

WATERS OF NEREUS

COMPONENTS



28 Crew Cards
7 per player



4 Cabins
1 per player



1 Double-Sided Game Board



12 Discovery Cards



22 Science Cards



4 Ships
1 per player



20 Action Markers
5 per player



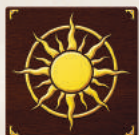
4 Scoring Discs
1 per player



28 Completion Tokens



1 Hourglass



1 Sun



24 Coins
15 x 1 gold
6 x 3 gold
3 x 5 gold



96 Treasures
Distribution shown on cabin



1 Compass Card
for 2-player variant



1 Die
for 2-player variant



1 Bag



12 Gems



96 Treasure Tokens
for colorblind players

SETUP

1. Place the board in the center of the playing area. Choose side based on number of players. See icon on the board.
2. Each player chooses a color and takes the components in their color: 1 cabin, 7 crew cards, 1 ship, 5 action markers, 1 scoring marker. The color of the cabins is shown by the liquid in the glass jars.
3. Each player places an action marker on the 0 space on their science track.
4. Each player places a scoring disc on 0/50 space on the scoring track.
5. Each player places their ship in a corner water space on the board. Players must choose different spaces.
6. Each player takes 1 white treasure and places it in the storage area in their cabin (lower right).
7. Place the remaining treasures in the bag.
8. For each water space on the board, except spaces with ships, draw 1 random treasure from the bag and place on the space.

9. Find and shuffle the 6 discovery cards for the correct number of players (see icon on cards). Randomly remove 2 cards from the game. Place the other 4, face-down, in a stack near the board.
10. Place the completion tokens, gold, and gems near the board in a supply.
11. Each player takes 3 gold.
12. Shuffle the science cards and deal 3, face-down, to each player. Players may look at their own cards, but keep them secret until played.
13. Determine a starting player, who takes the Sun and Hourglass.

COLORBLIND COMPONENT SETUP

The game is equipped with components to help with colorblindness. First, the player tableaus have a colorblind side with letters next to the treasures. Treasure icons without letters are “any color.” Second, the game includes punchboard treasure tokens that may be used to entirely replace or supplement the plastic treasures.



PLAYING THE GAME

The game is played over a series of 4 “days,” each of which is divided into 4 phases.

Phase 1: Discovery Phase

Phase 2: Action Phase

Stage 1: Choose Crew Card

Stage 2: Perform Crewmember Action(s)

Stage 3: Pass Hourglass

>> Repeat Stages 1-3 four times

Phase 3: Explorer Phase

Phase 4: Conclude Phase

PHASE 1: DISCOVERY PHASE

- Flip the top discovery card.
- For each water space indicated on the card draw and place a random treasure.
- New treasures are not placed on spaces with ships.
- If a water space has 3 treasures, do not add a fourth.



Example

After flipping this discovery card, place a random treasure on each water space with a checkmark, as shown by the card. Do not add treasures to spaces with ships nor to spaces with 3 treasures.

PHASE 2: ACTION PHASE

Phase 2 consists of 4 cycles of 3 stages, i.e., players perform stages 1-3 in order, then repeat the cycle until it's been done 4 times.

STAGE 1: CHOOSE CREW CARD (SIMULTANEOUS)

- All players simultaneously choose 1 crew card from their hand and place it face-down.
- After all have chosen, the crew cards are revealed.

STAGE 2: PERFORM ACTIONS (IN TURN ORDER)

- Starting with the player with the hourglass and moving clockwise, each player takes a turn as the “active player” to use their chosen crew card.
- On her turn, the active player places an action token in any available action space on the board in the row of the chosen crewmember.
- The active player may then perform the corresponding action.
- Each action space allows for a different action (See Crewmember Actions, pp. 9-15).
- After finishing an action, the player to the left is the next active player and takes a turn.

