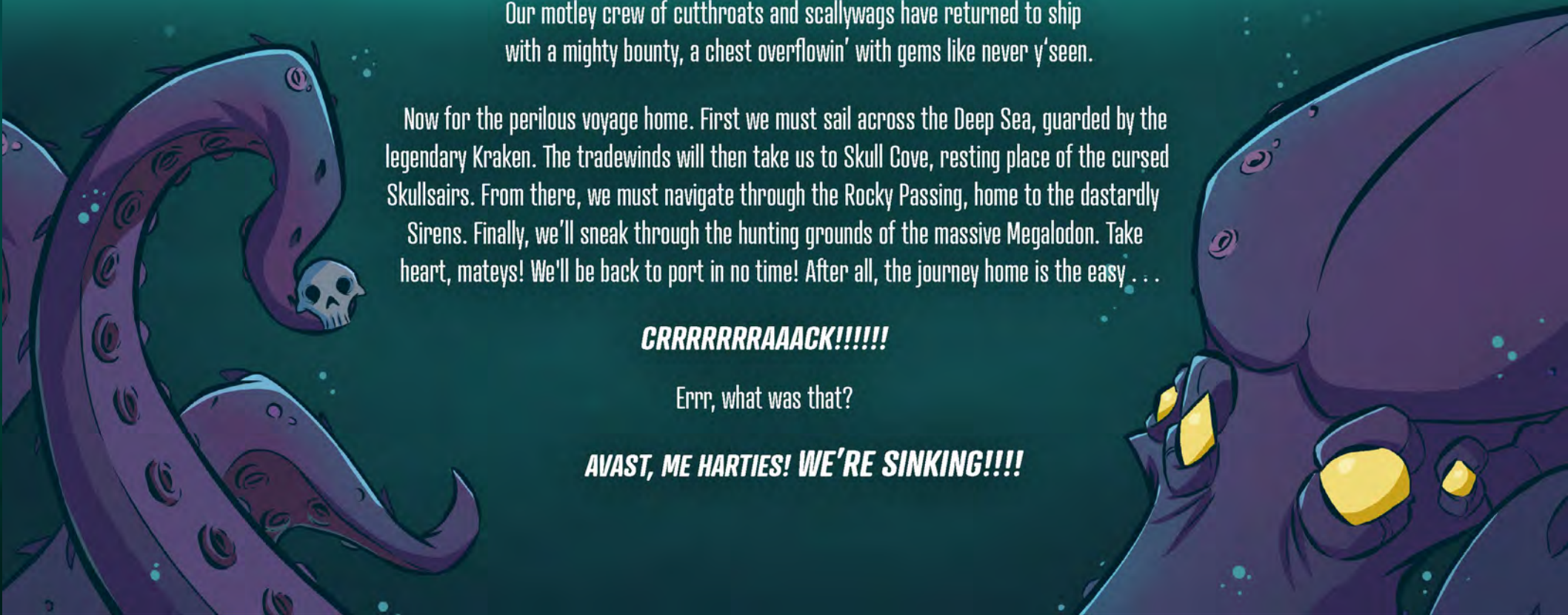
Our motley crew of cutthroats and scallywags have returned to ship with a mighty bounty, a chest overflowin' with gems like never y'seen.

Now for the perilous voyage home. First we must sail across the Deep Sea, guarded by the legendary Kraken. The tradewinds will then take us to Skull Cove, resting place of the cursed Skullsairs. From there, we must navigate through the Rocky Passing, home to the dastardly Sirens. Finally, we'll sneak through the hunting grounds of the massive Megalodon. Take heart, mateys! We'll be back to port in no time! After all, the journey home is the easy . . .

CRRRRRRRAACK!!!!!!

Errr, what was that?

AVAST, ME HARTIES! WE'RE SINKING!!!!



OVERVIEW

Ahoy Matey! After scoring a big bounty, you and your fellow pirates are back on the open seas, when a dastardly enemy begins attacking your ship! The Captain has disappeared along with one of the lifeboats, leaving your crew with a single life boat and tough decisions.

Each turn players will discuss what tasks they should undertake to keep the ship afloat. They may have to work together to accomplish common goals. However players, being pirates, are greedy and selfish! They can be as honest or deceptive as they want about their true intentions and actions.

GOAL

In *We're Sinking*, there can only be **one winner**. There are two ways the game can end, either **Save the Ship** or **Save Yourself**. Players may collaborate and betray one another in pursuit of these goals.

SAVE THE SHIP

If the crew can manage to defeat the enemy before the ship sinks, the player with the **highest Point Value** in their hand is the **Winner!**



For a pirate, all that truly matters is treasure!

