Set Sail

Become the Pirate King

It's the golden age of pirates in the Caribbean. Take up the role of a pirate captain with the ambition to become the pirate king. Sail across the seven seas plundering goods from the king's ships and flaunting your wealth at ports. Manage your crew and your ship's integrity as you amass your wealth in order to become the pirate king.

| 60 minutes | age 12+ | 2-6 players |

Components

[Game Board]
12 [Player Pieces]
6 [Victory Point Pieces]
1 Six-Sided die
40 Silver tokens
15 Gold tokens
14 Treasure Quest cards
5 of 4VP, 4 of 5VP, 3 of 6VP, 2 of 7VP
14 Trade Quest cards
4 of 4VP, 4 of 5VP, 3 of 6VP, 3 of 7VP
14 Plunder Quest cards
4 of 4VP, 4 of 5VP, 3 of 6VP, 3 of 7VP
15 Banana Trade cards
15 Sugar Cane Trade cards
15 Tobacco Trade cards
45 Deep Water cards
22 Trade Route cards
60 Supply tokens
18 Barrel, 18 Cannon, and 18 Oar Upgrade tokens
6 Quick Reference cards

Objective

This game has you in control of two ships of pirates. Take turns acquiring loot from merchant galleons, hunting for treasure, trading goods, and using your ill-gotten gains at local ports to restock your supplies and grow even stronger.

Objective

The goal in Set Sail is to gain **Victory Points (VP)**. These are obtained through Plunder Quest, Trade Quest, and Treasure Quest cards. They are worth 4-7 VP each. Players can complete Plunder and Trade Quests or purchase Treasure Quests at Pirate Ports. Players take turns moving their pieces around the Caribbean. A round of play starts with the first player's turn and ends when each player has had their turn. Rounds continue until a

player reaches **30 VP**, and the **game will end after that round**. The player who finishes with the highest number of victory points is crowned the winner. In the event of a tie, the player with the most silvers wins.

VP are tracked on the VP tracker along the bottom of the board. Players should also keep all of their Quest cards on the table in front of them face-up throughout the game; these are not part of the hand.

Setup
Cards & Tokens

1. Shuffle the **Trade Route** (red ship) cards and place them face-down on their icon on the bottom of the board. Do the same with the **Deep Water** (green ship) cards on their icon.
2. Place a **Plunder Quest** card worth 4 VP on each of the Open Plunder Quest spaces on the left side of the board. Shuffle the rest of the Plunder Quest cards and place them face-down on their icon on the bottom of the board. Do the same for **Trade Quest** cards using the Open Trade Quest spaces.
3. Shuffle the **Treasure Quest** cards and place them face-down on their icon on the bottom of the board.
4. If there are two players, remove the top 8 cards of each Quest deck from the game. If there are three players, only remove the top 4 cards. If there are four players, only remove with the top 2 cards.
5. Place the Banana, Tobacco, and Sugar Cane cards on their icons on the bottom of the board.
6. Separate the Cannon, Sextant, Barrel, and Supply tokens into separate piles off of the board.
7. Separate the silver and gold tokens into piles off of the board. Gold coins are worth 5 silvers.

| VP | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |

Players

1. Each player chooses a color and then takes 5 Supply cards and 3 silvers.
2. Each player must place both of their pieces on any two tiles in the Supply Port. Pieces may occupy the same space while at this port or any other. Players then place their tracker token at the start of the VP tracker along the side of the board. This is used to track the VP of each player throughout the game.
3. Lastly, each player rolls the die. The player that rolled the highest number goes first with the others following in clockwise order. For ties, keep rolling until there is a winner.

Gameplay

On a Turn

Each player's turn is broken into two phases: **Movement**, and **Action**.

Player Trade

At any point during a player's turn, they may attempt to trade with any other player. Players may trade any number of silvers, Supply tokens, Trade cards, and/or Deep Water/Trade Route ship cards.

Movement

Pieces may move between adjacent tiles that are connected by any amount of water. Each turn, players have a total of **10 tiles of movement** split between their two pieces. This total can be increased with Oar Upgrades. Each piece must move at least one tile, and neither can end on either of the tiles they started on this turn.

Port tiles can hold multiple ships like any other tile, but there can be no Player Combat on Port tiles.

