

# Salt & Sail



## The Story

The Capital is abuzz with strange tales and exotic rumors of ancient cities and remarkable wonders to behold. As the captain of your small ship, fortune and glory are just beyond the horizon. Follow the rumors, make the discoveries, and beat your opponents in becoming the world's most famous explorer!

## Credits

**Game Designer:** Justin Potter

**Graphic Design:** Kelsey Wright, Justin Potter

**Illustration:** Giacomo Pantalone, Elysios Constantinos, Abeer Malik, Allison Arnold, Anna Kulakovskaya

**Rulebook Writing:** Justin Potter

A thank you to our many playtesters and their feedback. And a big thank you to our Kickstarter supporters--without them, this game wouldn't be possible.

## Components



16 Double-Sided Hex Tiles



11 Captain Cards/Player Guides



11 Officer Cards



26 Equipment Cards



20 Map Tokens

50 Ducat Tokens



50 Damage & Crew Tokens

75 Skill Tokens



40 Ration & Goods Tokens



5 Player Ship Flags

11 Ship Miniatures (5x Cog, 2x Caravel, 2x Nau, 2x Galleon)



11 Ship Mats (5x Cog, 2x Caravel, 2x Nau, 2x Galleon)



40 Rumor Cards



40 Discovery Cards



32 Encounter Cards

16 Treasure Cards

# Objective

Earn Fame Points (FP) through various actions, including: making discoveries, defeating pirates, finding treasure, etc. Be the player with the most Fame Points at game end.

# Setup

1. Prepping the Game Board: Select a map from the Atlas in the back of this Rulebook. Lay out tiles as shown (using Number and Letter as guide).

- Shuffle Discovery tokens and randomly select quantity based on map and game length desired.
- Add directed quantity of Port and Village tokens and shuffle together with Discovery tokens. Distribute tokens to designated hex spaces, face-down. ①
- Place Encounter tokens on designated hex locations. ②

2. Prepping Other Components: Shuffle decks of cards (Rumor, Officer, Encounter, Equipment, Treasure), and set to side of play area. ③

The Discovery deck is numbered and is not shuffled.

- Flip over top Officers (1 per player), 3 Rumor, 3 Equipment and lay out next to their draw decks. ④
- Place all other tokens and pieces to side of play area. ⑤
- Set upgrade ship mats to side of play area for future use. ⑥
- Players select their color, take the corresponding ship flag and skill bag and place a Cog on any Capital tile hex space. ⑦

There is no limit on how many ships occupy a hex space.

3. Choose a Starting Player.

4. Follow captain and officer drafting as outlined in Player Starting Components section.

# Fame & Ducats

In Salt & Sail, players ultimately try to earn the most Fame Points. However, they'll need to fund their expeditions with gold ducats. Ducats are gained by selling goods and treasures, as well as rewards for making Discoveries.

## Player Starting Components:

- ⑧ 1 Captain card - Starting player chooses first, players continue in clockwise rotation.
- ⑨ 1 Officer card - Last player picks first from initial Officers shown, players continue in counter-clockwise rotation.
- ⑩ 1 Cog ship mat
- ⑪ 3 Crew tokens
- ⑫ 4 Ration tokens
- ⑬ 5 Ducats
- ⑭ 1 Rumor Card
- ⑮ 1 Skill Bag--with all starting Captain skill tokens added to it.



# Welcome Aboard!

In Salt & Sail, players will take the role of a ship captain. This ship is their ticket to fame and fortune! As such, they need to know what she is capable of.

The type of ship is written at the bottom **1**. Crew, Rations, and Goods are tracked on the ship mat. Crew assigned to Hands-on-Deck slots **2** affect token draws during encounters, whereas Sails slots **3** dictate ship movement. Ships have a cargo hold **4** to store rations, goods, or a combination of both (The number denotes the maximum storage of that type). Around the ship, players track ship damage **5**. Ships also have slots for Officers **6**, Equipment **7**, and Treasure **8** cards. Artifact discoveries are also kept in the Treasure slot until delivered. All upgraded ship types have a cost when acquiring **9**.



