

Route Projection Examples

Initial Projection: Follow the arrow on your ship's current square to identify Space 1, then follow that arrow to identify Space 2.



Ending Projection: Your new card must cover either Space 1 or Space 2, or both.



End of Game

Final Surge

When the final card is drawn from the ocean deck, the **Final Surge** begins.

- Place either card from your hand following the normal placement rules.
- Ignore the Storm movement numbers. Your movement value is **10**.
- If the Steamship's once-per-game ability has not been used, you may reduce this movement to **9**.

Survive the entire Final Surge movement to win the game!

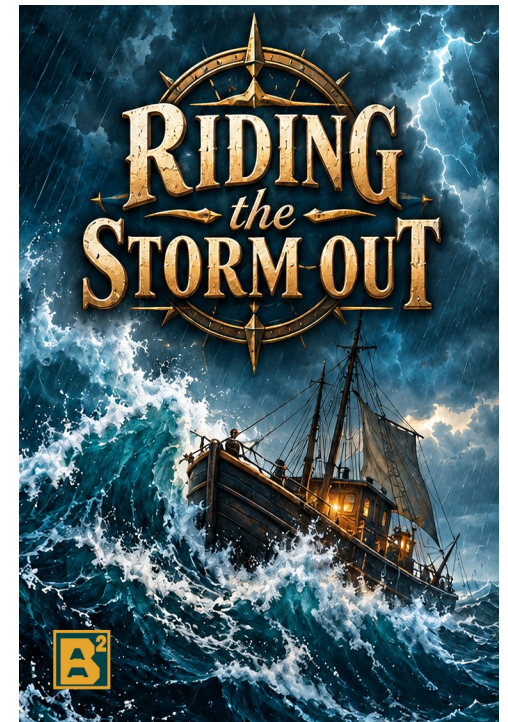
Losing the Game

- Your ship moves off the ocean.
- Your ship enters a kraken square.
- You cover a kraken with a new ocean card.
- **Whirlpool:** Your ship enters a square it has already occupied during the current turn, including the square where it began the turn.
- You cannot legally place either card from your hand.



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Thanks for playing!



Setup

1. Shuffle all 18 ocean cards, **ocean-face down**.
2. Take the top 9 cards, turn them **ocean-face up**, and place them on top of the remaining 9 face-down cards.
3. Draw the top card and place it ocean-face up in the center of the play area.
4. Draw the next card and connect it to the first card by sharing at least one square's edge. Cards cannot overlap during setup.
5. Draw the third card and repeat.
6. Choose your ship: **Sailboat**: No special ability.
Steamship: Once per game, before moving, reduce your movement by 1.
7. Place your ship on any non-kraken square among the three starting cards.
8. Draw the next 2 cards into your hand.

Calm lasts 5 turns, beginning with the Calm movement number on the second card drawn during setup. The remaining ocean-face-up cards are used during Calm. Once these are exhausted, Storm begins, using the face-down cards.

Placing Ocean Cards

Every new ocean card must connect to the existing ocean in at least one of two ways:

- **Edge-to-edge**: At least one square on the new card shares an edge with an existing ocean square.
- **Overlapping**: At least one square on the new card completely covers an existing ocean square.

The entire card edge does not need to connect. Touching only at a corner does not count.

Additional placement rules: Cards may rotate 90° and must align to the grid. Overlapping is allowed only during gameplay. New cards always go on top; never cover your ship or a kraken.

Special Spaces

Arrows: Move one square in the indicated direction. If no ocean square exists there, you lose.

Four-Way Arrow (Current): When your ship reaches a square showing arrows pointing in all four directions, choose which direction to move next: up, down, left, or right.

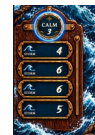
Kraken: Entering a kraken square immediately ends the game in defeat. You may never cover a kraken with a new card.

Taking a Turn

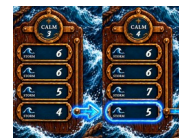
1. Determine movement: The card you drew most recently determines how many squares your ship must move.

• **First Turn**: Use the Calm movement number on the **second card drawn during setup**.

• **Calm**: Use the Calm movement number on the newly drawn card. Ignore the blue selector arrow.



• **Storm**: Place the newly drawn card to the left of the ocean deck. Its blue selector arrow points to the Storm movement number to use.



• **Final Surge**: Ignore the Storm movement numbers. Your movement is **10**.

Taking a Turn - Continued

2. Project your route: Starting from your ship's current square (Space 0), trace possible movement routes to Spaces 1 and 2, following the arrows and currents. These projected spaces may be within the existing ocean or beyond its edges.

3. Place a card: Choose either card from your hand. Rotate it in 90° increments and place it so that at least one of its squares occupies a possible projected Space 1 or 2.

• **Overlapping**: The new card may cover existing ocean squares, following the rules in **Placing Ocean Cards**.

• **Extending the Ocean**: The new card does not have to overlap an existing card. It may connect edge-to-edge, provided your ship will enter one of its squares on movement 1 or 2.

If neither card can be legally placed, you lose.

4. Move your ship: Follow the arrows and currents on the resulting ocean for the full movement value, moving one square at a time.

5. Draw: If cards remain in the deck, keep the unplayed card and draw another card into your hand. This new card determines your movement on the next turn.