

SAIL



2



20'



11+

Sail is a cooperative trick-taking game for 2 players. Players must try to read each others intentions and play cards where the combinations will advance their ship or defeat the Kraken.

COMPONENTS

34 Cards: A 27 Playing Cards, B 6 Pirates, C 1 Kraken, D 4 Player Aids

3 Boards: E 1 Ocean, F 1 Kraken, G 1 Play Area

5 Trackers: H 1 Kraken Meeple, I 2 Tricks Cube, J 1 Round Disc, K 1 Ship Meeple

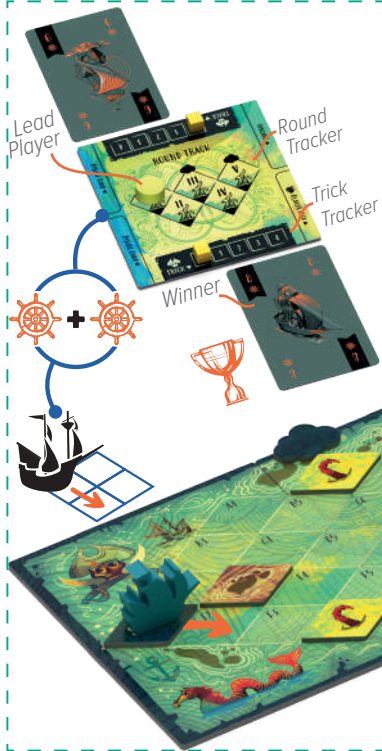
26 Tokens: L 1 Start, M 1 End, N 12 Island, O 9 Kraken, P 4 Storm

Q 1 Scenario Book



SETUP

- 1 Assemble and place the Ocean Board between the 2 players with the Play Area Board and the Kraken Board at opposite ends.
- 2 Choose a scenario from the Scenario Book and place tokens on the board accordingly.
- 3 Each player chooses a Pirate Card, which gives them special abilities.
- 4 On the Kraken Board, place the Kraken Meeple on the lowest left space. On the Play Area board, place the Trick Cubes on the O's on the Trick Tracks and the Round Disc on 1 on the Round Track.
- 5 Place the ship on the start token.
- 6 Create the Kraken Deck by shuffling cards numbered 1-2 together. Place it faceup below the Kraken Board. Add the Kraken Card to the bottom of the deck.
- 7 Create the Player Deck by shuffling all remaining cards (numbered 3-9) together. Place it facedown by the Player Deck spot on the Play Area Board.



GAMEPLAY

Players are free to talk between rounds, but may not communicate from the time the cards are dealt until after the final trick of the round is played.

The game is played over 5 rounds (or less).

Deal and Exchange

Each round, deal 9 cards to each player from the Player Deck.

Each player looks at their cards and chooses one to give to the other player (before looking at the card they are receiving).

Playing Tricks

Each round is a series of “tricks”, in which each player plays one card.

The player with the Round Disc on their side of the board leads the first trick of the round. After that, the player who won the previous trick leads the next one.

First the lead player plays a card, then the other player plays a card. The second player must play the same color card as the first, if they have that color.

The highest number played that matches the lead player’s card color wins the trick. Advance that player’s trick cube and discard both cards. You may look through the discard pile and Kraken Deck at any time.

Actions

If the cards played to the trick match one of these symbol pairs, then perform the action as detailed on the right.

Kraken Damage

Whenever the Kraken damages the ship, move the top card of the Kraken Deck to the discard pile.

If this would cause you to move the Kraken Card, then move the Kraken meeple one space clockwise and place the Kraken Card at the bottom of the Kraken Deck.

If the Kraken Card is ever the only card in the Kraken Deck the game is over and the players lose.

Round End

The round ends when one player wins their fourth trick.

The Kraken damages the ship a number of times equal to the number under the Kraken Tracker Meeple.

Advance the Round Tracker Disc.

Reset the Trick Cubes to 0.

Shuffle the player deck, discarded cards, and cards left in players hands to form the player deck for the next round.



Actions



Move the ship forward and towards the player who won the trick.



Move the ship forward and towards the player who won the trick. The *Kraken damages the ship* (even if the ship fails to move).



Move the ship forward and towards the player who won the trick. The *Kraken damages the ship twice* (even if the ship fails to move).



Deal damage to the Kraken by placing the   card from this trick on the bottom of the Kraken Deck instead of discarding it.



Advance the ship marker forward straight one space.



Flip over the top card in the player deck, and do its "Cannon Action" (on page 4) then place it in the discard pile. If there are no cards in the player deck, this action has no effect.

Any other combo:

No action. Still move the trick taking cube. Take no damage.



Cannon Actions



Move the ship forward and towards the player who won the trick.



Place this card at the bottom of the Kraken Deck.



Move the ship straight forward one space.



Flip another card.



CREDITS

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Sailing Hazards

A Islands



The ship may not enter island spaces. If a movement would cause the ship to move onto an island, it does not move.

B Kraken



After moving into a Kraken space, the *Kraken damages the ship*.

C The Great Unknown

If a movement would cause the ship to move off the board, it does not move.

Winning

If you sail the ship onto the End Token, you immediately win the game.

Losing

You immediately lose if any of the following occur:

- **Round 5** ends.
- At the end of **Round 2** the ship is not completely past the first storm.
- At the end of **Round 4** the ship is not completely past the second storm.
- The Kraken Card is the the only card left in the Kraken Deck.
- The Kraken Meeple moves onto the final space marked 'Dead'.

If an action causes you to both win and lose, then you win.