## Gameplay

Beginning with the Starting Player, each player takes turns performing up to two (2) actions. When they have completed their actions, play moves on to the next player in a clockwise rotation. All players taking their turn performing their actions is considered a round. Play then starts again as a new round.

Once the final Discovery has been made, play will continue through the remainder of the current round. Players then tally up their Fame Points and the most famous explorer wins!

## Player Turn Sequence

**Ration Check:** If the player starts his/her turn outside a Port or Capital hex space, discard 1 ration token from ship. If the player has insufficient ration tokens, player discards 1 crew token instead. If the player has no crew tokens, their ship sinks.

**Allocate Crew:** The player may move crew to and from both Sails or Hands-on-Deck roles, up to the ship's maximum capacity. For each crew in a Sails role, the player may move 1 hex space when taking the move action. For each crew in a Hands-on-Deck role, the player may draw 1 token from the Skill Bag when performing non-Discovery skill checks. Once crew is allocated, they cannot be moved from their assigned role for the rest of the turn.



No ration token is consumed if a player starts their turn at a Port of Capital

## Actions

Players perform up to two (2) Actions each turn.

**Move**--Move hexes based on crew assigned to Sails slots (limit once per turn).

**Attempt Discovery**--The player draws one (1) token from their skill bag in an attempt to complete a Rumor card's requirements (requires a player's ship to be on a hex space with a Discovery token).

When on a hex space with a Port or Capital, players can visit several locations. Each location has multiple tasks that can be performed for the single Action cost of visiting.

**Visit Dock**--Perform any of the following

- Purchase ship: pay the cost of the ship and swap out ship mats. All non-damage tokens and cards are transferred to the new ship.
- Resupply: load ship with as many rations as desired (up to ship capacity).
- Repair: Pay to repair player's ship. Pay 1 for each damage token removed.

**Visit Market**--Perform any of the following

- Deliver goods: gain 2 for each good delivered.
- Purchase equipment:
  - May purchase any of the face up cards.
  - Or, may discard all face up cards, draw one (1), and choose to purchase it. If not, the card is left face up next to draw deck.

**Visit Pub**--Perform any of the following

- Listen to stories: draw 1 Rumor card and add to hand (max 3 in hand)
- Buy Round of Ale: pay 1 and draw 1 additional Rumor card.
- Hire crew: Pay 1 per Crew added to ship, up to ship's maximum capacity.
- Recruit Officer: (Max 1 Officer allowed)
  - Take one Officer card from those showing face-up.
  - Or, may discard all face up cards, draw one (1), and choose to keep it. If declined, card is left face up next to draw deck.

**Visit Governor**--Perform any of the following

- Turn in Artifact discoveries and Treasure cards to gain ducats. Put any cards with FP to side of player area, face down. If card has no FP value, the player discards the card.
- Study: pay 1 to gain 1 temporary Standard Feat token (blue feat). Note: max of 3 in the player's bag at a time.

**Visit Village**--Similar to Ports, Villages are unique locations that provide players with a place to resupply and draw Rumor cards.

- Resupply: load ship with as many rations as desired (up to ship capacity).
- Listen to stories: draw 1 Rumor card and add to hand (max 3 in hand).



A temporary feat token is a single use token. Once drawn and the skill check is complete, the token is discarded.

## End of Turn

After the active player completes their chosen actions, refresh any face up card groups back to their maximum (3 Public Rumors, 3 Equipment, 2 Officers). The next player then takes their turn.



## Skills

There are three different skills which are called upon to succeed at various events.

### Fight

This skill will come in handy when making dangerous Discoveries, or encountering pirates on the open seas.

### Observation

This skill is useful in finding many Discoveries, or understanding the weather to avoid hazardous storms.

### Lore

This skill will help you find very rare and valuable Discoveries, or be able to find lost treasures.

## Feats

Skill checks are met by achieving the requisite number of Feats of that skill type. Some skill tokens will have only one skill type while others will have all three. Tokens with all three skill icons may be used for any skill check.

### Standard Feat

The most common type of Feat needed to accomplish a skill check.

### Great Feat

An uncommon Feat that helps pass more difficult skill checks. It can also be used as a Standard Feat, if needed.

