

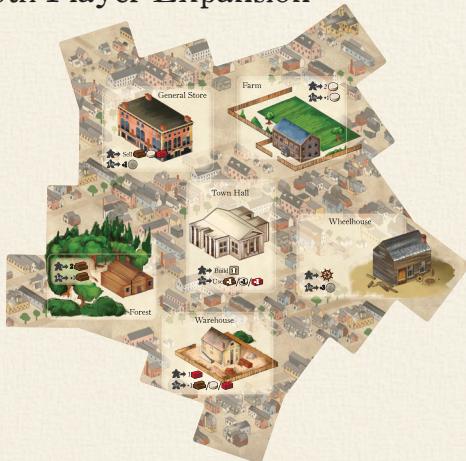
*Nat Levan's*

# NEW BEDFORD

## *Rising Tide*

# Contents

## 5th Player Expansion



Quad-Fold 5 Player Board



5th Player Board



2 Wooden Ship Tokens



2 Wooden Worker Tokens



5 New Building Tiles



4 Wooden Wood Resource Tokens



4 Wooden Food Resource Tokens



4 Wooden Brick Resource Tokens

## Town Expansion



20 New Building Tiles



The Mayor &  
Bridge Tokens

3 New Building Tiles

## Ship's Log Expansion



32 Omen/Providence  
Ship's Log Cards

Rising Tide is comprised of 3 separate expansions. Players may choose to use only 1 expansion, combine any 2 expansions, or utilize all 3 of the expansions provided when playing New Bedford.

# Town Expansion

## Set-Up

When playing with Expansion Buildings, randomly select 4 of the Suggested 2 Player Buildings from the *New Bedford* core game and 4 of the Suggested 2 Player Town Expansion Buildings. If playing with 3 or 4 players, also select 4 of the 3-4 Player Buildings from the core game and 4 of the 3-4 Player Town Expansion Buildings. Randomly select 2 Victory Buildings from the each set as well.

## Variant Setup

Experienced players can choose Buildings in any combination. A balance of 2 player and 3+ player Buildings is recommended for 3+ games. As with the core game, many of the 3+ player Buildings can be used in a 2 Player game to provide even more variation. However, the following Buildings should be avoided in a 2 Player game: Fairhaven Bridge, Storehouse, and the Chemist Shop.

### Note About Workers

While most Building Actions are resolved immediately, 2 Buildings in this expansion take effect during a later phase of the round: the Refinery and the Customhouse. Workers are considered to occupy spaces until the end of round phase. However, workers moved by other means, such as using the Inn, are considered to have left the Buildings. (Leaving the Refinery or Customhouse before the movement phase removes their effect.)

When ships Return at the very end of the game, workers have already returned to their owners. So, while they can activate during round 12, these Buildings do not activate in the final Return phase.



# Ship's Log Expansion

## Set-Up

Shuffle the Providence and Omens decks separately, then set them by the Whaling Board face down. Place the top card of each deck face-up next to the deck where all players can read it.

## Ship's Log Buildings

Three Buildings are added in the Ship's Log Expansion (the Library, the Insurance, and the Newspaper). They should be used in addition to the Buildings chosen normally for the game.

## Selecting Ship's Log Cards

During the whaling phase of each round, a ship may choose to skip selecting a Whale Token to select the top Providence or Omens card. Ships that have only Empty Sea Tokens to select from may still select a Ship's Log card. (Only the face-up card of each deck may be selected. The next card is not revealed until the next round.)

Ship's Log cards are placed near the Player's Board after being selected. Each card will list when it activates. Most cards activate immediately or in a later round at the player's choice. Follow the instructions on the card as completely as possible.

Cards that activate during the whaling phase are activated after tokens are drawn, but before players begin selecting Whale Tokens. They cannot be activated in the middle of selecting tokens.

During the end of round phase of each round, place unselected Ship's Log cards on the bottom of their respective decks, and place the top card of each deck face-up next to the deck where all players can read it.

## Movement Resolution

When resolving movement, conflict may arise from Ship's Log card interactions, especially with the activation of the Calm Seas event and the Insurance Building effects. In such cases, resolve movement by starting with the ship farthest in the direction of movement. (i.e. if moving out, the ship farthest out). If multiple movements overlap, resolve outward movement before inward movement, and longest movement to shortest.

