

A captain's guide to navigate

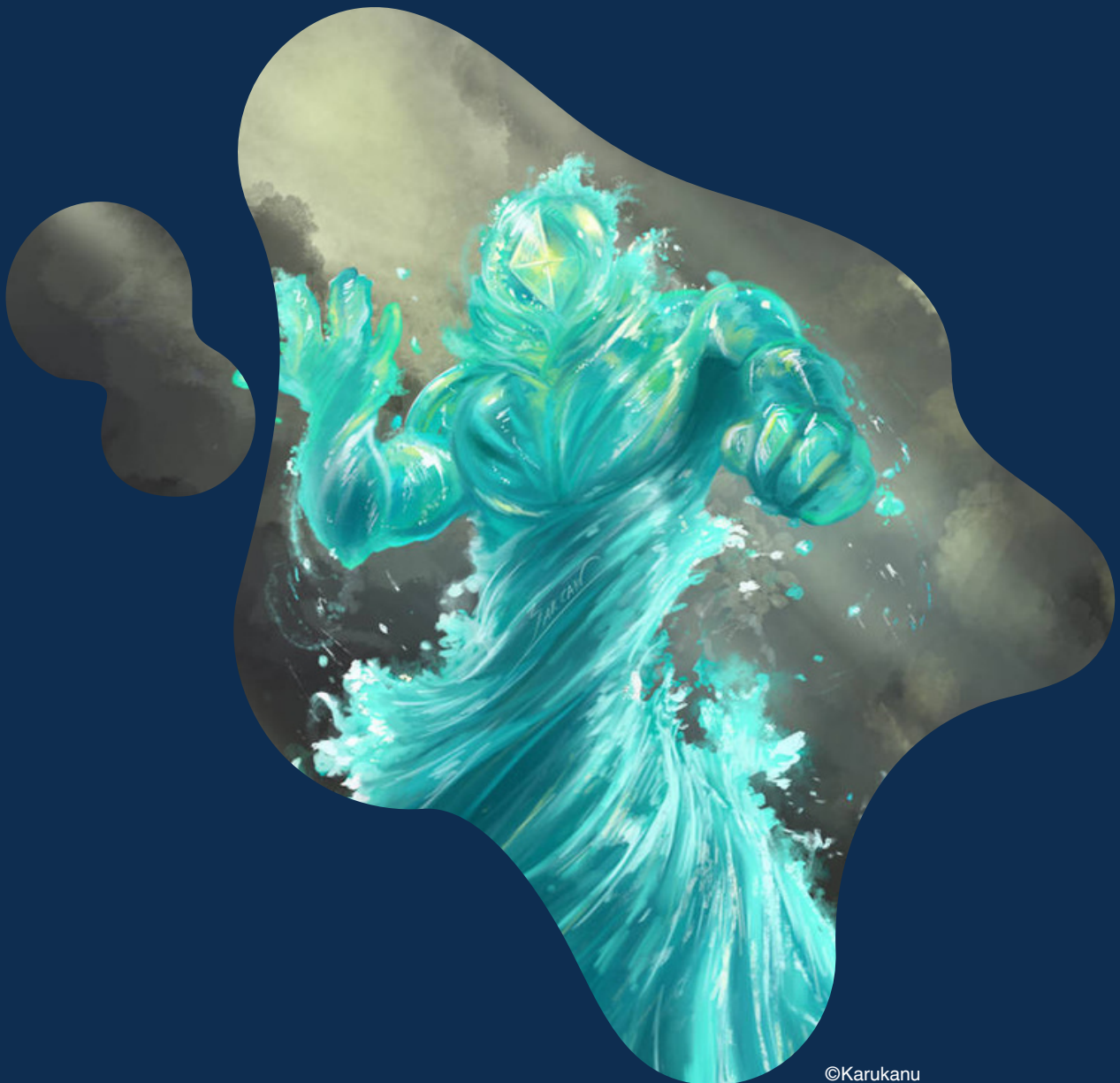


# STORM SAILS



# LORE

*“The water elemental is unleashing its rage. Its fury woke ocean waves taller than mountains. Storms are rumbling with thunder. Yet, a thousand-year-old prophecy states that whoever ventures to the maelstrom's center will claim the throne of thunder's vast riches. Every kingdom in the nation is garnering its naval fleet and adept elemental mages. You are a ruler of a kingdom. Forge alliances. Wage wars. Assert dominance against your foes, or be the storm binder. The last kingdom to stand tall wins. The choice—is yours.”*