### Defeat

Signifies no progress being made toward a skill check. On some checks, it can also denote added hazard to the ship and/or crew.



## Equipment & Officers

A Players' Captain starting skill tokens will help them succeed in many challenges throughout the game. However, it will be necessary to bolster their skills and abilities via Equipment and Officer cards.

Players may purchase Equipment cards from Port or Capital Markets. These cards are placed next to the player's ship mat. While there is no limit to the number of Equipment cards a player has, the benefits of multiple copies of the same card do not stack.

Officer cards may be recruited when visiting Port or Capital Pubs. Players are limited to one Officer. If taking a new Officer, the existing Officer is discarded.

**If your ship sinks, all of your Equipment cards are discarded. Ye be warned!**



# Map Tokens

Players will interact with various map tokens. These tokens are determined at game start, based on the scenario. Tokens like Encounters are generally face up, while the others are shuffled and left face-down until examined by a player.



## Discoveries

These locations are what players set out to find! Each token will have randomized icons which will match Rumor cards. When matched, players are able to take the Attempt Discovery action.



## Encounters

Event tokens that require a player to draw a card from the Encounter deck, usually resulting in a skill check. These tokens are not removed from the board.



## Ports

These locations function similarly to the Capital hex: players can perform various actions to prepare themselves for additional voyages at sea.



## Villages

These locations function as a small haven to resupply Rations. In addition, players are able to gain Rumor cards.

# Rumors & Making Discoveries

Rumors come in two types: public and private. Public Rumor cards are shown face-up on the table and all players have access to make their discoveries. Private Rumors are cards in a player's hand. Players do not have access to the discoveries in their opponent's hands. Players have a maximum private Rumor hand size of three (3). Players may discard private Rumors at any time during their turn.

*The player has this Rumor card in their hand. It is a private Rumor, meaning only they may make this Discovery. The rumor symbol <sup>1</sup> must match one of the symbols on a Discovery token at the player's location in order to take the Attempt Discovery action. This Discovery is dangerous and requires three standard Fight skill feats <sup>2</sup>. If a Defeat token is drawn, the player must immediately discard a crew token <sup>3</sup>. The text <sup>4</sup> provides a clue as to the type of discovery to be found. Once completed, the player will take Discovery card 20 <sup>5</sup>.*



When at a location with a Discovery Token, the active player may look at the token, privately. If he/she has a Rumor card (in hand, or public) with a symbol that matches one on the token, the player may use an action and announce they are attempting a discovery. The player then draws one (1) token from their Skill Bag, setting it aside. If an eligible Feat token is drawn, the player applies it to the Rumor Card requirements.



*The player takes a Move action and moves two hexes <sup>6</sup> to a face-down Discovery. The player looks at the token and notices one of the icons <sup>7</sup> match their private Rumor card. The player may then use a future action to Attempt Discovery, drawing tokens from their Skill Bag.*

If a Defeat token or a non-applicable skill Feat token is drawn, no advancement toward the Discovery is made. However, all tokens drawn remain outside the Skill Bag (**do NOT put them back into Skill Bag**). This signifies continued progress being made toward the discovery. However, if a player leaves the Discovery Token's Hex Space, all drawn tokens are placed back into their Skill Bag. The player has forfeit any progress made by leaving the area.

Once all Rumor Card feat requirements are met, the player shows the Rumor Card from their Hand (or points to the Public Rumor on table) and matches the Rumor Card requirements to the tokens drawn. The player also shows the Discovery Token and matches the token symbol to the Rumor Card. The player takes the corresponding Discovery Card shown on the Rumor Card--gaining the designated Ducats immediately. The Discovery is then turned face down in the player's scoring area. The Discovery's Fame Points will be tallied at the end of the game.

**Beware of Dangerous Discoveries! Drawing Defeat tokens will have negative consequences.**

Artifact Discoveries are unique in that they require players to return them to the Capital or Port to receive credit. These Discovery cards are kept face-up in the ship's hold until "delivered" to the Governor. Once delivered, the player gains the designated Ducats and the Discovery Card is then placed face down in the players scoring area. If the player's ship sinks with an Artifact Discovery in the hold, the card is removed from play, forever lost to Davy Jones' Locker!