A player may never move farther out than the 6 space on the whaling track, and never closer in than the Return space. Once a ship enters the Return space, it cannot leave again. If, following these rules, a player's destination space cannot be entered or is full, move the ship as far as possible. It may not save unused movement points.

*Listen, Shipmates! We know not what winds of fate may blow your way. While we have labored to make these rules as watertight as a whaleboat, there may come circumstances in which no guidance can be found within these pages. In such a case, we beg that you will use your best judgment to come to a mutually acceptable resolution, lest it sow discontent among the crew and cause the ship to run aground. We wish you a pleasant and profitable voyage!*

# 5th Player Expansion

The 5th player expansion adds the Wheelhouse Town Action (see below), 4 new Action Buildings (Almshouse, College, Empty Lot, and the Fire House), and 1 new Victory Building (the Rectory) (see page 11 for more information about tiles).

## Set-Up

- 1) For 5 players, use all Whale Tokens and Empty Sea Tokens in the Ocean Bag (just like a 4 Player game).
- 2) When playing with 5 players, select 1 additional Victory Building and 4 additional Action Buildings (for a total of 5 Victory Buildings and 20 Action Buildings).

## Wheelhouse

*Action:* Take the Ship's Wheel Token and become the first player in the next round.

*1st Player Bonus:* Add \$3 to your supply. This means that the Ship's Wheel can move several times, but only the player who uses the Wheelhouse Action Space last will become the Captain to start the next round. If the Wheelhouse is not taken during a round, the Ship's Wheel moves 1 player to the left, as per normal.



# REFERENCE SECTION

## Suggested 2 Player Town Building Tiles

### CAPTAIN'S HOUSE

*Build Cost:* 3 wood & 1 food

*Action:* Move one of your ships to the Return space and add food equal to the food cost marked for the space it was on to your supply. The ship must Return this round, but it Returns to the dock, without having to be Prepared. The ship moves directly to the Return space without passing through intermediary spaces.



### COFFEEHOUSE



*Build Cost:* 3 wood & 2 bricks

*Action:* Draw 2 Whale Tokens from the Ocean Bag. You may add 1 of them to your ship as if the ship selected the whale. The other token returns to the bag. As in the whaling phase, players may not add Empty Sea Tokens to a ship.



### CUSTOMHOUSE

*Build Cost:* 3 wood & \$3

*Action:* If you occupy this space during the movement phase, you receive \$4 if 1 ship Returns, \$6 if 2 ships Return, and \$10 if 3 ships Return. You receive nothing if you move your piece to a new space before ships Return, e.g. after using the Inn. You receive nothing when ships Return at the end of the game. (See the note about workers on page 2.)

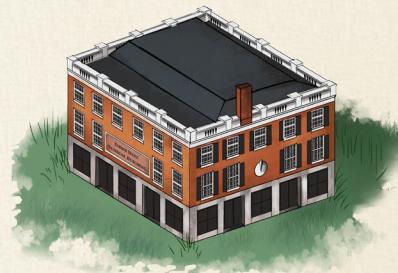


### HARBOR OFFICE

*Build Cost:* 2 wood & 4 food

*Action:* First, Launch a ship. If you do, you must either Build a Building or sell at least 1 good.

*Historical Note:* The Harbor Office illustration is modeled after the Sundial Building built in 1820 and still standing in New Bedford today.



## LOADING DOCK



*Build Cost:* 3 wood & 1 brick

*Action:* Move up to 3 different Whale Tokens between your ships. Add \$1 to your supply for each token moved.



## MAYOR'S HOUSE

*Build Cost:* 3 wood, 3 food, & 1 brick

*Action:* Build a Building for full price, then use the Building by placing The Mayor Token on that Building. The Mayor Token acts like the player's worker, but placing The Mayor Token does not count as a new action.



## PERFUMERY

*Build Cost:* 2 food & 2 bricks

*Action:* If there are at least 2 or more Sperm Whale Tokens remaining in the Ocean Bag add \$5 to your supply. However, if there is only 1 Sperm Whale remaining in the Ocean Bag, add \$3 to your supply instead. Whale Tokens removed from the game in any way do not count.

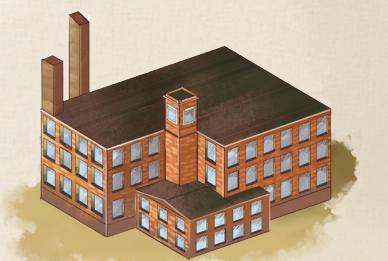
*Historical Note:* Perfumeries used Amberggris (a waxy substance produced by Sperm whales) as a fixative to help perfume scents last longer.



