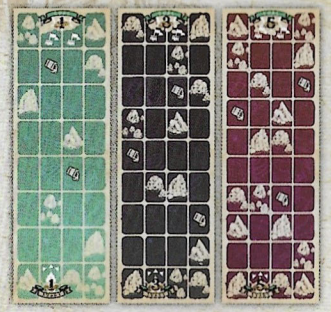
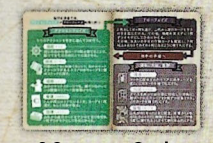
Components

Ship Board - 4 pieces
(Combine the 4 pieces into 1 ship board)



Route board - 6 pieces (double sided)
(Combine the 2 pieces with matching level numbers)

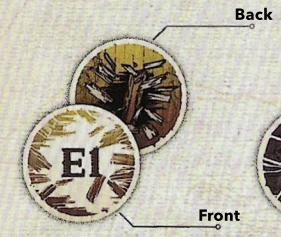
6 Character Cards



2 Summary Cards

36 progress cards (24 action cards, 12 threat cards)

1 Attack Card

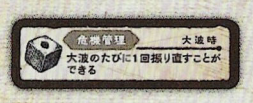


8 Damaged Tiles

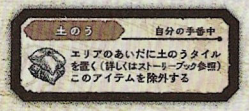
4 Full Water Tiles

1 Sandbag Tile

2 Sea Tiles



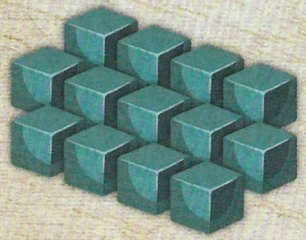
5 Additional Ability Tiles



5 Item Tiles

1 Ship Piece

6 Character Pieces



35 Water Cubes

1 Water Stock (Refer to Page 5 for assembly)

1 Purple Die

1 How To Play Manual

1 Storybook

Game Preparation

1. Sit facing each other and place the ship board in the center of the table.
2. Assemble the water stock (see page right) and place the 35 water cubes in it.
3. Leave room for a discard pile (nothing to place now, just leave room).

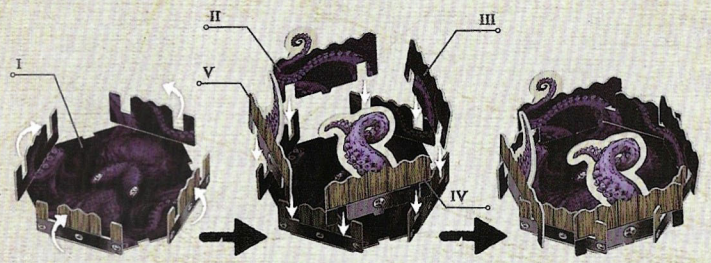
> ! • The text that says "Put a water cube" indicates that you want to put a water cube in the water stock.
> • Progress cards that have been discarded will be placed in the discard pile area. You can check the contents of the discard pile at any time.

4. Place the die nearby.
5. Each player chooses a character card other than Rion and puts it in front of them. Take one character piece with the same color as the character card and place it in the area indicated on the card. Unselected character cards and character pieces will be returned to the box.