SAVE YOURSELF

If the ship sinks, the player who has the **fewest cards in their hand** is the **Winner!**



The lightest pirate is nimble enough to escape on the last lifeboat!



10 Chest Tokens

COMPONENTS



1 Enemy
Damage Tracker



4 Permanent
Breach Tokens



1 Game Board



4 Enemy
Sheets



2 Threshold
Sheets



1 First Mate Scroll
(First Player) Token



6 Character Sheets

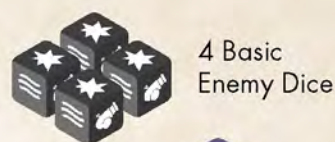


6 Action Dials



6 Player
Aid Cards

12 Enemy Dice



4 Basic
Enemy Dice



8 Special
Enemy Dice

12 Cannon Dice



4 Single-Shot Dice



4 Double-Shot Dice



4 Triple-Shot Dice



85 Water
Deck Cards



24
Clear Water

Treasure Cards



26 Gems
20 Items



9 Enemy Items
6 Character Items



14 Breach
Deck Cards



6 Minor
Breaches

4 Major
Breaches

3 Massive
Breaches

1 Monster
Breaches

12 Double-sided Cannon Cards



4
Single-Shot
Busted Single-Shot



4
Double-Shot
Busted Double-Shot

4
Triple-Shot
Busted Triple-Shot



1 Miniature Ship

1 Small Sail, 1 Large Sail
1 Large Mast, 1 Small Mast
4 Hull Sections

A GAME BOARD

Unfold and place out the **Game Board** toward the top center of your play area. Be sure to have plenty of space below the Game Board. This space is reserved for columns where players will place Cards, Action Dials, Cannon Dice, tokens and more throughout the game.

B THRESHOLD

- 1.) Choose the **Threshold Sheet** based on the number of players. The player count indicator is located on the center of each sheet.
- 2.) Tuck the **Threshold Sheet** under the left side of the **Game Board** so it only shows the "**Level 1 Cargo Hold**" side face-up. This means the "**Level 2 Crew Quarters**" side is concealed.



C PLAYER SETUP

- 1.) Pass each player a **Player Aid** card.
- 2.) Each player chooses a **Character Sheet**, and places it in front of them.
- 3.) Each player takes the **Action Dial** that matches their character.
- 4.) Return any unused **Character Sheets** and **Action Dials** to the box.



CREATE STARTING HANDS:

- 1.) Each player adds their matching **Character Item** card to their hand.
- 2.) Each player adds 3 **Clear Water** cards to their hand (make sure it says Clear Water at the top of the card!).
- 3.) Place unused **Character Item** cards back with the other **Treasure Cards** for now.



D CHOOSE AN ENEMY

- 1.) Choose an Enemy to play against for the game and add its **Enemy Sheet** to the right of the **Game Board**.
- 2.) Reference the chosen Enemy Sheet under "Set-Up" to see what unique requirements are needed for the game.
- 3.) Return unused Enemy Sheets to the box.
- 4.) Return ALL **Enemy Item** cards and **Special Enemy Dice** that do not match the chosen Enemy to the box.
- 5.) Place the **Enemy Damage Tracker** on the Enemy Sheet's "**Damage**" Section, on the left-most box with dotted lines.

Want a gradual complexity experience?

We recommend going up against the enemies in this play order:



Kraken



Skullsairs



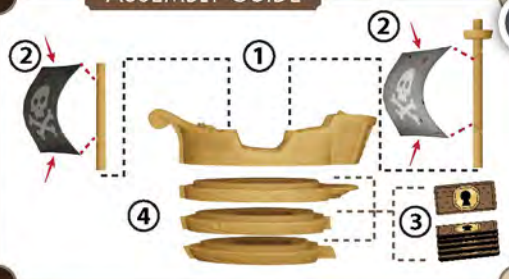
Sirens



Shark



ASSEMBLY GUIDE



E SHIP ASSEMBLY

- 1). Place Small and Large Masts onto the top Hull section.
- 2). Slightly bend the sails to attach to the masts' notches.
- 3). Shuffle the 10 **Chest Tokens** face-down and place 2 in each lower Hull section. Return the unused Chest Tokens to the box.
- 4). Stack the Hull sections one on top of each other and place the Ship on the top/center of the Game Board.

ASSEMBLE TREASURE

- 1). Combine all Treasure Cards, (including unused **Character Items** and the matching **Enemy Item/Items**) and shuffling them together.
- F** 2). Deal 5 Treasure Cards face-down **above** the Game Board to create the **Locked Treasure Deck**.
- G** 3). Deal 2 Treasure cards face-up in the Treasure Column.

ASSEMBLE WATER DECK +

- 1). Shuffle together the assembled **Treasure Cards**, and **Clear Water Cards**.
- H** 2). Place the **Water Deck** face-down on the Game Board.
- I** 3). Deal 1 face-down card from the Water Deck in the **Water Column**.