## REFINERY

*Build Cost:* 3 bricks

*Action:* You may sell a Whale Token you own for twice its cost (i.e. Right Whale for \$4, Bowhead Whale for \$8, or Sperm Whale for \$16). If you occupy this space when one of your ships Returns, you may sell a Whale Token on the ship. A player may only sell one Whale Token per round using the Refinery. (See the note about workers on page 2.)



# REFERENCE SECTION

## Suggested 2 Player Town Building Tiles

### SALTERY

*Build Cost:* 4 wood

*Action:* Move your ship up to 3 spaces out on the whaling track. It costs nothing to move 1 space, 2 food to move 2 spaces, or 4 food to move 3 spaces. It does not displace the current ships and may not move to a full ocean space.



## Additional 3-4 Player Town Building Tiles

### BREWERY



*Build Cost:* 3 food & \$3

*Action:* Add \$2 and 1 food to your supply for each 2 rounds remaining, rounding down. Do not count the current round.



### CHEMIST SHOP



*Build Cost:* 1 wood, 1 food, & 1 brick

*Action:* Take any 2 goods from 1 other player and give them 1 of yours. The good given must be different from the goods taken. The goods taken may be the same or different from each other.



### DISTILLERY

*Build Cost:* 3 food & 1 brick

*Action:* Prepare a ship, paying 2 wood. Then add 3 food to your supply.



## FAIRHAVEN BRIDGE

*Build Cost:* 5 bricks

*Action:* Use the Bridge Token to perform the action of 1 Building that has not yet been Built in the game. The Bridge Token acts like the player's worker, but placing the Bridge Token does not count as a new action. A Building with the Bridge Token on it cannot be Built. The Bridge Token cannot be placed on Buildings that were not selected during set-up.



## SHIPWRIGHT

*Build Cost:* 2 wood

*Action:* Either Dock 1 ship for free, or Dock 2 ships by paying 1 wood in total.



## STOREHOUSE

*Build Cost:* 2 wood, 2 food, & 1 brick

*Action:* Add either 3 food, 3 wood, or 2 bricks to your supply.



## Town Expansion Victory Buildings

### CANDLEWORKS

*Build Cost:* 3 food & 3 brick

*Game End Effect:* Earns 1 additional victory point for each Sperm Whale you have in your supply.

*Historical Note:* The Candleworks is modeled after the Rodman Candleworks, a spermaceti candle factory built around 1810 and still standing in New Bedford today.



# REFERENCE SECTION

## Town Expansion Victory Buildings

### DRESSMAKER

*Build Cost:* 7 wood

*Game End Effect:* Earns 1 additional victory point for every 2 Bowhead Whales in your supply.

*Historical Note:* Baleen (often referred to as whalebone) from Bowhead and other whale species was often used as "boning" or "stays" in the construction of corsets until the early 19th century.



### PUBLISHING HOUSE



*Build Cost:* 1 brick & \$6

*Game End Effect:* Earns 1 additional victory point per Building you Built with the  symbol.



### SALVAGE YARD

*Build Cost:* 1 food & \$4

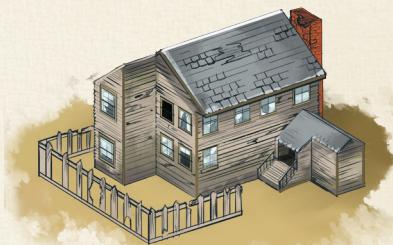
*Game End Effect:* Earns 1 additional victory point for each 4 goods in your supply at the end of the game.



### SHANTY

*Build Cost:* 1 wood

*Game End Effect:* Earns 1 additional victory point. This can only be Built if you have no money. There is no way to give money back to the supply; however, remember that you can buy goods before an action for \$3.



# REFERENCE SECTION

## Ship's Log Expansion Buildings

### LIBRARY

*Build Cost:* 1 wood & 1 brick

*Action:* Select a currently available Ship's Log page. Add it to your Ship's Log as if you had selected it.



### INSURANCE

*Build Cost:* 1 wood, 1 brick, & \$2

*Action:* Add \$3 to your supply. While you have a worker on this Building, you may ignore any negative Ship's Log events, unless you choose to have them affect you.

Ignoring Ship's Log events may create ambiguity in some of the events. (See Movement Resolution on page 3 for more details.)