©Karukanu

## **GAME DESCRIPTION**

Storm Sails is a multilateral tabletop game. Players assume the role of a king or queen, where 4 players compete with one another to be the last kingdom alive. Commanding a naval fleet and elemental mages, your goal is to be the last kingdom alive. Players can move ships or place storm pieces within the respective tiles. In addition, they will have an arsenal of skill cards with special abilities to help them reach their goal. A player gets knocked out if a storm piece reaches their kingdom tile. This game tests a player's luck and ability to strategize their moves and create temporary alliances or foes to be victorious.

## **OBJECTIVE**

Be the last kingdom alive to win the game.

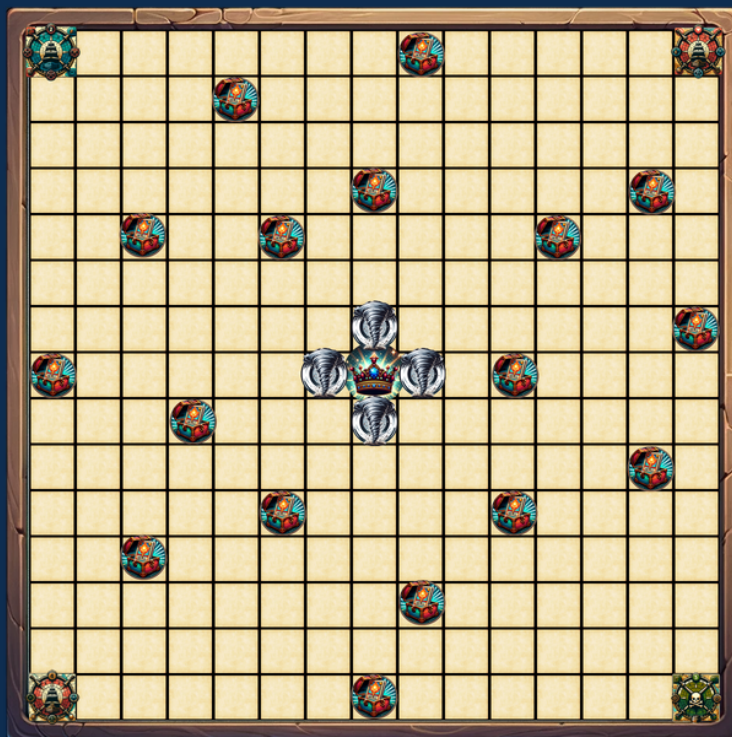
## **PROPS**

The game requires the following for it to be played:

1. Six-sided Dice
2. Storm Token (Colorful dots)
3. Ship Figures
4. Treasure Cards
5. Ice Wall Tokens (Black Stickers)
6. Storm Bind board



## BOARD LAYOUT



## BOARD LEGEND



Corners / Kingdoms



Storm Center, The Maelstrom



Treasure Card Tiles

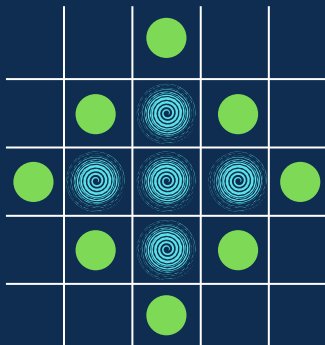
## **SETUP**

1. At the beginning of the game, players decide their turns. This can be done through voting, rock paper scissors, or similar techniques.
2. Place ships in the corner of the board.
3. Players are granted two ice wall tokens.
4. Players are granted one Mutual Aid card.
5. Start placing storms from the center of the board, marked by storm signs.

