

THE SILENT SEA

COMPONENTS

1 Silent Sea Game Board
8 Water Sample tokens
20 Health tokens
4 Character figures
4 Character placards
8 Character Role cards
Loyalty card deck (4 cards)
Generic card deck (48 cards)

- +1 Extra Space (x6)
- Scrap (x12)
- Painkillers (x6)
- Chemical (x6)
- Vial (x6)
- Suit (x3)
- Holster (x3)
- Bulb (x3)
- Case (x3)

Crisis card deck
Item cards
Set of Rules
1 D6

TERMINOLOGY

Loyalty - The Player's objective, is determined by drawing a Loyalty Card.

Role - A role the Player chooses at the start of the game. The Roles are Captain, Engineer, Astrobiologist, and Doctor.

Space - A space that can be occupied by a Player's figure on the board. A dash on a line indicates a Space. An intersection is not a Space, but a **Room** counts as a Space.

Room - An enclosed shape on the map. Rooms usually cause special events depending on their label.

Crisis Room - Room labeled "Crisis!".

Restricted Room - Rooms with a red border that can only be unlocked by the Engineer.

Role Room - A Room that allows a specific Player to *enable* 1 Ability card. If the Player wants to *enable* both Ability Cards they must visit two different Role Rooms. There are four different Role Rooms for each Role.

Electric Room - The Engineer's Role Room. Allows the Engineer to *enable* 1 **Ability** card. Any Player can go through this Room.

Med Room - The Doctor's Role Room. Allows the Doctor to *enable* 1 **Ability** card. Any Player can go through this Room.

Experiment Room - The Astrobiologist's Role Room. Allows the Astrobiologist to *enable* 1 **Ability** card. Any Player can go through this Room.

VIP Room - A special Role Room that only a Player with the Captain **Role** can access. Allows the Captain to *enable* 1 **Ability** card.

Closed Passage - A red X on a path, indicating that the passage is blocked by a door and an Engineer must unlock it.

Ability - A Player's special ability depends on their **Role**. An Ability card is *disabled* if it is face down on the placard. Visiting **Role Rooms** allows Players to *enable* an Ability Card.

Cooldown - A state of a Player's **Ability** card. When placed on Cooldown the Ability card is temporarily *disabled* for 2 **Turn Cycles**. After Cooldown ends the card is *enabled* again.

Turn Cycle - When every Player has taken a turn.

Extraction Point - The **Room** that Players need to reach to win the game.

D6 - 6 sided die.

Discard Pile - Designated area to discard used Cards

SETUP

4 Players are required to play. Draw a card from the **Loyalty** deck. If you draw a *Traitor* card, you become the *Traitor* of the game, while everyone else becomes a *Crewmate*.

Agree on what **Role** you want with the other Players, and take a corresponding **Role** deck. The **Roles** are *Captain*, *Doctor*, *Engineer*, and *Astrobiologist*.

Place the board at the center and place the **Generic** and **Crisis** decks by the board. Choose a character figure as an avatar and place it at the starting point on the board. Take a character placard, and place the placard and your **Role** cards facedown in your 2 ability slots (inactive). Place 5 Health tokens on the designated area of your character placard. Prepare a place to discard cards and place the Water tokens by the board.

Place a *Water Sample* token on each room marked with the words *Water Lab*.

Begin the **Turn Cycle**. The order the Players should take their turn from first to last is Engineer, Astrobiologist, Doctor, and Captain.

MAIN OBJECTIVE

Crewmates: Obtain at least 4 Water Samples and head to the **Extraction Point**. Find the *Traitor* and survive from Luna.

Traitor: Obtain at least one Water Sample and be the first to reach the **Extraction Point**. Sabotage the *Crewmates* and avoid Luna.

ORDER OF PLAY

1. Draw Phase

At the beginning of your turn, draw 1 card from the **Generic** deck and add it to your hand.