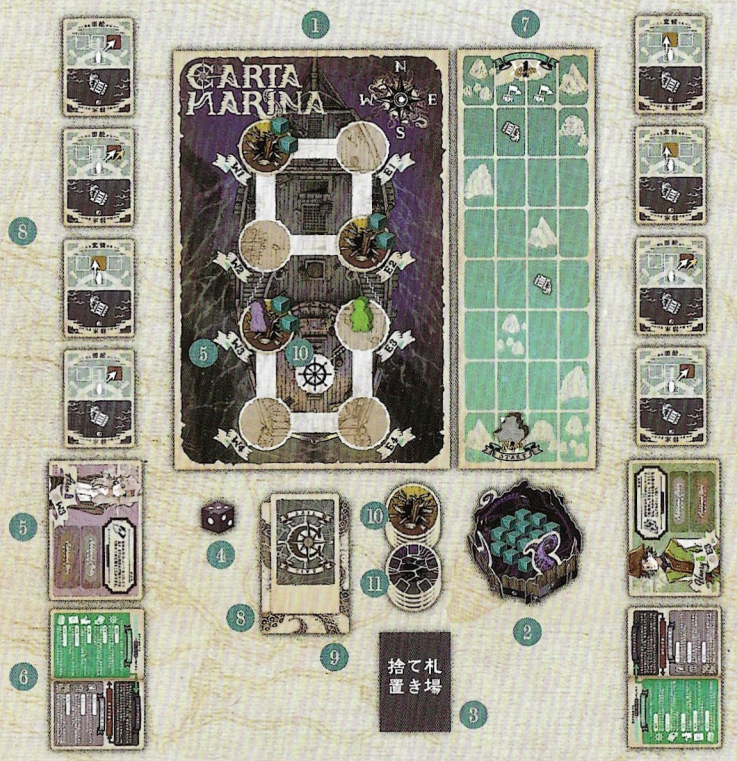
6. Place a sumary card in front of each player.
7. Check the storybook and select the chapter to play this time. One player should read the selected chapter aloud. If this is your first time, it's a good idea to start with Chapter 1.

> Each chapter has a story and unique preparations.
> Prepare for the chapter and proceed to 8 when finished.

8. Shuffle the progress cards and make a deck. Each player draws 4 cards from the deck and puts them in front of themself (your hand). At this time, if there are flooding or big wave cards, discard them all to the discard pile and draw the same number of progress cards as the number discarded. Keep doing this so that there are no flooding or big wave cards in both player's hands.
9. Place the attack card. Put all discarded cards from step 8 back into the deck and shuffle again. Place the deck on top of the attack card.
10. Shuffle the damaged tiles keeping the back (the side without letters) face up. Stack them together in a pile. From there, flip 3 tiles over (the side with the letters). Place them back side up on the ship board in the area marked on those damaged tiles, and two water cubes on top of them.
11. Stack the full water tiles together.
12. Decide on the first player. This can be done by an appropriate method such as rock-paper-scissors or the alphabetical order of the selected characters.



Fold in 4 places → Insert into the groove → Finish



> ! If you are playing solo, check Page 23 as well.

Game Flow

This game progresses by taking turns alternately. Turns consist of:

Action Phase | Draw Phase

First is the:

Action Phase

Take 3 actions. There are five types of actions, and you can choose the order of your actions as you like. You can select the same action as many times as you like, and if there are any remaning actions, you can pass the rest.

Steering (Page 8)	Advance the ship piece by 1 square toward "GOAL"
Drainage (Page 9)	Return 1 water cube to the water stock
Move (Page 10)	Move your character piece 1 time to an adjacent area
Delivery (Page 11)	Give or receive 1 card
Findings (Page 12)	Draw 2 cards and put them in your hand

Draw Phase

First, declare whether to draw 2 or 4 cards.
Next, draw the declared number of progress cards from the deck and one by one, in the order you draw them, flip them over. At this time, if it is an action card, simply add it to your hand, but if it is a threat card (flooding or big wave), the following process will occur:

When it was a threat card

If the card you put in your hand is a threat card (flooding or big wave), the ship will be damaged. Immediately process the effect of the threat card and discard it instead of keeping it in hand (page 14).

If three or more threat cards are drawn in one draw phase, the effects of the third and subsequent threat cards will be nullified and simply discarded (player's courage turned their fate around).

1st	2nd	3rd	4th
Occurs	Occurs	Does not Occur!	Does not Occur!

The maximum number of action cards in each player's hand is six. At the end of the draw phase, each player checks their hand. If you have 7 or more cards, you must discard down to 6.

When the draw phase is over, it is the other player's turn, and in the same way, the "action phase (up to 3 actions) → draw phase" is performed.

Steering

The ship board has a special area called the steering area, which is connected to two areas, "W3" and "E3".