## **RULES**

1. **Players can place 1 storm token with each turn and move their ship figures.**
2. **Storms can only be placed orthogonally adjacent (+) to another storm token.**
3. Players roll the dice to determine the number of tiles their ship can move.
4. The ship moves in an L shape in any direction. (for more info, refer to the moves section)
5. Upon landing a ship on a treasure tile, the player draws a card from the deck. **The card must be immediately activated upon receiving.**
6. Any storm caught in the ship's path will be cleared.
7. **Ships are immune to storms.** Storm tokens cannot be placed on a tile with a player's ship.
8. If a ship or ice wall token surrounds a storm, the storm can be placed diagonally.
9. Ice wall tokens cannot be placed next to each other and must be spaced apart at least 1 tile. **Storm & Ship tokens cannot be placed on tiles with ice walls.**
10. **No ice walls can be placed on the three tiles right next to the four broad corners (kingdoms).** This is to ensure that a victory is claimable.
11. For a kill to be valid, storms must connect to the center storm.
12. **Once a ship reaches the center, it can clear up to a maximum of 5 storm tokens near their kingdom.** After making the move, the ship returns to the starting position.
13. **If a player rolls a six, they can move their ship 3 tiles, and place 3 storm tokens.**

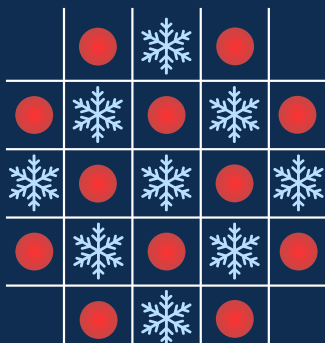
# VALID MOVES



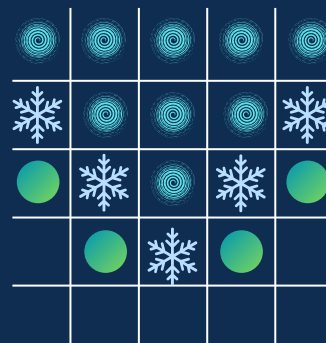
*All possible storm token moves in the starting area.*

|   |   |   |      |   |   |   |
|---|---|---|------|---|---|---|
|   | 5 | 4 | 3    | 4 | 5 |   |
| 5 |   |   | 2    |   |   | 5 |
| 4 |   |   | 1    |   |   | 4 |
| 3 | 2 | 1 | Ship | 1 | 2 | 3 |
| 4 |   |   | 1    |   |   | 4 |
| 5 |   |   | 2    |   |   | 5 |
|   | 5 | 5 | 3    | 4 | 5 |   |

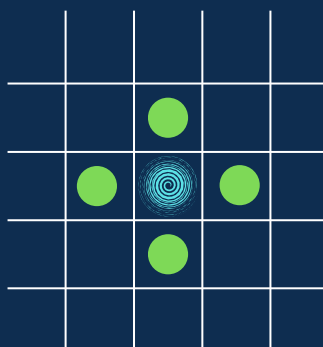
*All possible ship moves.*



*Example of Ice Wall placements. Red = invalid spots.*



*Example case of valid diagonal moves.*



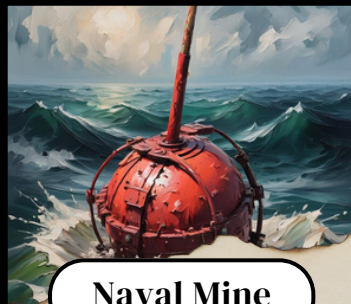
*Orthogonal Storm Placement*

# TREASURE CARD CATALOG



## Grand Line

Your compass guides your journey. Allows your ship to move in any direction you choose for up to **maximum 3 tiles**.



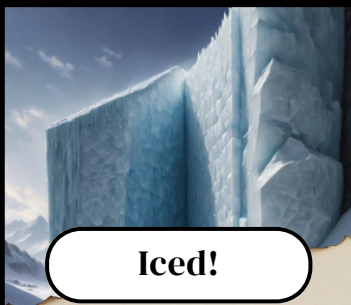
## Naval Mine

Your ship went through a planted mine! **Knocks the ship back to the starting area.**



## Mutual Aid

Cooperation is the key to victory. **Sacrifices your next turn to allow any player to roll the dice twice.**



## Iced!

The weather drops down significantly. **Places an ice in place of your ship. Knocks your ship back to the starting area.**



## Distress Signal

A beacon of light and hope. **Allows the player to swap their ship position with other player's ship.**



