Tides of Fate

A free-for-all multi-player adventure board game

Set during the thrilling Age of Sail, Tides of Fate is a free-for-all, 3-6 player game in which each player assumes the role of a daring captain on a mission to explore mysterious islands, seize valuable territories, and rise as the dominant force of the high seas. Your objective is simple: be the first captain to have your flag planted in three islands at once. Though, simple as it may be, this task will be far from easy. Along the way, you'll uncover hidden resources on remote islands, encounter unpredictable and violent weather, and face fearsome, otherworldly creatures lurking beneath the waves. Yet, the greatest danger may come from rival captains — fellow adventurers who share your ambition for maritime supremacy and will stop at nothing to take what was yours and claim it for themselves. Will you brave the unknown and outmaneuver your enemies to become the true hegemon of the seas?

Board Setup

The game board takes the shape of a large hexagon divided into smaller hex spaces. Assemble the three concentric rings, which represent the three different zones [see Zones], to create the game board. In addition to the game board, there are two kinds of cards, Scenario Cards and Item Cards. These cards must be sorted into their respective decks, shuffled,

and placed next to the board. Next, place the spinner next to the board so that the angle of the hexagon is aligned with that of the board. Make sure not to turn the base of the spinner so that direction-based spins stay consistent. Finally, all players must take possession of the "Level 1" Ship Level Indicator that corresponds with the color of their board starting color.

Starting Positions

To begin the game, all players must start at different edges of the board. Every player roll 1d20, those with higher rolls choose their starting position first, though options are restricted by how many players are participating.

4 players: Players choose between edges marked as A/B/C/D

5 players: Players choose between edges marked as A/B/C/D/E

6 players: Players choose between edges marked as A/B/C/D/E/F

Zones & Movement

The Calm Zone is the outermost ring. All players choose a corner of this zone to begin the game on. This zone is low risk, low reward, featuring large-sized islands. Players roll 1d6 to move in this zone.

The Wave Zone is the middle ring. This zone is middle of the road in every way: moderate risk, moderate reward, featuring medium-sized islands. Players roll 1d4 to move in this zone.

The Hazardous Zone is the innermost ring. This zone is high risk, high reward, featuring one large central island. Players roll 1d4 to move in this zone.

Movement between zones is possible at all times if the weather permits it [see Weather System]. Players may choose to move any amount of spaces less than or equal to their dice roll.

Day & Night Cycle

Game rounds alternate day and night, flipping back and forth with each round. At the end of each round, the weather changes. Additionally, the impact of the hurricane causes the Wave Zone and Hazardous Zone to rotate in correspondence

with the new weather conditions. See the weather system table below to see how the zones rotate for each different weather type.

Weather System

Weather Type	Rotation Effect
Sunny	Both zones rotate once
Rainy	Both zones rotate twice
Freezing	No rotation
Cloudy	Rotation direction reverses. Both zones rotate once
Stormy	Both zones rotate twice. All players in the Rotated Zone will knock back an additional hex due to intense winds.
Foggy	All players are restricted from crossing between zones during their next turn due to limited visibility.

Islands

When a player is first to land on an island, they can drop one of their colored flag pieces on the hex they landed on to claim the island. In addition, every time you land on a new island, you may draw between one and three Item Cards, with the number drawn corresponding to the player's current zone [see Salvage Parts].

Eventually you may land on an island that has already been claimed. To reclaim an island from another player, you must engage in an Island Battle with that player [see Island Battles]. If you win, you may replace their flag with yours, as well as draw the requisite Item Cards. However, if you lose, your opponent's flag stays and you cannot try to reclaim the island again until you leave and re-enter the zone that it resides in.

Island Battles

When one player wants to claim an island that's already been claimed by another player, a battle must take place. To battle, the current occupant and challenging occupant both roll d6 with advantage or disadvantage based on their ship level. The player with a higher roll takes ownership of the island.

If players are same level: Both players roll 1d6.

If players have 1-level difference: Lower level rolls 2d6 with disadvantage, higher level rolls 1d6.

If players have 2-level difference: Lower level rolls 2d6 with disadvantage, higher level rolls 2d6 with advantage.

Item Cards

Upon landing on an unclaimed island, or reclaiming an island from another player, you may draw item cards, which give you Salvage Parts that can be used to upgrade your ship. The quantity of cards you must draw is dependent on the zone of the island you are on. Card draw quantities are as follows:

Calm Zone: Draw 1 card.

Wave Zone: Draw 2 cards.

Hazardous Zone: Draw 3 cards.

Salvage Parts

To upgrade your ship, gather salvage parts by landing on islands and collecting item cards. Higher-level ships have greater chances of winning Island Battles. Level upgrades work as follows:

Level 1: Starting player level.

Level 2: Requires 3 collected salvage parts.

Level 2: Requires 5 additional salvage parts after reaching Level 2.

An Item Card's Salvage Part quantity is shown by the number within the buoy. After upgrading your ship, discard the item cards you used to upgrade and replace your Level Indicator card.

Scenario Cards

At the end of each round, all players must draw scenario cards, which depict the obstacles they must face before the beginning of the next round. The number of cards drawn varies by zone as follows:

Calm Zone: Draw 1 card.

Wave Zone: Draw 2 cards.

Hazardous Zone: Draw 3 cards.

After all players draw the requisite Scenario Cards and adjust their pieces as necessary, the next round begins with the weather spinner being spun again.

Healers

Healer NPCs are stationary characters with a shell shape placed at specific locations on the game board. They can heal any player who ends their turn on an adjacent hex, restoring 1 Energy per round.

Game Pieces

Board
1 - Calm Zone board ring
1 - Wave Zone board ring
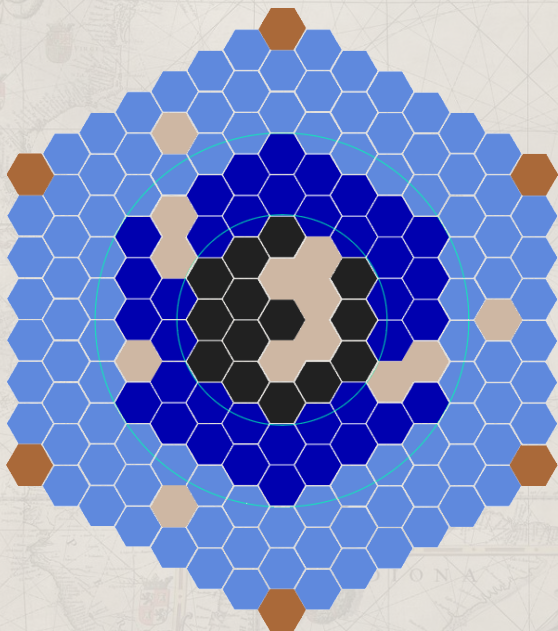1 - Hazardous Zone board ring
1 - Weather Spinner

Character
3 - Yellow flags
3 - Red flags
3 - Green flags
3 - Purple flags
3 - Orange flags
3 - Pink flags

Cards
24 - Scenario Cards
33 - Item Cards
18 - Ship Level Indicators

Game Board