

ship

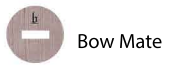


Objective: First, you must navigate one of your game pieces, called MATES, to the far side of the ship. In completing this you will obtain your SEA-LEG and become CAPTAIN. After becoming a captain, make your way back to your side's furthest row in order to win the game.

Preparation: Choose which player will be playing from the STERN and which one from the BOW. Arrange 9 of your corresponding pieces on the ships deck in the starting position as shown below:

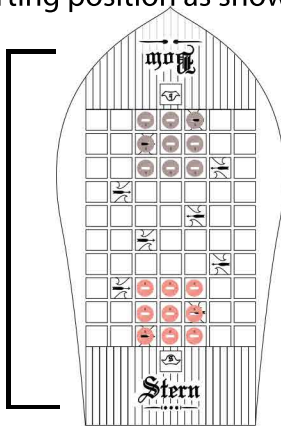


Stern Mate



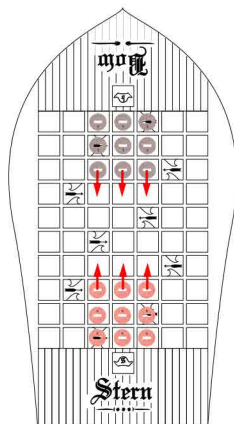
Bow Mate

Starting Position



Three rows, of three pieces, centered.

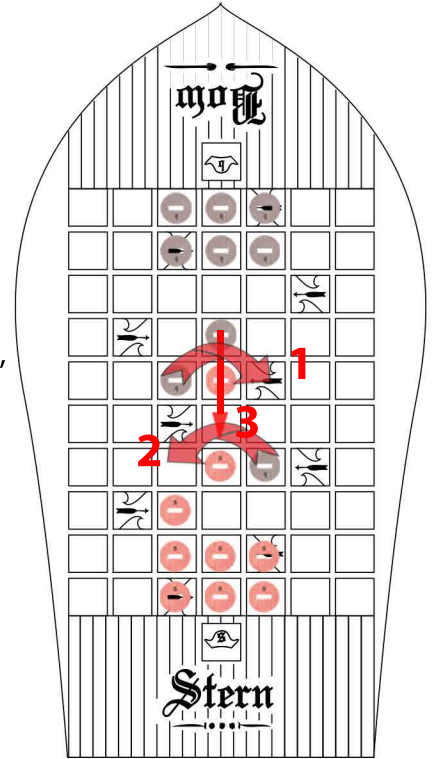
First move: On each player's first turn, they are allowed to move one Mate, one space forward into an empty space. Moving a Mate one space, constitutes as a move, and afterwards it is the other player's turn.



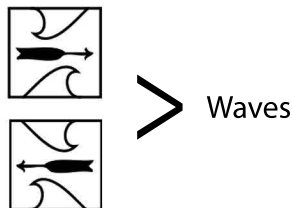
will be able to move one space to the right, to the left, OR forward during a player's turn as they navigate the cleverest route to reach their opponent's side.

Jumping: A player is able to 'Jump' one of their opponent's Mates during their turn, which results in the 'Jumped' mate being taken off the board never to return.

Here we see three instances of a Bow Mate Jumping a Stern Mate. Twice where the Bow jumps laterally (1,2), and another lengthwise (3). As you can see, if in these instances it had been Stern's turn instead of Bow's, Stern could've jumped Bow laterally in instance 2, and either laterally or lengthwise in instance 1 or 3.



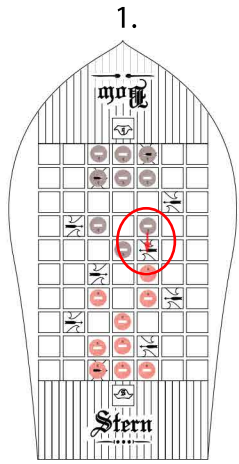
Waves: Waves are special pieces on the gameboard represented by a wave and an arrow pointing towards one side of the ship.