Action

After the player has moved both pieces to the desired locations, they must complete the corresponding actions for the tiles their pieces are on.

Supply Port

Players can purchase any number of Supply tokens for either 1 silver or 1 Ship card each. Players can hold any number of Supply tokens.

Trade Port

Players can purchase any number of Trade cards for 1 silver each and sell Trade cards from their hand for the same amount. Players can only hold 5 Trade cards at any time. This can be increased with Barrel Upgrades.

Upgrade Port

Players can purchase 1 Upgrade token. A player can have up to 3 of each Upgrade token.
Barrel Upgrade: Spend 2 silvers; increase Trade card capacity by 2
Oar Upgrade: Spend 10 silvers; increase total movement by 2 tiles
**Cannon Upgrade**: Spend 10 silvers; add 1 to combat rolls

Pirate Ports

Players can do any number of the following at either Pirate Port:

- Purchase a **Treasure Quest** for 5 silvers. Players keep this card face-down on the table. To get the treasure on a map, a player must use the Dig Up Treasure action on the map's tile.
- Complete one of the open **Plunder Quests** by trading in the amount of Ship cards displayed on the front of the quest card. Take and replace the card with the top card of the Plunder Quest deck. Gain the VP from the taken card and silvers equal to the VP.
- Complete one of the open **Trade Quests** by trading in the amount of Trade cards displayed on the front of the quest card. Take and replace the card with the top card of the Trade Quest deck. Gain the VP from the taken card and silvers equal to the VP.
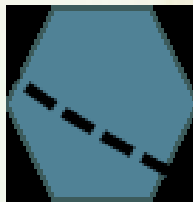
Deep Water
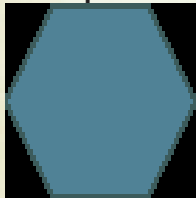
The Deep Water is home to many unsuspecting ships, and by ending their turn on one of these tiles, a player can do combat with these ships in order to obtain gold. All Deep Water ships have 3 health. Draw a Deep Water ship card and follow **Ship Card Combat** with that card. If you win the combat, gain 2 silvers.

If there are no more ship cards left, reshuffle the ones in the discard pile and place them face-down. A player can hold any number of Ship cards.

Trade Route

Similar to Deep Water tiles, but home to more challenging ships, ranging from 4 to 5 health. Draw a Trade Route ship card and follow **Ship Card Combat** with that card. If you win the combat, gain 2 silvers and two Trade cards of your choice.

If there are no more ship cards left, reshuffle the ones in the discard pile and place them face-down. A player can hold any number of Ship cards.

Shallow Water
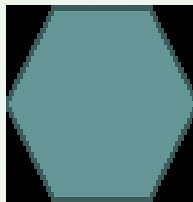
Spend the turn fishing to gain 1 silver.

Dig Up Treasure

If a player ends their turn on the tile shown on a treasure map they own, they can dig up the treasure. That player then gains the VP listed on their treasure map and that many silvers.

Player Combat

Ending movement on the same tile as an opposing player, unless that tile is a port, will initiate combat against that player. Rules for player combat are as follows:

The player initiating combat rolls the die and

adds any Cannon Upgrades they have. This total will act as the attacking roll. The defending player may now choose to **fight back** or **flee**:

- **Fight**: The defending player rolls a die and adds any Canon Upgrades they have. The higher roll between the attacking and defending player determines the victor. The losing player loses supplies equal to the difference in the dice rolls, and the winning player may steal a card from the losing player's hand at random. (For specification on what is kept in each player's hand, see Player Resource Reference below.)
- **Flee**: The defending player rolls a die and adds any Oar Upgrades they have. If their total is higher than the attacking roll, they successfully avoid combat. Neither player takes any losses and combat is over. If the defender's roll is lower than the attacking role, the defender loses supplies equal to the difference in the dice rolls and the attacker may steal a card from the defender's hand.

After combat, the defending player may move their piece to any adjacent tile.