ASSEMBLE BREACH DECK

- 1). Remove **Breach Cards** with player counts that don't match your number of players (refer to the bottom of Breach Cards for player count).
- J** 2). Deal 1 **Minor Breach** face-up in the **Breaches Column**.
- 3). Shuffle the remaining Breach cards to create the **Breach Deck**.
- K** 4). Place the Breach Deck face-down on the Game Board.

L PERMANENT BREACHES

Place **Permanent Breach Tokens** to the right of the Breach Deck.

ASSEMBLE CANNONS

- M** 1). Place 1 **Single-Shot Card** and its matching **Single-Shot Die** in the **Cannons Column**.
- N** 2). Place 1 **Busted Double-Shot Card** and 1 **Busted Single-Shot Card** and their matching **Double-Shot** and **Single-Shot Dice** in the **Breaches Column**.
- O** 3). Place the remaining Cannon dice and cards above the Game Board.

P FIRST MATE

- 1). Choose a player to be the First Player (First Mate).
- 2). Pass them the **First Mate Scroll**, with the **Duties Checklist** face-up.

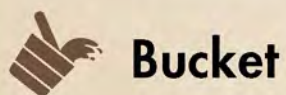


ICONOGRAPHY

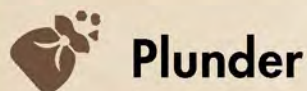
Arrr me harties! If ye want to live a life on the sea, ye best learn the common tongue! Ye may also refer to your Player Aid card.



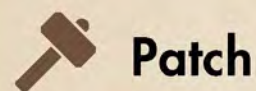
ACTIONS



Bucket



Plunder

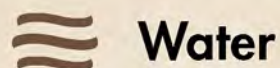


Patch

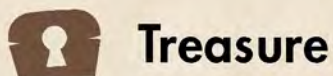


Fire

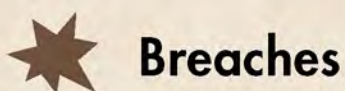
COLUMNS



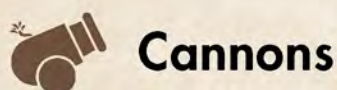
Water



Treasure



Breaches



Cannons



Point Value: This symbol is located at the top left of certain Treasure Cards and notes the number of points the card is worth.



Action Dial: Represents the Action Dial.



Enemy Hit Point: Represents a single damage point on the enemy.



Card Count: Represents how many copies of a Treasure Card are in the game.

ESSENTIAL CONCEPTS

This here is pertinent information, vital to you living a long and prosperous life on the high sea.

PLAYER HANDS: Players will keep the contents of their hands private. However, hand size is public knowledge. Players may be as misleading or honest about the cards in their hands if asked or attempting to plan actions during discussions.

DISCARD: When any Treasure or Water Card is discarded, they *must be* discarded face-down to the **Discard Pile** on the Game Board. Breach Cards are discarded face-down to the bottom of the Breach Deck.

CLEAR WATER: Clear Water Cards weigh you down. At the start of the game, each player has 3 Clear Water Cards in their hand. It's uncommon that you'll want these cards in your hand by the end of the game. Do what you can to stay dry and get rid of them!

ITEMS: Items (including Character and Enemy Items) are Treasure Cards with effects players can use during gameplay. Most Items require a condition to be used. When the condition is met you may reveal the Item and resolve its effects, then discard it. A player can use multiple Items in a round as long as they do not share the same condition. Refer to **Page 18** for more information on **Items**.

GEMS: Gems are Treasure Cards that typically have a high Point Value. Collect a lot of gems to increase the Point Value of your hand! Gems have a **Card Count** symbol at the bottom of their card that denotes how many cards there are of that type in the Water Deck.

HOW TO PLAY


The First Mate is responsible for keeping everything in ship-shape. They'll use the "Duties Checklist" to make sure they don't miss anything.



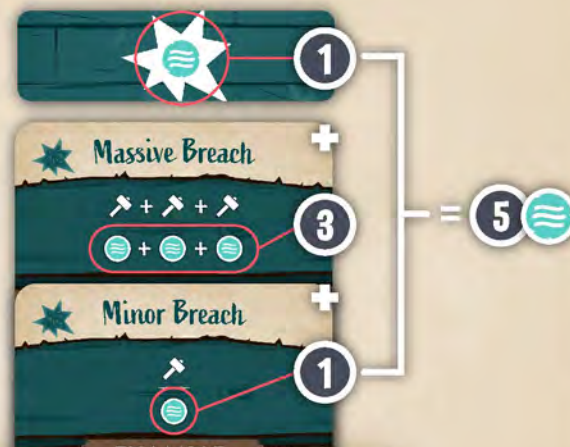
STARTING A ROUND

A round consists of steps that **must** be followed in the order they are presented on the **Duties Checklist**. The First Mate reads the Duties Checklist aloud and resolves these steps in order as players proceed through the round.