This action can be performed by discarding an action card in your hand when your character piece is in the steering area.

The icon at the top of the action card has three directions: Yosoro (straight), Starboard (diagonally to the right), and Port (diagonally to the left).

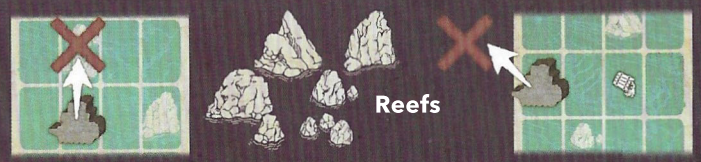
By discarding 4 action cards in the same direction at once, you can advance the ship piece on the route board by 1 square in that direction.

About icons

If you play a card marked with and use it, return it to the box instead of discarding it, the effect will only trigger once during the game.

In other words, in the case of the figure on the left, you can use it for , discard it, and treat it as one action card OR use it for , return it to the box, and treat it as two action cards.

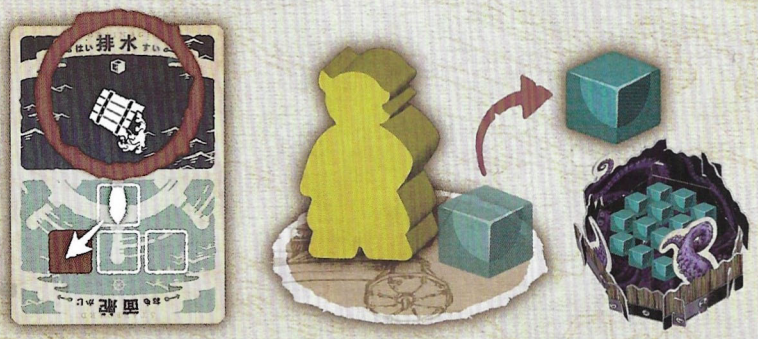
The ship piece cannot be advanced into the spaces with reefs on the route board or outside the route board.



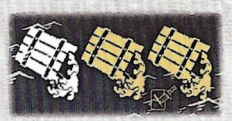
Drainage

This action can be performed by discarding an action card in your hand when there is a water cube in the area where your character piece is.

By discarding 1 action card, return 1 water cube, back to the water stock, in the area where your character piece is located.



About icons

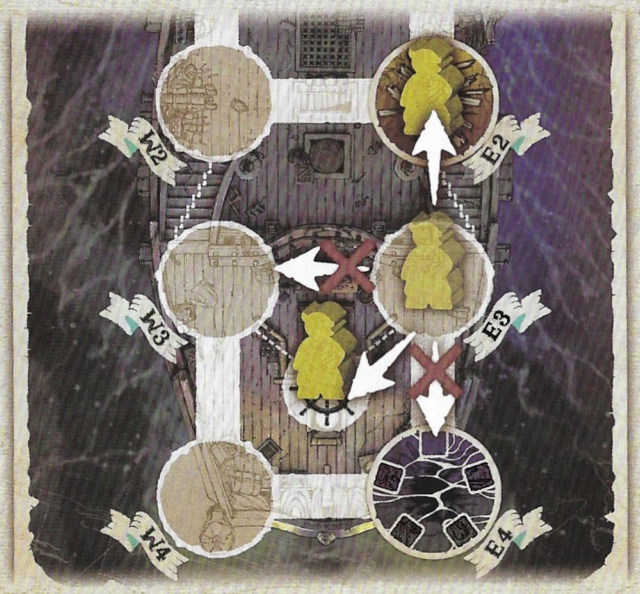


If you play a card marked with and use it, return it to the box instead of discarding it, the effect will only trigger once during the game.

In other words, in the case of the figure on the left, you can use it for , discard it, and return 1 water cube OR use it for , return it to the box, and return 3 water cubes.