The Discovery Token is then removed from play and set aside with the Rumor Card. If the Rumor Card was public, draw a new Rumor Card to fill the empty slot.

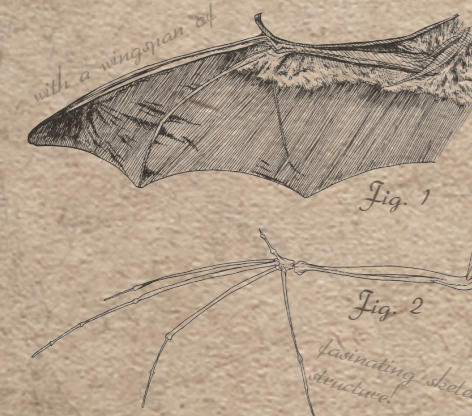
Discovery cards are broken into various types <sup>8</sup>. Some Officers and equipment provide bonuses for making specific types of Discoveries, so pay attention to what clues the Rumor cards offer. In addition, all Discoveries will have a title <sup>9</sup> Fame value <sup>10</sup> and a Ducat value <sup>11</sup>.



# Encounters

As players follow Rumors in search of Discoveries, they will be faced with various encounters which will test their abilities. Encounter tokens are placed on the gameboard at the start of a game. Any time a player enters a hex with an Encounter token, they must immediately stop their movement and draw the top card of the Encounter deck.

Encounters can range from fighting off a pirate ship, navigating a storm, or trading with a merchant vessel. Some encounters will require players to succeed in a Skill Check. **Remember, for every Crew assigned to the Hands-on-Deck slots the player may draw one token in an attempt to succeed in the encounter.**



Skill checks are conducted one token draw at a time. A player may complete the check before drawing all eligible tokens from the Skill Bag. If the player passes the check, they gain the benefit shown in the "Succeed" area of the card (if any). If the encounter awards Fame Points, the player places the card face-down in their player area to score at end-game. If the player doesn't pass the check, they suffer the consequences shown in the "Fail" area of the card (if any).

Some Encounters are considered dangerous, and drawing Defeat tokens out of the bag will trigger various effects immediately. Note: these effects could impact player Crew and may change eligible draws for the encounter.

After resolving the Encounter, the player's turn ends. Encounter tokens remain on the board for the duration of the game. Any future movements into the hex by any player will trigger another encounter.

The title **1** informs the player the type of encounter. For this Storm encounter, the player needs to pass a Skill Check with Observation **2**. It requires one Standard Feat and one Great Feat. The player has three crew assigned to the Hands-on-deck slot and therefore draws 3 tokens from their Skill Bag **3**: One generic Standard Feat, one Fight Great Feat, and one Defeat. Unfortunately, the Fight Great Feat cannot be used for an Observation skill check, so the attempt is unsuccessful. As such, the player must take the Fail consequence **4**: one Light Damage and one Heavy Damage. In addition, this is a Dangerous Encounter **5**, and all Defeat tokens drawn result in losing one Crew token.

**Dangerous Encounter effects happen regardless of the skill check succeeding or not.**

If a skill check is passed, the player gains everything shown in the Succeed section **6**.



## Merchants

Not all encounters at sea are dangerous. Merchant encounter cards have a unique layout and provide different benefits.

When drawn, players immediately gain everything in the "Barter" section of the card **1**. The bottom half has two additional trades that are optional **2**. However, these trades require the player to discard the required items to make the trade **3**. Each optional trade may only be completed once. These trades may be performed in any order, and may even use the items being gained during this encounter. Once all trades are finalized, the player adds the items to their ship (keeping with capacity limitations). Any leftover items are then discarded.



## Vex & Fortune

Vex encounters add a layer of difficulty for captains on their way to fame and fortune. Vex cards like Mutiny have a condition set that must be met, else the player faces a negative consequence.

When the condition is for a fame check **4**, players tally up the value of fame from all earned face-down cards in their play area. Players need only show other players cards totaling up to the condition requirement to verify success.

Fortune encounters counter-act the increased difficulty of Vexes by offering players a positive bonus to help them on their journey. Unlike other encounters, Fortune card events are optional.