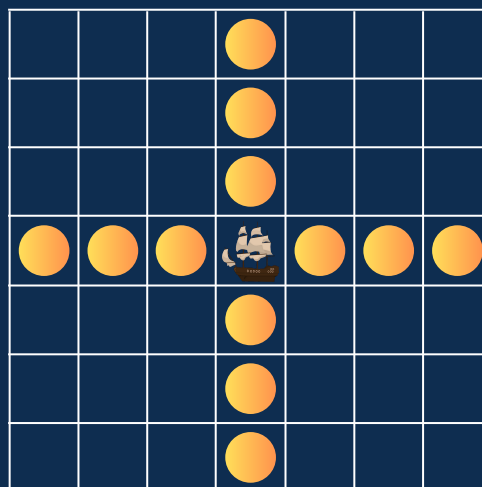
## Fair Winds

The weather is on your side. Light glimmers from the sky. **Allows the player to remove any 3 storm tokens.**



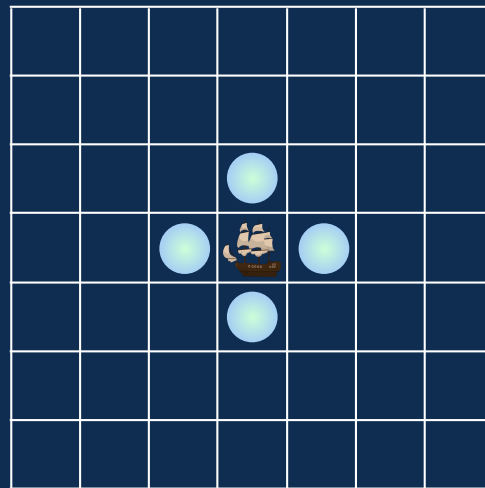
## Mortar Barrage!

In any horizontal or vertical direction, your ship sends out a mortar barrage. The barrage knocks out any ship in its path back to starting position.



*The shot will miss if no ship are available in the path.*

## TREASURE CARD CATALOG



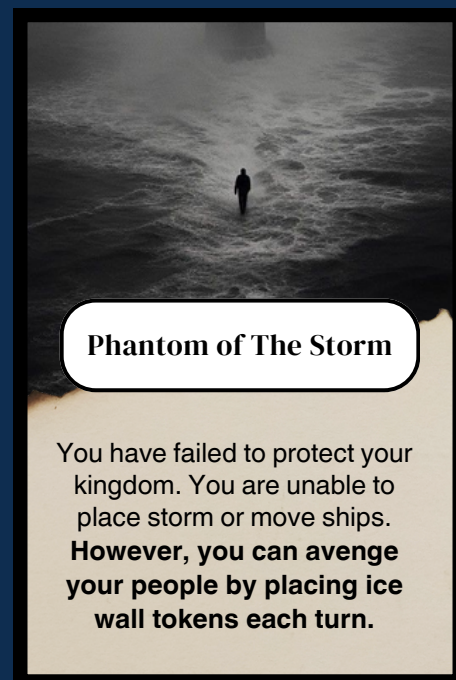
*Placement of storms*

## SPECIAL CARDS

Players agree at the beginning of the game whether to include these cards or not. If it is agreed, each player holds one card in the beginning of the game.