Move

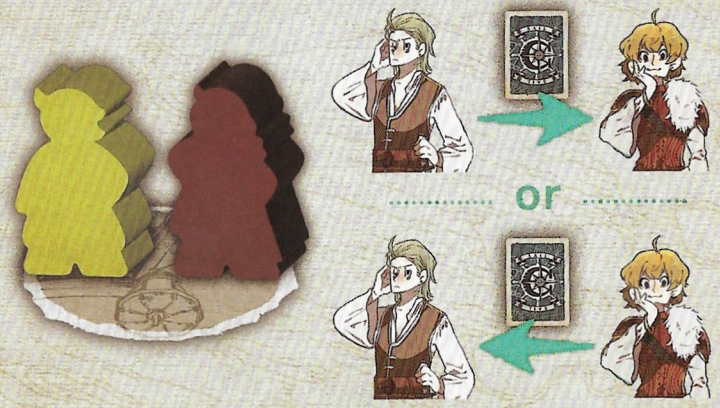
Perform this action to move your character piece, 1 time, to an adjacent area connected by a line.



You can move to an area with damaged tiles, but you cannot move to an area with full water tiles.

C Delivery

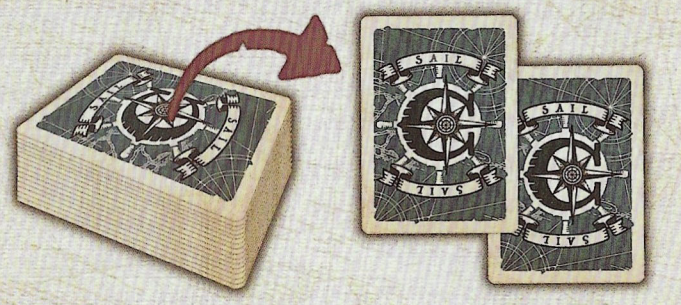
Perform this action when you and the partner's character piece are in the same area.
You can either give 1 action card from your hand or receive 1 action card from your partner's hand.



Please note that it is not an exchange. If you want to exchange cards, you will pass 1 action card using an action and receive 1 action card using another action.

Findings

Perform this action to increase the number of cards in hand by drawing 2 cards from the progress deck. When you draw a card, just like in the draw phase, flip them over one by one.



When a threat card (flooding or big wave) appears, the same process as in the draw phase is performed (page 7). In other words, if it is an action card, simply add it to your hand, but if it is a threat card, process the effect immediately and discard it instead of putting it at hand (page 14).

If the deck runs out, an "attack" will occur immediately (page 20).

Character Abilities

The abilities written on your character card can be used during your turn.
Abilities associated with an action can be used each time the action is performed.

Aria

Can be used when delivering (delivery action) on your turn.
You can give up to 3 of your own action cards or receive up to 3 of your partner's action cards.

Clyde

You can take an additional action during your turn. In other words, you can take 4 actions instead of 3 per turn.

Charlotte

Can be used when moving (move action) on your turn.
You can move 1 additional area. In other words, you can move twice for 1 action.

Henry

Can be used when steering (steering action) on your turn.
You may play a card with the symbol and discard it instead of returning it to the box. In other words, treat the 1 action card as if you were playing 2 action cards, but discard it instead of returning to the box.

Rick

Can be used when draining (drainage action) on your turn. You can choose as many action cards as you like to discard. Remove water cubes equal to the number of discarded cards.

Leon

This effect is always occurring (passive ability). Water cube(s) will not be placed in the area where this character piece is located even if flooding or attack occurs, and the water cube will not move even if a big wave occurs.

Flooding, Big Waves, and Attacks

During the game, the ship will be damaged many times by assaults from the Kraken. There are three types of damage: flooding, big waves, and attacks.

Flooding and big waves are threat cards. These occur as soon as you draw one during the draw phase (page 7) or find one during the findings action (page 12).

Attacks occur when you draw a card during the game and the deck runs out.

Flooding
(page 16)

Place the water cube in the area indicated on the card

Big Wave
(page 18)

Roll the die and move the water cubes on the ship board in the direction corresponding to the roll.