## Ship's Log Expansion Victory Buildings

### NEWSPAPER

*Build Cost:* 2 wood & 2 food

*Game End Effect:* Earns 1 additional victory point for each 2 pages in your Ship's Log.



# REFERENCE SECTION

## 5th Player Expansion Buildings

### ALMSHOUSE

*Build Cost:* 1 wood & 2 bricks

*Action:* Take \$3 from one other player. You may only take \$3 if the player has at least \$4 (you may not take a player's last dollar).



### COLLEGE

*Build Cost:* 2 food & 1 brick

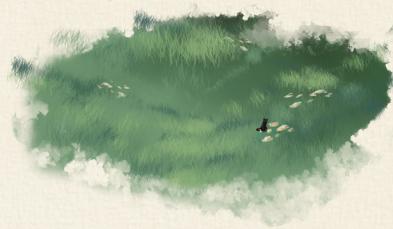
*Action:* Use a Building occupied by an opponent. Pay that player \$1 in addition to paying the owner to use it. If the player using the Building is also the owner, pay the player \$2.



### EMPTY LOT

*Build Cost:* 1 wood, 2 food, & 1 brick

*Action:* Move this tile on top of an Action Building. The covered Building can not be used while the Empty Lot is there. Only Action Buildings can be covered with the Empty Lot, not Victory Buildings. Both the Empty Lot and the covered Building still count towards the number of Buildings for scoring, so each earns a point and the Municipal building counts both of them.



### FIRE HOUSE

*Build Cost:* 1 food & 3 bricks

*Action:* Add \$2 or \$3 to your supply for each player who owns at least 3 or 4 Buildings, respectively.



# 5th Player Expansion Victory Building

## RECTORY

*Build Cost:* 3 wood & 3 bricks

*Game End Effect:* Earns 3 additional victory points. This can only be Built if another player has already Built the Seamen's Bethel. The same player cannot own both Buildings.



## Themed Building Tile Combinations

Below is a list of Building combinations of core game and expansion Buildings for more thematic gameplay.

### Green Sailors

*2 Player Games:* Schoolhouse, Bank, Wharf, Lumber Mill, Chandlery, Market, Courthouse, Cooperage, Bakery

*3+ Player Games:* The Saltery, Refinery, Sundial Building, Customhouse, Storehouse, Distillery, Coffeehouse

*Bonus Buildings:* Seamen's Bethel, Counting House, Dressmaker, Salvage Yard

### Townies

*2 Player Games:* Schoolhouse, Lumber Mill, Bank, Tavern, Chandlery, Brickyard, Market, Inn, Courthouse, Post Office

*3+ Player Games:* Sundial Building, Fairhaven Bridge, Mayor's House, Storehouse, Coffeehouse, Chemist Shop

*Bonus Buildings:* Seamen's Bethel, Municipal Building, Shanty, Mansion

### Old Salts

*2 Player Games:* Lighthouse, Tryworks, Schoolhouse, Drydock, Tavern, Cooperage, Inn, Wharf

*3+ Player Games:* Shipwright, Perfumery, Captain's House, Customhouse, Refinery, Brewery, Loading Dock

*Bonus Buildings:* Seamen's Bethel, Counting House, Candleworks, Dressmakers, Mansion

### Churning the Waters

*2 Player Games:* Bank, Tavern, Lighthouse, Dry Dock, Market, Inn, Post Office

*3+ Player Games:* Fairhaven Bridge, Customhouse, Mayor's House, Captain's House, The Saltery, Refinery, Chemist Shop, Coffeehouse, Brewery

*Bonus Buildings:* Publishing House, Shanty, Municipal Building, Mansion

# REFERENCE SECTION

## Ship's Log Providence Cards

### **BEACHED WHALE**

When selected, take 1 or 2 Right Whales from the Ocean Bag, pay for them immediately, and add them to your supply.

### **CALM SEAS**

Once, at any time, negate the effects of any 1 Ship's Log card that affects you.

### **COFFIN, THE**

At the end of the game, take an extra turn after ships Return in round 12, but before they Return in the final movement phase. This counts as a normal action. For timing, it occurs in a separate action phase, which puts it before the Castaways action, and it will remain in place until the end of the game.

### **CORPUSANTS**

At the end of the game, this earns the player 1 additional victory point for each Sperm Whale in their supply.

### **GAM**

When selected, move 1 of your ships to the location of the other one. If you have only 1 ship out, this has no effect. The ship moves directly to the space, without needing to pass through the intermediate spaces.