*One-time use only*

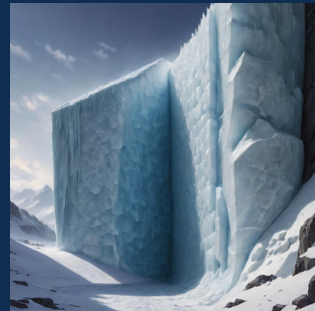


*Activates after death*

## **SUGGESTED CHALLENGE LIST**

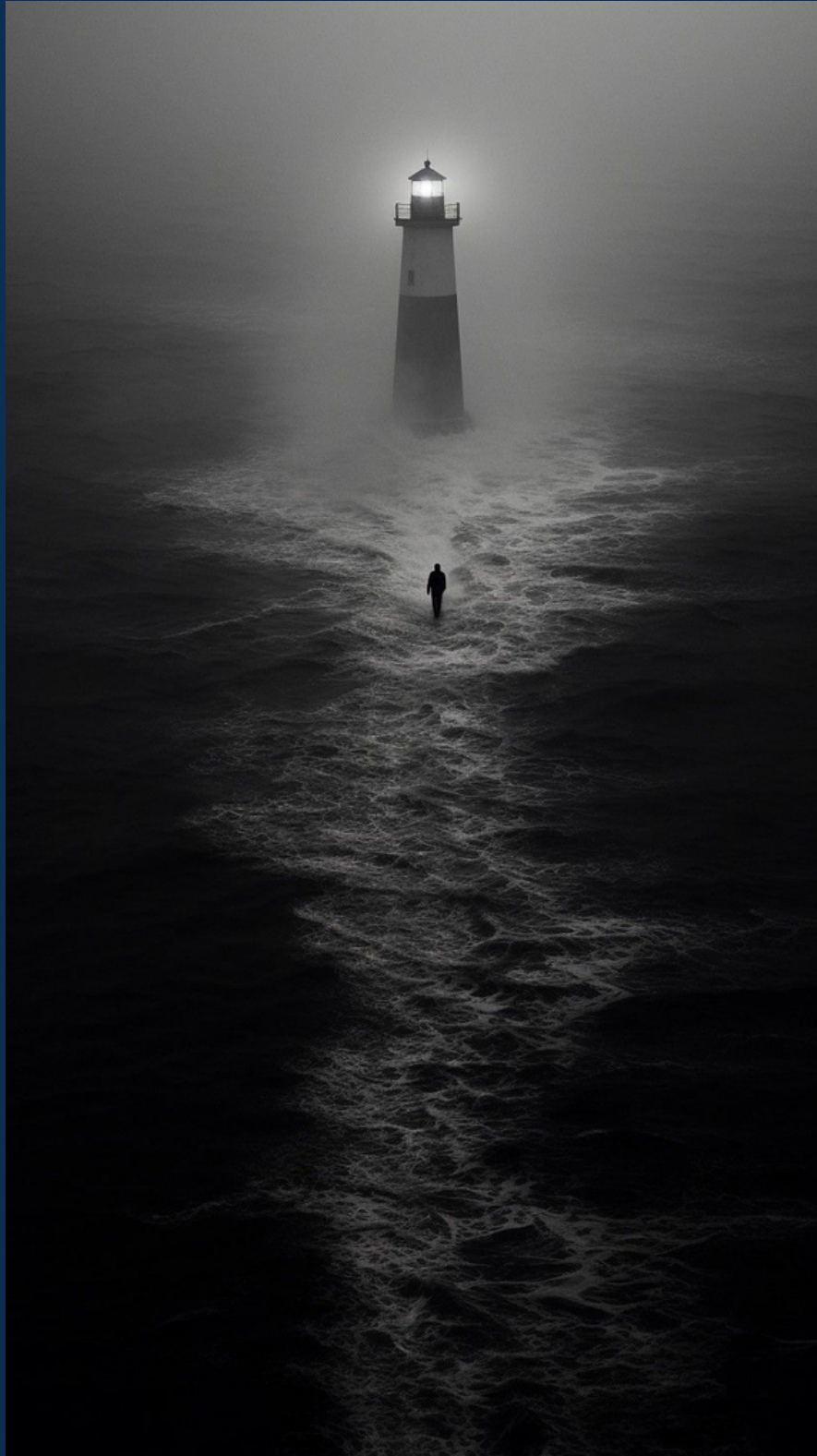
1. Tell a joke that makes everyone laugh.
2. Tell a life-altering quote.
3. Name three dishes from the UAE.
4. Name a random country's flag given by other players.
5. Name three random capital cities.
6. Name five random objects, these are suggested themes:
  - a. Classroom
  - b. Bathroom
  - c. Theater
  - d. Decide your theme!
7. Dare a player to share an embarrassing/funny childhood story.
8. Win a round of rock-paper-scissors against everyone.
9. Guess everyone's age.
10. Guess the first letter of everyone's name.
11. Guess the meaning of a word in another language.
12. Be the last person to blink
13. Run outside and go back inside in 10 seconds.
14. Don't speak until your next turn.
15. Connect five words based on their last letter.
16. Go make your original challenge! Be creative!