Attack
(page 20)

Turn over the damaged tiles and the designated area becomes damaged.

Area Status

Due to flooding, big waves, and attacks, the area(s) on the ship board will change from normal to damaged or full water. Corresponding tiles will be placed in the damaged and full water areas, increasing the impact of flooding.

Damaged

Occurs during game setup and during assaults. When told to reveal a Damaged tile, take the top tile from the stack, turn it faceup and place it in the area marked on the tile along with two water cubes.

Damaged areas will increase the number of water cubes placed during floodings.

You can move into damaged area(s).

Full Water

Occurs immediately when there are 5 (or more) water cubes in an area. Place a full water tile in that area. If there are 6 or more water cubes in the area, return them to the water stock until they reach 5.

Filled areas will significantly increase the number of water cubes placed during flooding.

You cannot moved to a full water area(s).

If a character drowns

When the area where the character piece is located becomes full water, the character will drown. The process can change depending on the current chapter.

If it is the first time for one of the two players to drown, immediately reposition the character piece in the steering area. After that, the player that drowned discards all action cards in hand and continues the game. If one of the two players drown for a second time, the game will end immediately and the two players will be defeated.

Flooding

Occurs immediately when a flooding card is revealed.

Depending on the condition of the area specified on the card, the number and position of water cubes will change.

After the flooding is resolved, discard the card.

Normal		Place 1 water cube in the designated area
Damaged		Place 2 water cubes in the designated area
Full Water		Place 2 water cubes in the adjacent area(s) of the designated area.

! If the designated area is full and the adjacent area where you try to place the water cubes is also full, it will not be chained to the next adjacent area, and the placing of the water cubes in that area will be passed. (See the figure on page 17).

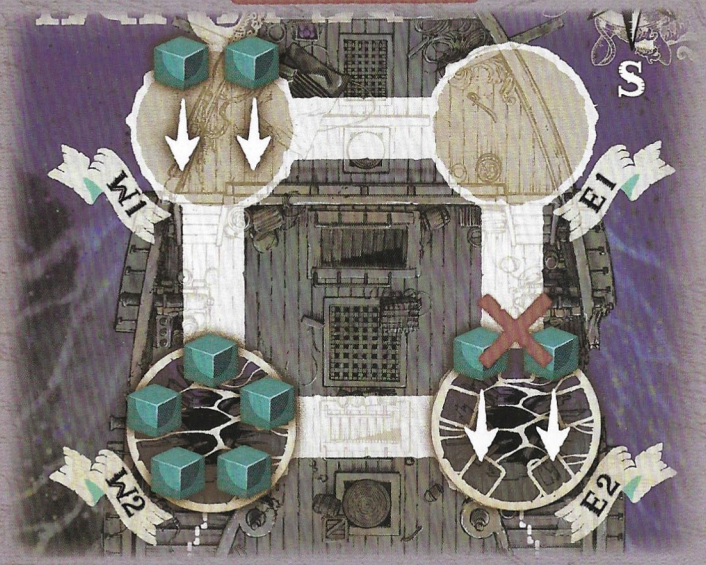
Example of Flooding

When the progress card drawn from the deck was turned over, it was a W2 flooded card.

Since W2 is full water, place 2 water cubes in W1 and E2, the adjacent areas indicated on the card. However, since E2 is full water, water cubes should not be placed in E2.

Then discard the card.

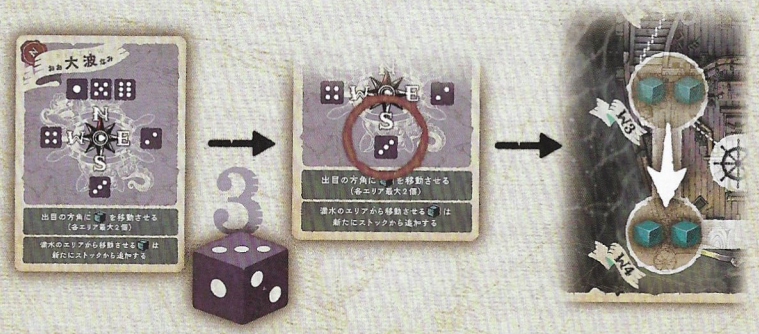
Occurrence!!