STEP 1). Check for Breaches

The First Mate checks the Breaches Column for Breaches. For each Water icon  found in the Breaches Column, they will deal face-down cards to the Water Column from the Water Deck.

If there are no Breaches, skip this step.



EXAMPLE

Breaches! - In the above example, 1 Permanent Breach Token, 1 Massive Breach and 1 Minor Breach would add 5 Water cards.

STEP 2). CHECK WATER THRESHOLD

The First Mate looks at the Threshold Sheet on the left side of the game board and finds the number with the water and arrow icon. This number is the **Water Threshold**.

The First Mate will compare the Water Threshold with the total number of cards currently in the Water Column. One of two outcomes may occur:



a). **The number of cards is less than the Water Threshold:**

Continue on to **Step 3**.

b). **The number of cards is Equal to or Higher than the Water Threshold:**

Flip over the First Mate Scroll from the "**Duties Checklist**" side to the "**Sinking Procedures**" side.

Refer to **Page 16** for **Sinking Procedures**.



EXAMPLE

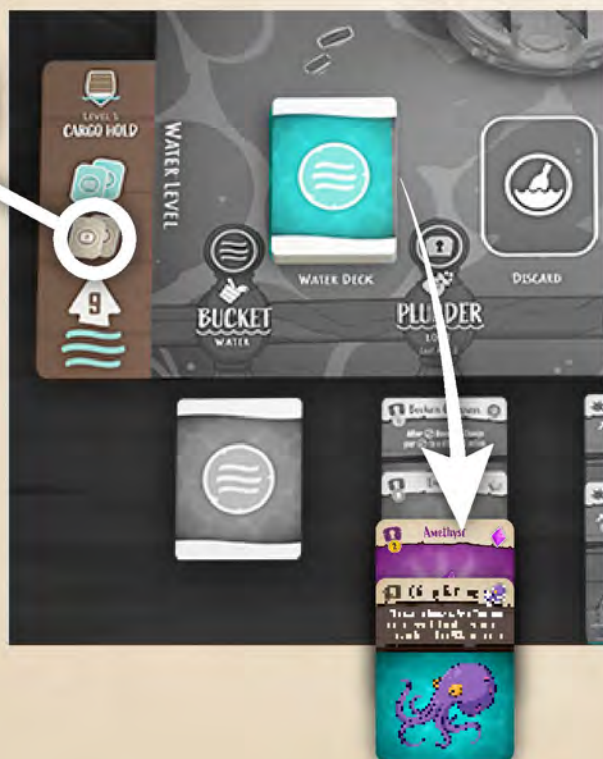
In the above example, 1 card in the Water Column is not equal to or higher than the threshold of 7. **We're Safe!**

HOW TO PLAY cont.


STEP 3). DEAL OUT WATER AND TREASURE CARDS

Water:

Refer to the Threshold Sheet to determine how many cards to place out. Deal cards from the top of the Water Deck and place each card face-down in the Water Column.



Treasure:

Follow the Threshold Sheet to determine how many Treasure Cards to deal out. Deal cards face-up from the top of the Water Deck one at a time. If the card is a Treasure Card, (marked with a Treasure Icon in the top left corner ) Deal it to the Treasure Column. If it is a **Clear Water Card**, Deal it face-up to the Water Column.

Continue dealing cards until you have fulfilled the Treasure requirement on the Threshold Sheet. Previous cards already in the Treasure Column do not count towards this requirement.

NOTE


Treasure Capacity: If there is ever more than 5 cards in the Treasure Column, Discard down to 5, starting with the top card/oldest cards.

HOW TO PLAY cont.

STEP 4). ROLL AND RESOLVE ENEMY DICE

The “Set-Up” section of the Enemy Sheet determines the number of active dice the Enemy starts with.


As the Enemy takes damage and players move the Enemy Damage Tracker, the Enemy may gain or lose Basic Enemy Dice that are rolled during this step. Refer to the Enemy Sheet’s “Damage” section to know how many Basic Enemy Dice to add or subtract from the total active dice.


 Gain a Basic Enemy Die from the box


 Remove a Basic Enemy Die from the game

Take all the active Basic Enemy and Special Enemy Dice and roll them together. The results will determine what attacks the Enemy does this round. Immediately resolve the attacks based on the icons found on each die after rolling.