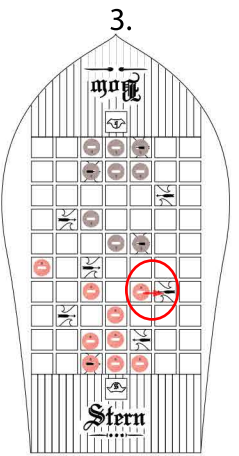
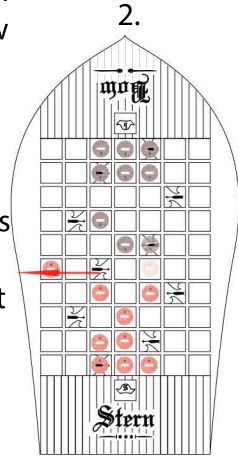
If you land on a Wave, ALL Mates on your opponent's furthest row, shift to the edge of the ship in the direction the arrow is pointing. If there are two or more pieces in the row that has shifted, the piece closest to the edge of the boat falls overboard and is gone, never to return.

(See examples on following page.)

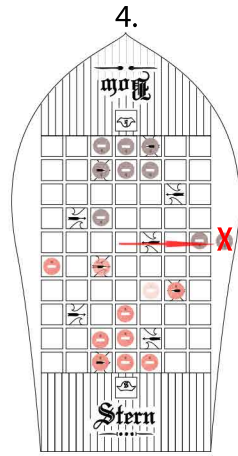
Some Examples of Waves:



In this example, we'll have the circled Bow Mate (1), move to the Wave piece directly in front. As a result, The front-most Mate on Stern's side, is pushed to the edge of the boat in the direction the arrow was pointing (2) - but not overboard, since there was only one Mate in the row.

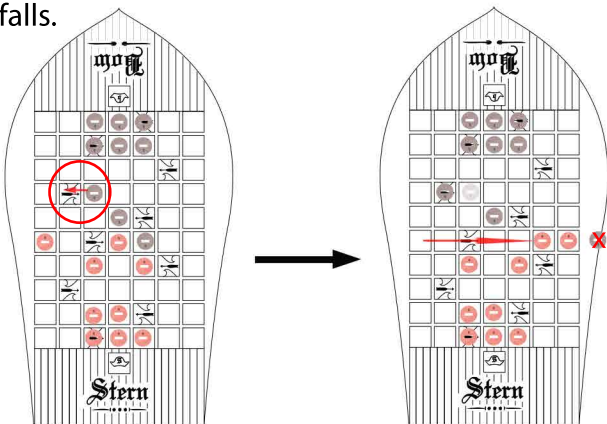


Picking up where we left off, Stern's mate (circled[3]) is moved to the Wave tile directly to his right. Now, because there were two or more Mates in Bow's front most row, the Mate closest to the edge falls overboard(4).

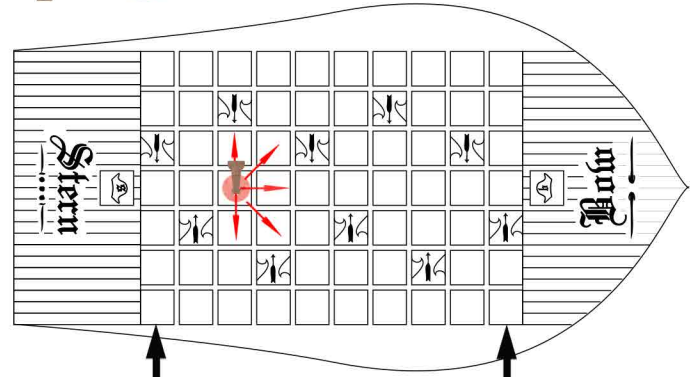


Notes:

- If there are more than two Mates in a row that has shifted, it is still only the Mate closest to the edge that falls overboard, not more.
- If you share a row with your opponents frontmost Mate and move to a Wave tile, all Mates including your own shift to the side of the Ship the arrow is pointing. Still it is only the Mate closest to the edge of the boat that falls.



The SEA LEG : Once you move one of your Mates to the far side of the ship, you obtain a Sea Leg (1), thereby becoming a Captain . At this point, you must turn around and start your journey back to your side of the ship. However, as a Captain you are now able to move, and jump your opponent diagonally aswell as forwards, left and right.



Stern must return to a tile in this back row as a Captain in order to Win

Bow must return to a tile in this back row as a Captain in order to Win