Big Wave

Occurs immediately when a big wave card is revealed.
Roll the die and check the direction corresponding to the roll. Move 2 water cubes in each area of the ship board in that direction. If an area has 1 water cube in it, move the 1 water cube in the corresponding direction. If an area has 0 water cubes, nothing will be moved.

After the big wave is resolved, discard the card.



The water cubes do not move along the dotted line - - - - - - (see figure on page 19).

5 water cubes will always be placed in a full water area. However, if the number of water cubes on a full tile is no longer 5, such as when the water cubes move, immediately adjust to 5 using the water stock.

Only 1 water cube can move to an area where 4 water cubes are already placed.

Water cubes do not move from adjacent areas to full water areas.

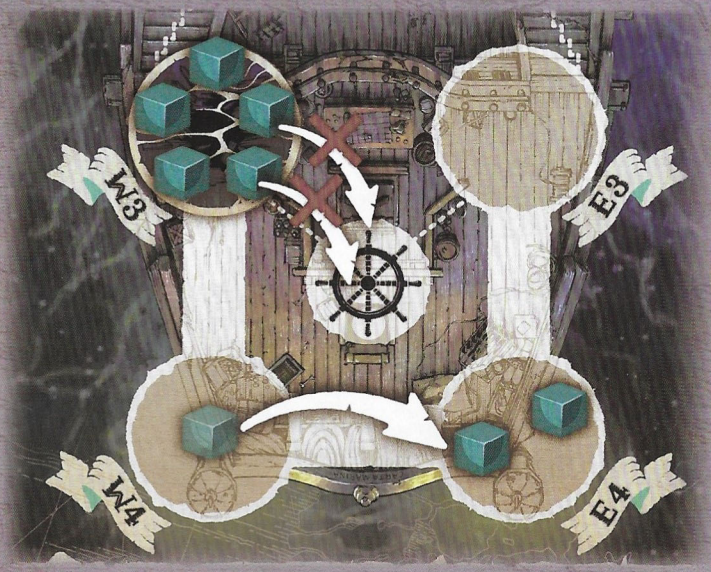
Big Wave Example

When the progress card drawn from the deck was turned over, it was a big wave card.

When I rolled the dice, I got a roll of , so I moved the water cube in the direction of E (East).

W3 is full, but the water cube does not move because there is only the steering area connected by a dotted line on the E (East) side. There was only one water cube in W4, so move it to E4.

Then discard the card.



Attack

Occurs immediately when the deck above the attack card runs out. The card drawn from the deck is interrupted and the attack occurs before the card is turned face up. Take 1 tile from the damaged tile stack and check the specified area. Place the damaged tile in the designated area as a back and place two water cubes from the water stock on it.

After the attack, collect all the discarded cards, shuffle and create a new deck, place them on top of the attack card.

When the deck runs out

If the deck runs out while drawing the specified number of cards from the deck, the drawing will be interrupted and the attack will be performed.

After the new deck is created, return to the card drawing process and draw the remaining number of cards.

If the area where you tried to place the damaged tile already has a full water tile, return the damaged tile to the box and draw a new tile from the pile of damaged tiles.