### **GULF STREAM**

When selected, move both of your ships up to 2 spaces out, into first place. If the destination space is full or there is not enough room on the whaling track, move as far as possible. The player may choose the order in which to move their ships. The ship moves directly to the space, without needing to pass through the intermediate spaces.

### **MESSAGE IN A BOTTLE**

At the end of the game, earn 1 additional victory point for each 2 pages in your Ship's Log. Each card including this card and any already used actions are included.

### **NANTUCKET SLEIGH RIDE**

When selected, move the ship that selects it to the right of the 6 space on the whaling track and add a Bowhead Whale to it. It moves as normal and may select Whale Tokens, but only after every other ship has an opportunity to select a Whale Token.

### **NEWS FROM TOWN**

When selected, you may Build 1 Action Building at its normal cost. This does not count as placing a worker. Only Action Buildings may be Built, not Victory Buildings.

## **SCRIMSHAW**

When selected, add \$3 to your supply for each Empty Sea Token among the tokens drawn in the current round.

## **SHIP IN A BOTTLE**

When selected, place one of your unused ships on this card. The ship can no longer be used. It earns the player 2 points at the end of the game. The ship must not be at sea, on the dock, or in use anywhere else. If the player has no ship to use, this card has no effect, but may still be selected. A ship may not be added to this card at a later time.

## **TRADE WINDS**

When selected, move this ship out up to 3 spaces. In addition, sell any amount of food or wood. If the destination space is full or there is not enough space on the whaling track, move as far as possible. Ships already on the space are not displaced and remain exactly where they are.

## **UNCHARTED DESERT ISLE**

When selected, add 3 wood and 3 food to your supply.

## **UNDER WEIGH**

When selected, optionally Prepare a ship for 2 wood, and/or Launch a Prepared ship for the standard food cost for its destination space on the whaling track. This does not count as placing a worker. Both actions may be skipped.

## **WHALE POD**

When selected, draw tokens from the Ocean Bag until a Whale Token is drawn. Add it to the ship that selected this card, then return the rest of the drawn tokens to the Ocean Bag. Once the player begins drawing the tokens, the first Whale Token drawn must be added to the ship as if it had been selected.

## **WINDFALL**

When selected, choose to add any amount between \$4 and \$8 to your supply. Each other player also adds \$4 less than the amount you chose to their supply.



# REFERENCE SECTION

## Ship's Log Omens Cards

### BROKEN MASS

When selected, pay 3 wood or Return one of your ships to port. Earns 1 additional victory point.

### BURNED OIL

Once during the whaling phase, each player must remove one Right Whale or Bowhead Whale currently on a ship from the game. Players with no Right or Bowhead Whale Tokens on a ship are not affected.

### DICE OF FATE, THE

Once at the start of a round, declare The Dice of Fate to be angry. No additional victory is received for taking Town Actions for the round. After it has been used, this page also earns 1 additional victory point.

### ICE SHEET

Once during the whaling phase, all ships on the 4, 5, or 6 space cannot select Whale Tokens and return to their positions before the movement phase this round.

### MAN OVERBOARD

When selected, place one of your workers onto this card. This worker cannot be used in the next round. This card earns 1 additional victory point. If selected using the Library, either worker may be moved, but this frees up the worker's Action Space.

### MAST-HEAD, THE

Once, after Whales Tokens are drawn, return all drawn Right Whale Tokens to the Ocean Bag. This earns 1 additional victory point.

### RATS

Once during the whaling phase, each other player must return 1 food to the supply or give up a Right Whale Token from 1 ship. If a player has no food and no Right Whales on their ships, no penalty is paid. The whales lost are removed from the game.

### REEF

Once during the movement phase, all players must pay one wood to the supply or move one of their ships 1 space toward port. (See Movement Resolution on page 3 for more details.)

### REFINERY FIRE

Once at the start of the round, choose an Action Building owned by each player. Flip the Building over. It cannot be used for the round. Flip the Buildings back at the start of the end of round phase. The Post Office still earns its owner \$2. Players who own no Action Buildings are not affected.

## **ROTTEN DECKING**

When selected, each other player must give you 2 wood (or less, to the best of their ability). Shuffle any unselected Providence and Omens Cards from earlier rounds into their respective decks.

## **SEA ICE**

Once during the whaling phase, no other player may select a Bowhead Whale.