Basic Enemy Dice: All enemies have default black dice that do the following common attacks to the ship:

 **Water:** Deal a card face-down from the Water Deck to the Water Column.

 **Breach:** Deal a card face-up from the Breach Deck to the Breach Column.

 **Cannon:** Flip the bottom Cannon card in the Cannon Column to its “Busted” side and move it, along with its matching die, to the Breach Column.



Special Enemy Dice: These dice have common attacks found on Basic Enemy Dice as well as powerful attacks unique to each Enemy. Refer to the “Attacks” section on the Enemy Sheet to resolve them.



EXAMPLE

The Skullsairs Strike Back:

It’s time for the Skullsairs to land a deadly attack! On the Basic Dice they roll 2 Water icons, 1 Breach, and 1 Blank. On their Special dice they roll 1 Cursed Search and 1 Blank.

To resolve these, The First Mate will deal 2 cards from the Water Deck face-down into the Water Column, and deal 1 card from the Breach Deck into the Breach column. Then players will search their hands for Cursed Amulets.





The Honest Pete player has a Cursed Amulet in their hand, so they will add a card at random to the Skullsair’s Stash.



HOW TO PLAY cont.

STEP 5). DISCUSS AND DECLARE ACTIONS

Each player will Discuss and, starting with the First Mate, Declare one of the following actions on their Action Dial:

Bucket Water , Plunder Treasure , Patch Breaches , or Fire Cannons .

Discuss: Players can use this time to communicate what actions they might take and/or intentions they have. Players are free to question each other as well. However, players do not have to be honest about any discussed information. Either way, this is an opportunity to collaborate with others or weave deceptive lies!

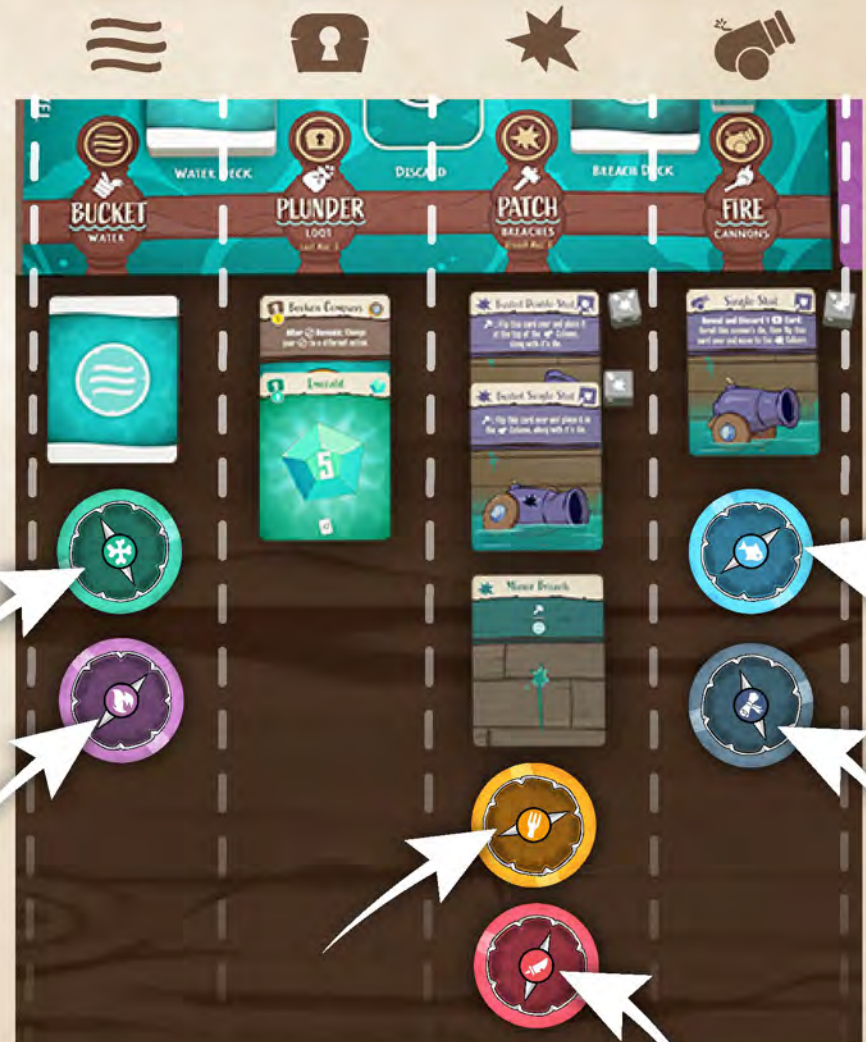
Declare: Starting with the First Mate and moving clockwise, players will Declare their actions by secretly picking an Action on their Action Dial and placing it **face-down** at the very bottom of a column.

The Action Dial does not need to match the column it's placed in. This is an old pirate trick known as "lying."