Ship Card Combat

Draw from the respective Ship deck, then roll the six-sided die and add any Cannon Upgrades. Compare the total to the health of the Ship card:

- Total >= Ship card health: gain the Ship card, then gain 2 silvers if it was a Deep Water card or gain 3 silvers and a Trade card of your choice if it was a Trade Route card.
- Total < Ship card health: lose Supply cards equal to the difference between the Ship card's health and the total die roll, then discard the ship card. If a player loses more supply cards than they have, they immediately follow the rules for Running Out of Supplies without resolving any additional actions.

End of Turn

After each player completes their Movement and Action phase, they lose 1 Supply card. If they do not have enough Supply cards, follow the rules for Running Out of Supplies below. The current player's turn then ends, and the next player in clockwise order begins their turn.

Running Out of Supplies

If a player loses more Supply cards than they have the must do all of the following:

1. Lose 1 Upgrade token of that player's choice
2. Lose half of their silvers rounded down
3. Move each of their pieces to a different tile at the Supply Port
4. Gain 3 Supply tokens
5. Lose half of their total movement on their next turn

Reference
Hand & Tokens

Throughout the game, players will acquire various cards and other resources. Some of these should be placed on the table in front of the player while others should be kept in each player's hand. Hands are hidden from other players.

- Deep Water/Trade Route cards are kept in the hand.
- Trade cards are kept in the hand.
  - If you would get more Trade cards than you can hold, discard any excess Trade cards of your choice at that time.
- Tokens are placed on the table.
- Quest cards are placed on the table. Treasure quests are placed face-down and are later flipped face-up once the player has completed the Dig Up Treasure action.
- Gold and silver are placed on the table.

Quests

Quests can be obtained at either of the Pirate ports.

- Plunder Quest
  - **Cost**: Deep Water and/or Trade Route ship cards equal to the amount shown
  - **Reward**: VP listed and that many silvers immediately
- Trade Quest
  - **Cost**: Trade tokens equal to the amount shown of each type
  - **Reward**: VP listed and that many silvers immediately
- Treasure Quest
  - **Cost**: 5 silvers
  - **Reward**: VP listed and that many silvers when dug up

The Board

The board itself is split between Shallow Water, Deep Water, Trade Route, and Port tiles.

Shallow Water tiles are the light blue tiles where players can earn silver by Fishing.

Deep Water tiles are the dark blue tiles where players can earn silver and Ship cards through Ship Combat.

Trade Route tiles are the tiles with dotted black lines where players can earn silver, Trade cards, and Ship cards through Ship Combat.

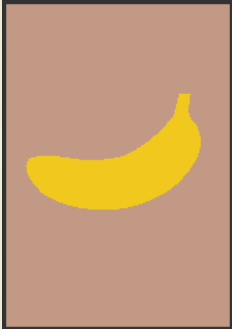## Supply Port

Trade Port
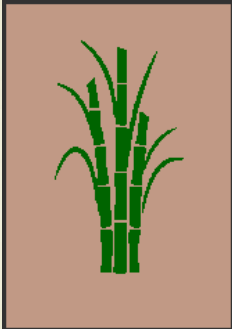

Upgrade Port

Pirate Ports

Each port grants access to a certain type of card: Pirate Ports have Quest cards, the Supply Port has Supply cards, the Trade Port has Trade cards, and the Upgrade Port has Upgrade tokens.

Cards & Tokens
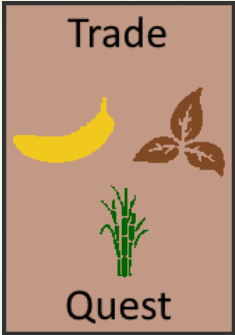
Trade Card (Banana)

Trade Card (Sugar Cane)

Trade Card (Tobacco)

Plunder Quest

Plunder

Quest

Trade Quest

Trade

Quest

Treasure Quest

Treasure

Quest

Deep Water Ship Card

Deep

Water

Trade Route Ship Card

Trade

Route

Supply Token

Barrel Upgrade Token

+2 Ship Capacity

Cannon Upgrade Token

+1 Attack

Oar Upgrade Token

+2 Movement

Video Demo
https://youtu.be/vAQZ4cfcqDA

The following people made this game possible.

Game Concept:
Kyra Cruse
Simon Demirjian
Connor Gordon
David Patch

Game Art: Connor Gordon

Thanks to our Playtesters
Alex J. Herman
Matt Benson
Camryn Jette
The class of IGME 621