## **SERMON, THE**

When the Seamen's Bethel is Built (or when selected if it has already been Built) each other player pays \$1 to the supply. The owner of the Seamen's Bethel adds \$5 to their supply. Worth 1 point if you do not own the Seamen's Bethel. If the Seamen's Bethel is not in the current game, this has no effect. Even the owner of the Seamen's Bethel must pay \$1 when this is activated.

## **SHARKS**

Once during the whaling phase, draw an extra token, then remove the most valuable Whale Token drawn from the game.

## **STOVE BOAT**

Once during the whaling phase, other players must pay you 1 wood in order to add a Whale Token to a boat. This does not prevent other players from selecting a Ship's Log page.

## **TYPHOON**

Once during the movement phase. All players move 1 ship 1 space closer to port, including the player playing this card. (See Movement Resolution on page 3 for more details.)

## **WRECK OF THE ESSEX**

Once during the movement phase. Each other player must pay 1 food to the supply or move a ship 1 space closer to port. (See Movement Resolution on page 3 for more details.)

# NOTES

## Building Tile Notes

- 1) When moving ships to the Return space, they Return during the movement phase. Any number of ships can Return in the same round.
- 2) The Customhouse must be occupied during the movement phase to have an effect.
- 3) The Refinery action can either be performed immediately when used, or during the Return phase if it is still occupied.
- 4) Starting in round 11, the Brewery gives only \$2 and no food.
- 5) Players may not Build the Shanty House if they have any cash. Players may not give money away to other players or return it to the supply for no reason.
- 6) Fairhaven Bridge can be used only for unbuilt Buildings selected for the current game.
- 7) Placing The Mayor or Bridge Token does not count as a separate action.
- 8) The Publishing House Building Tile should only be used if there are 3 or more  Buildings used in the game.

## Ship's Log Notes

- 1) Only one Providence and one Omens page are available each round. The next card in each deck is not revealed until the end of the round.
- 2) Ship's Log cards can be selected in place of a whale, and may still be selected if only Empty Sea Tokens remain.
- 3) Ships can only select 1 token or Ship's Log card each round. Selection order does not change after the movement phase, even if the Ship's Log card moves a ship to a different position in the selection order.
- 4) Events that prevent the player from selecting a whale do not prevent the player from selecting a Ship's Log card.
- 5) When playing using the Ship's Log, in addition to the normal number of Buildings, also use the Insurance, Library, and Newspaper.

## Mini Variants

- 1) The Rectory, College, Fire House, Almshouse, and Empty Lot can also be used in games with 4 players but should not be used in games with 3 or fewer players.
- 2) The 5th player Town Board (with the Wheelhouse) can be used in games with 4 players but should not be used in games with 3 or fewer players.
- 3) Feel free to use whichever Ship's Log Cards you like. For a more conflict-heavy game, use only Omens cards. For a more friendly game, use only Providence cards. Or shuffle them all together and reveal 2 each round.

# Using Expansion Elements with The Lonely Ocean Variant

Expansion Buildings are already taken into consideration in Captains' personalities; however, the following Buildings require complex handling and are not recommended to be used with the Lonely Ocean: Captain's House, Chemist Shop, Loading Dock, Saltery, Fairhaven Bridge, Shanty House, and Salvage Yard.

The Ship's Log expansion may be used with caution. Ahab's advanced variant makes use of the Omens Deck. If used with Starbuck, Flask, or Stubb, a Captain only takes a Ship's Log Card when unable to select another Whale Token. Starbuck, Flask, and Stubb attempt to take the Providence card first, and only take Omens as a last option. Omens will be used at the first possible opportunity. All Captains can build the Newspaper if they have already built all listed Victory Buildings, and have at least 2 Ship's Log Cards. The Library and Insurance may be included as extra buildings. Captains are affected by Ship's Log cards as normal, but pay \$1 whenever they must pay a good. In ambiguous cases, use your best judgment to evaluate the effects on the Captain.

## Acknowledgments

### Credits

Game Design: Nat Levan

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Historical Notes referenced from *Leviathan* by Eric Jay Dolan, *New Bedford* by Anthony Sammarco & Paul Buchanan, *History of New Bedford* by Daniel Ricketson (1858), the New Bedford Whaling Museum, the New Bedford National Historic Park, Encyclopedia Britannica and the Waterfront Historic Area League (WHALE). For more information about the history of New Bedford, visit their website at <http://www.waterfrontleague.org>.