NOTE

Refer to the back of each player's **Character Sheet** or **Pages 14-15** for information on what actions do.



NOTE

Empty Columns: You cannot take an action in a column with no cards, tokens, or dice in it.

HOW TO PLAY cont.

STEP 6). REVEAL AND RESOLVE ACTIONS

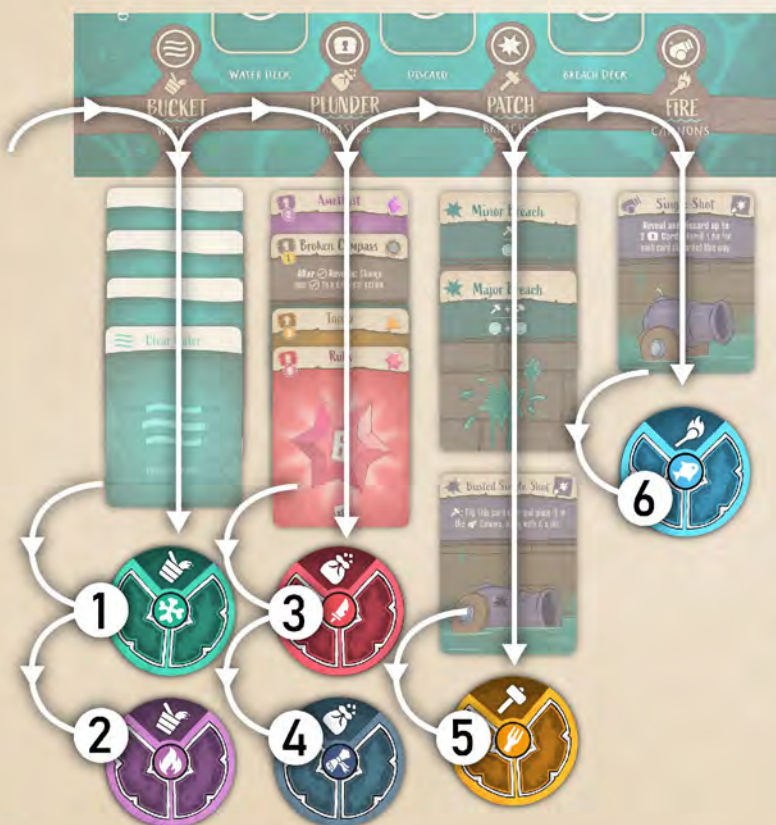
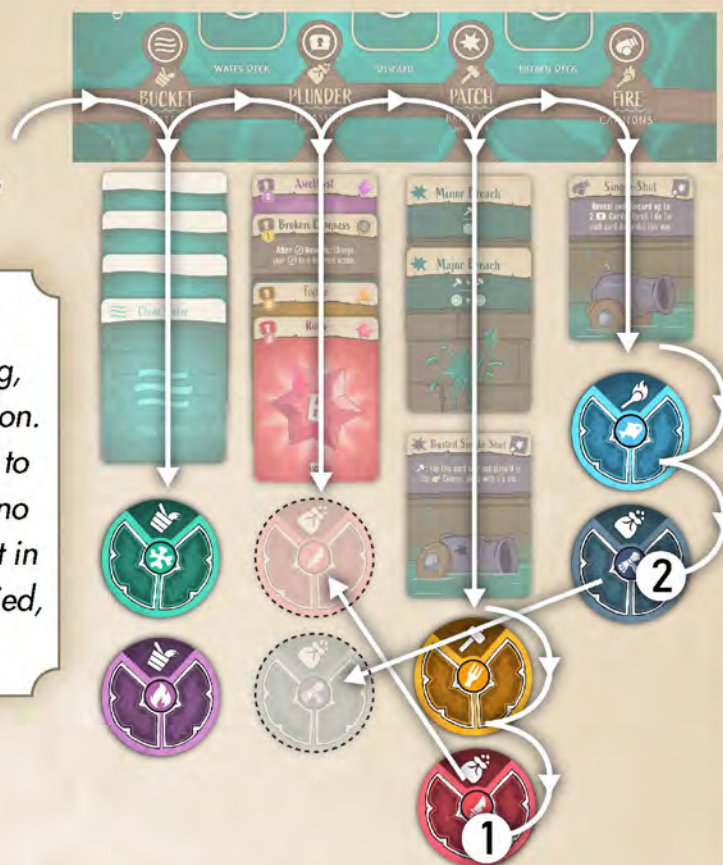
Once all players have declared their actions, the First Mate will ask players to reveal their respective Action Dial. After discovering who told the truth and who lied, players will resolve their Action Dials.

Reveal: Flip over and reveal all Action Dials without changing their location.