The player comes across an opportunity to find some lost treasure. The player has plenty of rations and isn't en route to an important Discovery location, so she opts to lose the movement and hunt for the treasure **5**. Otherwise, the player would be able to ignore this lead and continue on her way as it is an optional event **6**.





# ATLAS

In this section, you will find several pre-made maps and scenarios. They will inform you as to which hex tiles to use, the quantity and location of discovery and encounter tokens, etc. Players should use these maps to learn the game fundamentals. Once familiar, players can customize their own map layouts as they wish!

For your first game, we recommend you play the "A Week's Journey West" map scenario.

This scenario is designed to give players a feel of the game mechanics in a smaller area. There is a known Port town that can provide supplies in a pinch. But, just because players need not journey far from the Capital or friendly Port, doesn't mean it's easy. The rumors have drawn the attention of many pirates to patrol the waters--in search of easy booty. The question is--play it safe and go the long way, or take the shortcut through more dangerous waters?



## A Week's Journey West

*Length: Short (45-60 min.)*

*Recommended Players: Any*

*Endgame Condition: Make all 4 Discoveries*

*Merchants and adventurers have been returning to the capital with stories of new lands "a week's journey West" of here. If these rumors are to be believed, we must set out at once!*

### Game Modifiers:

#### Starting Components

- Draw one additional Equipment card per player. During setup, when choosing Officer card, players may also take one Equipment card at no cost.

- +5 ducats per player.

5 Public Rumors during entire game.

#### Encounter Deck

- Remove all Merchant cards.



### Map Tokens Needed



4x Discovery



1x Port (Visible)



3x Encounter



# You Can Count on Encounters

*Length: Medium (60 min.)*

*Recommended Players: Any*

*Endgame Condition: Make all 4 Discoveries*

*It seems we aren't the only ones who have heard about the rare treasures to be found. There are many surprises awaiting us. I hope we are up to the task.*

**Game Modifiers:**

*None*



**Map Tokens Needed**



4x Discovery



1x Village (Shuffled)



2x Port (Shuffled)



6x Encounter

# Split-Decision

*Length: Medium (60 min.)*

*Recommended Players: Any*

*Endgame Condition: Make all 5 Discoveries*

*The further East we go, the more we leave behind the comforts of home. While there are a couple friendly villages, no one has yet established a Port, so repairing and retooling will be time-consuming.*

**Game Modifiers:**

*None*



**Map Tokens Needed**



5x Discovery



2x Village (Visible)



6x Encounter

# 4 Corners

*Length: Long (90 min.)*

*Recommended Players: 3-5*

*Endgame Condition: Make all 8 Discoveries*

*We are surrounded by amazing wonders on all sides of the globe. We must ready ourselves for a long journey. It will be dangerous as there are no local ports to resupply at, but the rewards are vast.*

### Game Modifiers:

#### Starting Components

- Draw one additional Equipment card per player. During setup, when choosing Officer card, players may also take one Equipment card at no cost.

- +5 ducats per player.

5 Public Rumors during entire game.

Map Tokens Needed

- 8x Discovery
- 4x Encounter

# Around the World

*Length: Long (90 min.)*

*Recommended Players: 3-5*

*Endgame Condition: Make all 6 Discoveries*

*Today we embark on an adventure they will speak of for generations. In order to prove ourselves as world-famous explorers, we must travel around the entire world to find the most rare of discoveries...*

### Game Modifiers:

None

Map Tokens Needed

- 6x Discovery
- 2x Port (Shuffled)
- 6x Encounter

# Index of Icons & Tokens



Standard Feat



Fight



Fame



Treasure Card



Great Feat



Observation



Defeat



Lore



Ducat



Rumor Card

## Ship Tokens



Crew



Light Damage



Ration



Heavy Damage



Good

## Map Tokens



Discovery



Port



Encounter



Village



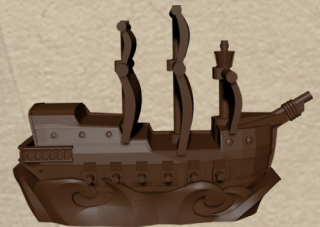
Cog



Nau



Caravel



Galleon