2. Move Phase

Roll the D6 and move any amount of Spaces up to the number of your roll. If you have a +1 *Extra Space* card, move an additional Space and discard the card. If you move into an *unvisited* **Role**-specific Room, flip over an ability card on your placard which will now be active. If you move into a **Crisis** Room that *you have not visited yet*, draw from the **Crisis** deck. If you don't have any inventory space, discard a card. If you rolled the D6 and must cross the **Crisis** room, you can still use the remaining spaces rolled to move further but you still draw from the **Crisis** deck.

3. Action Phase

In this phase, you may choose one action:

- **Craft:** Use scraps or resources you've obtained to craft an item.
 - **Item:** Use one Item Card. Discard the Card after use unless the Card states otherwise.
 - **Abilities:** Activate an Ability found on the Ability Card you have on your placard.
 - **Trade:** If you are within 2 spaces of another Player, you may ask them to trade. Tradeables include Item cards, Generic cards, or Water Sample tokens. One side can choose to not give anything in return.
 - **Reactivating an Ability Card:** If an ability card has been on Cooldown for 2 turns, you may reactivate the ability. Flip over the inactive ability card so that it is ready to be activated.
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CRAFTABLES

Playing a card (whether that be in the form of an action or reaction) results in the card being discarded unless stated.

Action cards are played during a player's action phase

Reactions are done in response to crisis cards or other players actions
Players can choose if they want to activate a reaction or not.

CRAFTABLE ITEMS	Required Resources	Card Type	Action	Reaction
Flashlight	1 scrap + 1 bulb	Reaction	N/A	When attacked by a player or Luna you can choose to <i>blind</i> the attacker, negating damage taken. After <i>blinding</i> , move up to 3 spaces in any direction.
Gun	1 scrap + 1 holster	Reaction/Action	While within a range of 4 spaces of another player, deal 4 damage to them.	- When attacked by another player or Luna you can choose to shoot them, causing the attacking player to lose 2 health tokens. - If another player is being attacked within 2 spaces from your position, you can defend them and remove 2 health tokens from the attacker. The defended player loses none.
Medkit	1 scrap + 1 chemical + 1 vial	Action	- Using this item restores all health tokens. - You can use this item on yourself or another player up to 2 spaces away.	N/A
Water Sample Carrier	1 case + 1 scrap	Action	You can carry 1 more water sample with you. Instead of discarding this card, place it next to your character placard.	N/A
Hazmat Suit	1 suit + 1 scrap	Reaction	N/A	You are immune to broken water samples, and attacks take one less health token from you.
CRAFTABLE RESOURCES	Required Resources	Card Type		
Bulb	2 scrap	Resource		
Holster	2 scrap	Resource		
Suit	2 scrap	Resource		
Case	2 scrap	Resource		

PLACARDS

Ability Cards

Each placard has 2 slots to place their abilities. You may flip over one of the ability cards the moment you enter the room of your role and it now becomes active.

Inventory

Above the ability card slots, there is an inventory box in which the Player may place their water sample token after obtaining a water sample.

**Players may only carry 1 Water Sample in their inventory. Crafting a Water Sample Carrier allows them to carry 1 more.*

Along with the inventory on the placard, Players can separately hold up to 5 cards in their hand that are drawn from the Generic deck or are Item cards crafted from Resource cards found within the Generic deck.

Health

A Player begins with 5 Health tokens. These can be removed by taking damage or put back when healed. When removed, the Player can take them off their placard and place them on the side. Once all are suspended, you are out of the game.

GAME END

Extraction Point

If the Crewmates reach the Extraction Point with 4 Water Samples collectively, they win the game, and the Traitor loses. If the Traitor makes it to the Extraction Point with 1 Water Sample, they win and the Crewmates lose.

Losing All Health Tokens

If a Player dies & has a water sample token in their inventory, place the token on board where they died. Anyone who passes through or lands on the space can pick up the water sample if they have the capacity. The dead Player is out of the game(?).