Search for Liars: Check each column, starting with the leftmost (Water Column) to rightmost (Cannons Column) for revealed Action Dials that do **not** match the column action. Move these Action Dials one at a time, from top to bottom, so they are the lowest Action Dial in the correct column.

EXAMPLE

Search For Liars:
Red (1) lied about Patching, and revealed a Plunder action. Red's Action Dial is moved to the Plunder column. Since no one is there they will be first in that column. Grey (2) also lied, but will go second.



Resolve Actions: Actions are resolved one column at a time, from the leftmost column to the rightmost column, top to bottom.

Actions and how they work are defined on the next two pages.

EXAMPLE

Turn Order: In the left example, players will take turns as follows: **Teal (1)** > **Purple (2)** > **Red (3)** > **Grey (4)** > **Orange (5)** > **Blue (6)**.

HOW TO PLAY cont.

Resolve Actions:

Each of the four actions provide unique opportunities to pursue your goals and manipulate the game state. Each action can also change the contents and size of your hand, giving you different ways to manage your cards effectively. Depending on whether you think the Enemy will be defeated or the ship will sink, you will want to manage your hand accordingly. **Remember, actions are resolved one column at time, from the leftmost to rightmost columns, top to bottom.**



Bucket

Draw any 1 card from the Water Column, then discard 1 card from your hand.

The Last Player to Bucket: Draw any 2 cards from the Water Column, then discard 2 cards from your hand.

NOTE

If one player Buckets, they will get the Draw 2 and Discard 2 bonus.



Plunder

If 1 Player Plunders: That player takes all the cards in the Treasure Column into their hand.

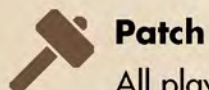
If Multiple Players Plunder: These players equally take as many cards in the Treasure Column as possible. They will take 1 card at a time in order of Action Dials and continue to do so **until** an equal number of Treasure Cards can no longer be taken.

If More players Plunder than there are Cards: All cards in the Treasure Column are discarded.

EXAMPLE

2 Players Plunder at Once: *Honest Pete, and Frankie Forks, both revealed a Plunder action this turn. There are 5 cards in the Treasure Column. They will both take 2 cards starting with Pete, who takes a Ruby. Then Frankie takes a Topaz. Pete takes Grabby Crabby for his last card and Frankie takes the Bottom of Rum for his. Leaving the Cracked Compass in the Treasure Column for the next round.*


HOW TO PLAY cont.





Patch

All players who patch **Draw** a card from the Water Deck or **Discard** a card from their hand.


Then, in order of Action Dials, players use their hammer

 in the Breaches Column to do one of the following:

- **Patch a Breach** - Place a Breach card face-down at the bottom of the Breach Deck.

Some Breach Cards requires multiple  to remove. Other players can agree to provide their  in order for you to remove it.

EXAMPLE

Breach Requirements - This Breach needs 3  (hammers) to be patched and removed.


Massive Breach



- **Patch a Cannon** - Flip the "Busted" Cannon Card over and place it at the top of the Cannons Column along with its associated die.
- **Open a Chest** - Choose a Chest Token in the Breaches Column, and place it in your play area. You may keep it hidden from other players. You may reveal and activate its ability at any time. For Chest abilities and how to use them, refer to **Page 19**.



Fire

Roll all the Cannon Dice in the Cannons Column. For each die that shows an Enemy Hit , move the Enemy Damage Tracker 1 space to the right.

Shoot Ye Treasure:

You may reveal and discard up to 2 Treasure Cards, 1 at a time, to re-roll a blank Cannon Die.

QUESTION

Can I reveal and discard Clear Water cards to re-roll a die?

Nope! Squirt guns aren't very effective...

Enemy Hit Odds

						Single-Shot
						Double-Shot
						Triple-Shot

NOTE



Visual Aid - The tiny cannons in the corner of each die face helps easily identify the three types of cannon dice.

HOW TO PLAY cont.

STEP 7). CHECK HAND SIZE

Players check their card hand size:

- If they are **below** 2 cards, they must draw up to 2 cards from the Water Deck.
- If they are **over** 10 cards, they must discard down to 10 cards at random.

STEP 8). PASS FIRST MATE TO THE LEFT

Pass the First Mate Scroll to the nearest player clockwise to you and begin a new round. They will begin the next round as the First Mate/First Player and follows the Duties Checklist starting at Step 1.

SINKING PROCEDURES

WE'RE SINKING! If during Step 2 the number of cards in the Water Column is more than the Water Threshold, the First Mate flips over the First Mate Scroll Token, then follows and resolves the Sinking Procedures steps.