## ART SECTION



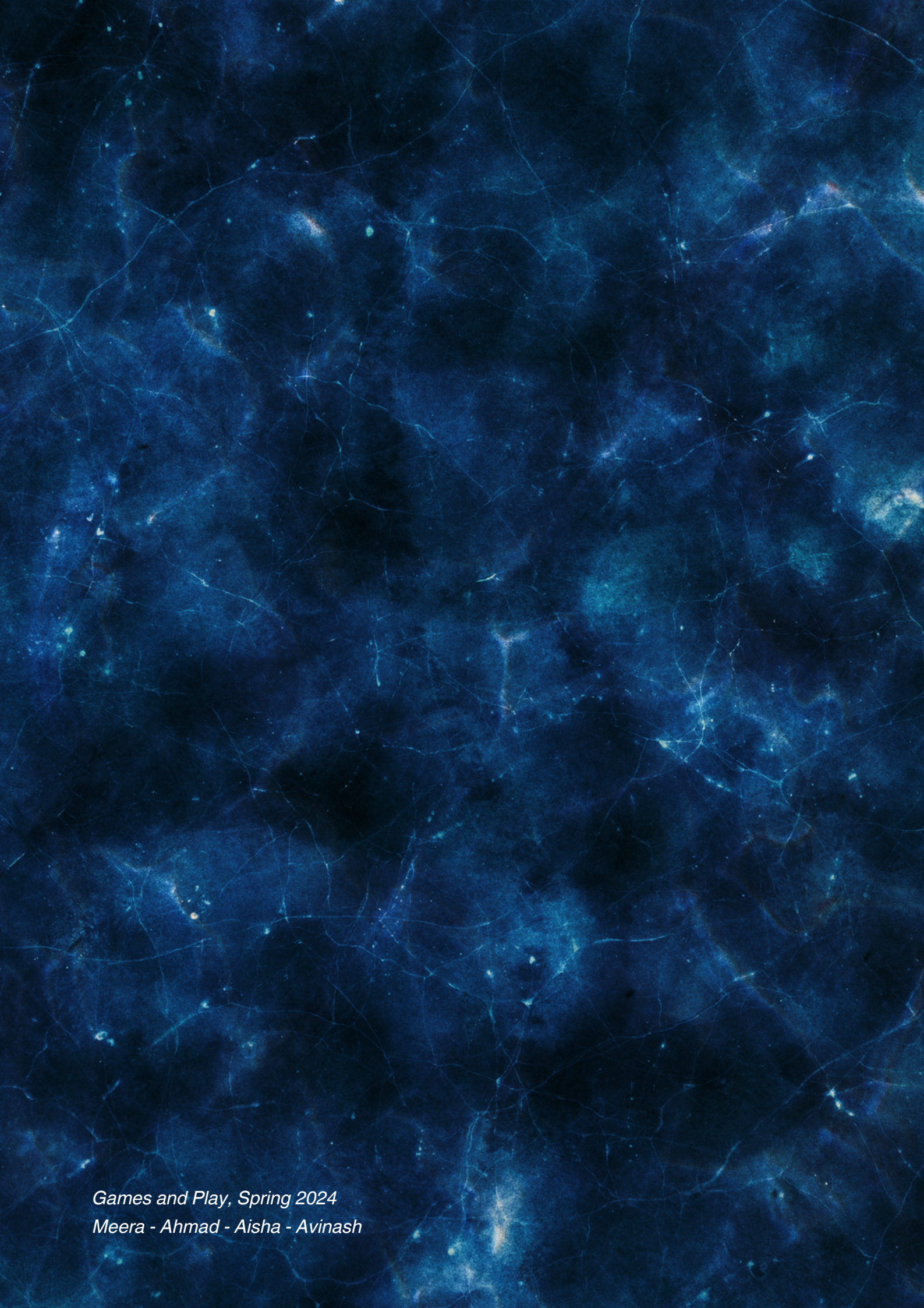
**THESE IMAGES ARE GENERATED USING AI, PRETTY  
IMPRESSIVE HUH?**

## **ART SECTION**



©Sbdjsj

**“GODSPEED, ENJOY THE JOURNEY, TRAVERSE THE  
STORM, CAPTAIN!”**



*Games and Play, Spring 2024*  
*Meera - Ahmad - Aisha - Avinash*