Attack Example

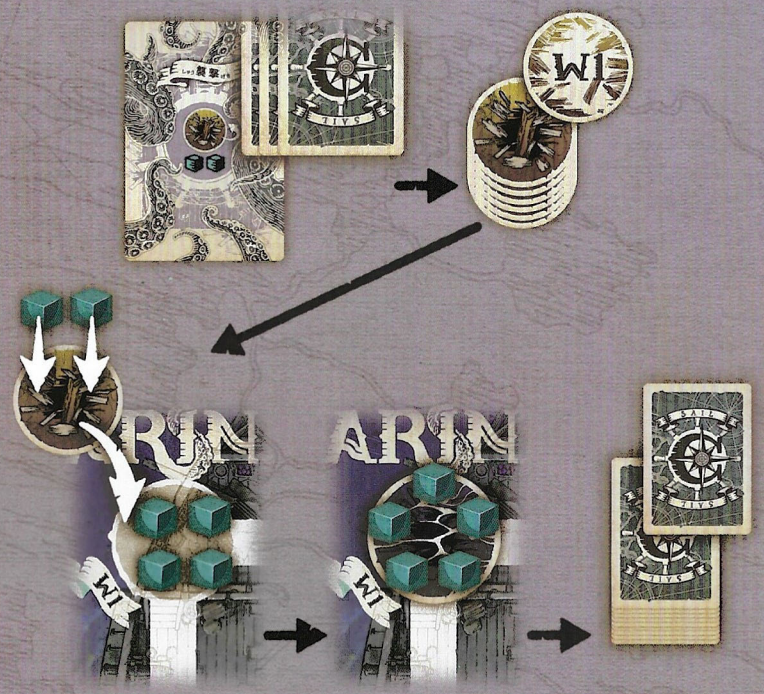
4 cards were declared to be drawn in the draw phase. However, when the third card was drawn, the deck became empty, and an attack occurred. When 1 of the damaged tiles was turned faceup, it was the W1 damaged tile.

The damaged tile was placed on the W1 area along with 2 water cubes from the water stock on it. Next, all discarded cards were collected, shuffled, and the new deck was placed on top of the attack card (the attack is completed here).

However, since there were already 4 water cubes in W1, 2 were placed and it became 6 (5 or more).

It became full. Return the damaged tiles of W1 to the box and put the filled tiles in W1. Return 1 water cube to the water stock and adjust to 5 (this completes the full water steps).

Since the interrupt (attack and all triggering steps) is finished, the remaining 1 card is drawn. After that, it will return to the normal draw phase.



End of Game

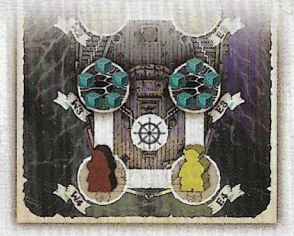
The game will end as soon as any one of the following five conditions is met.

Victory Condition

- The ship piece arrives at a GOAL space on the route board.

Defeat Conditions

- Four areas are full of water (4 full water tiles have been placed).
- Damaged or full water tiles have been placed in 8 areas, excluding the steering area.
- The steering area is not reachable (neither character piece can move to the steering area).
- The players collectively drown twice.



If you lose the game, choose the same chapter the next time you play.

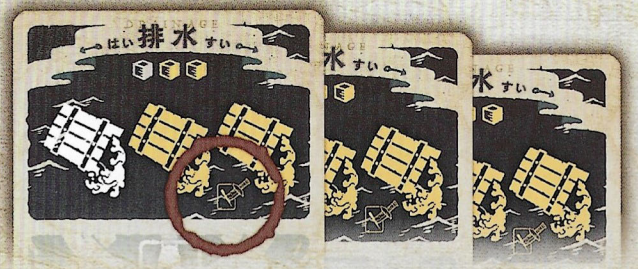
If you win the game, choose the next chapter the next time you play.

If you win the game in Chapter 5, read the ending of the storybook!

Solo Rules

When playing alone, some rules will be changed as follows. Other than that, it is the same as the two-player rule.

- At the beginning of the game preparation (page 4) during step 8, there is an icon on the drainage side. Return 1 progress card to the box for each direction; Yosoro (straight), Starboard (diagonally to the right), and Port (diagonally to the left), for a total of 3 cards.



- Select only 1 character card. Use only 1 character piece.
- Since there is no partner player, your turn is repeated.
- Delivery (page 11) cannot be selected during the action phase of the turn. (Aria character effects cannot be used).