- 1). **Remove Lowest Ship Section:** Remove the lowest Hull Section at the bottom of the ship from the game and take out the two Chest Tokens (without revealing them).
- 2). **Place Chest Tokens in the Breaches Column:** Place the Chest Tokens face-down at the bottom of the Breaches Column. Learn more Chest abilities and how to use them on **Page 19**.
- 3). **Rotate/Flip Water Threshold:** Move the Water Threshold Sheet to the next level by either rotating it or flipping it. Then tuck it under the Game Board so it only shows the next level. For example, if your group was in the Level 1 Cargo Hold, you should now be in the Level 2 Crew Quarters.
- 4). **Shuffle all Cards in the Water Deck, Discard Pile, and the Water and Treasure Columns to Create a New Water Deck:** "Swab the deck!"
- 5). **If There are Any Breach Cards, Discard all Breach Cards and Gain 1 Permanent Breach Token:** Add the Permanent Breach Token to the Breaches Column. It can never be removed.
- 6). **Flip Over and Continue to Step 3:** Flip the First Mate Scroll Token over and continue onto Step 3 of the Duties Checklist.

END OF GAME

Don't get too caught up in being a team player. You are greedy pirates after all. Therefore, there can only be one victor!



SAVE THE SHIP

The Enemy is Defeated

When the Damage Tracker is moved to the last space on the enemy's Damage track, the game immediately ends.

Check Hand Size

All players will immediately follow Step 7 of the Duties Checklist.

Scoring

All players will reveal their hands and add the Point Value of their Treasure Cards and any additional bonuses to determine the total Point Value of their hand.

Winner

The player with the highest Point Value wins!

Tie Breaker

If there is a tie for winner, the tied player with the fewest cards wins!



SAVE YOURSELF

The Ship Sinks

During Step 2 of the Duties Checklist, if the 4th (top) Hull Section is removed, the game immediately ends.

Check Hand Size

All players will immediately follow Step 7 of the Duties Checklist.

Scoring

All players will reveal their hands and add up the number of cards they each have.

Winner

The player with the fewest cards wins!

Tie Breaker

If there is a tie for winner, the tied players will add the Point Value of their Treasure Cards and any additional bonuses to determine the total Point Value of their hand. The player with the highest Point Value wins!

ITEMS

Our ship is loaded with items. Now they're lost at the bottom of the rising water. We'll have to keep an eye out for them. Some are helpful for saving the ship, others might be a bit more selfish in nature.




ITEMS

Items (including Character and Enemy Items) are Treasure Cards with effects players can use during gameplay. Some Items have a Point Value, which means they add to your hand's total Point Value at the end of the game.

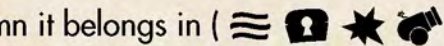
Activating Items

Most Items require a condition to be used. When the condition is met you may reveal the Item and resolve its effects, then discard it. A player can use multiple Items in a round, as long as those Items do not share the same condition.

For example, if you have 2 or more Items with the condition "Resolve :" after you resolve a Bucket action, you may pick 1 of these Items to activate.

Some Items (such as the *Water Flask* and *Treasure Map*) work passively in the hand without requiring conditions to be activated.

CARD ANATOMY

- A.)** Column Icon - Tells you what column it belongs in ()
- B.)** Card Name
- C.)** Illustration preview
- D.)** Point Value
- E.)** Ability Condition, white and bold text, it must be met before you can use the ability
- F.)** Ability, what can be played after the Ability Condition is r
- G.)** Card Illustration
- H.)** Matching Character and Enemy Icons



CHESTS

Quick! We have to save our chests as the water rises! Some of them have valuable resources that could change the tide of battle!



Cannon Upgrade: Swap out any card and die in the Breach or Cannon column for its next highest progression.



1x Cannon Ball: Reroll 1 blank Cannon die (yours or another player's).



Single-Shot Cannon: Add a Cannon card and die from the box to the top of the Cannon Column.



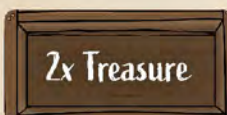
2x Cannon Ball: Reroll 2 blank Cannon dice (yours or another player's). Both dice must be used in the same turn.



1x Treasure: Look at the Locked Treasure Deck and choose 1 card to place in your hand.



Empty: Nothing . . . Better luck next time!



2x Treasure: Look at the Locked Treasure Deck and choose 2 cards to place in your hand.

CANNON UPGRADES

If we want to stand a chance against our adversaries, we'll need to upgrade these dinky pea shooters!



Certain Items and Chest Tokens allow you to **Upgrade** your cannons. When upgrading a Cannon, swap out both the Cannon Card and its matching die with their upgraded versions, as shown in the Upgrade Progression section below.

Upgrade Progression:



Single-Shot
Cannon



Double-Shot
Cannon



Triple-Shot
Cannon

FAQ

FAQ Section Coming Soon . . .

CREDITS

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