EXAMPLE

Green has the hourglass and is the first active player. In stage 1, Green chose the captain card, thus he must now place an action marker in an available action space in the row next to the captain's icon. He chooses the first space, allowing him to move his ship up to two spaces in any direction and pick up the treasure in the final space (see *The Captain's Actions*, p. 10). He moves only 1 space to pick up the black treasure.

Next, Red played the merchant card in Phase 1. She chooses the first space and pays 3 gold to score 5 VPs (see *The Merchant's Actions*, p. 14). The next player then takes a turn.



- Action markers placed on the board remain until day's end.
- Action spaces occupied by markers are no longer “available.”
- Players keep played crew cards face-up until day's end.
- After each player takes a turn, Stage 2 ends.

STAGE 3: PASS HOURGLASS

- If players have played fewer than 4 crew cards this day, pass the hourglass clockwise and return to Stage 1.
- The sun is not yet passed.
- If the players have played 4 crew cards, Stage 3 ends.

Important: Return to Stage 1, unless all players have played 4 crew cards.

PHASE 3: EXPLORER PHASE

- Players who played the explorer card this day get an opportunity to take an additional turn.
- The additional turn starts with the player whose action marker is furthest left in the explorer's row.
- To take a turn, the player must pay gold. The amount depends on the chosen action space and is indicated by the “gold action” icon at the end of the row of action spaces. (See Explorer's Action: Gold Action, p.12).
- After paying gold, the player plays another card from her hand and moves the action marker from the explorer row to an available action space of the crew card just played. Then, as in Phase 2, the player performs the specified action.
- A player may decline to pay the gold and forfeit the extra action.
- After the player takes (or declines) a turn, the player with an action marker in the next explorer space may take an action, as described above.
- After all eligible players finish their additional turn, Phase 3 ends.

EXAMPLE

At the end of Phase 2, action markers of Green, Blue, and Yellow are in the explorer row. Being furthest left, Green takes the first turn. She pays 2 gold, plays the purser card from her hand, moves her action marker from the explorer action space to an open space in the purser row and performs the action of taking 4 gold. Blue may then pay 3 gold to take an action, then Yellow may pay 4 gold to do so, as shown by the gold action icons at the end of the explorer row.



PHASE 4: CONCLUDE PHASE

- Players retrieve action markers and return played crew cards to their hands.
- The player with the sun passes it to the player to the left.
- The player receiving the sun also receives the hourglass.
- Remove the face-up discovery card from the game.
- Players start a new day in Phase 1, unless 4 days have been played (i.e., if there are no discovery cards in the stack).

SCORING VICTORY POINTS

During the game, as players earn Victory Points, they score by moving their scoring markers around the scoring track on the edge of the board. Players scoring more than 50 VPs just continue moving around the board.

GAME END

After 4 days, players conduct a final scoring and adjust their scores accordingly.

- Players score “game end” science cards, but must have the science power to do so (see Science Cards, p. 17).
- Players convert stored treasures for gold (see Storage Area p.8). Treasures remaining in incomplete holds have no value.
- For each 5 gold, score 1 VP.
- The player with the most VPs wins.
- In cases of ties, the player with more completed holds win the tie. If still tied, the player with a higher science power wins the tie. There are no further tie breakers.

UNDERSTANDING THE CABIN

The cabin has 4 main areas: (1) the crew area, (2) the treasure chest, (3) the storage area, (4) the science track.



PLACING TREASURES IN THE CABIN

- A main way to score VPs is to place treasures into one's cabin.
- Whenever a player acquires a treasure, it must be put in the cabin in a space marked with a treasure icon.
- Most treasure icons are 1 color. Only that color treasure may be placed there.
- Some treasure icons are bi-colored. Either color treasure may be placed.
- The “rainbow” treasure means “any treasure” may be placed.
- If many treasures are acquired at the same time, they may be placed together in one area or separated into different areas.
- How players acquire treasures is explained later.

PLACING TREASURES IN HOLDS

- Each crewmember seeks a payment of 3-4 treasures, shown by the icons in the crewmember's "hold." *For example, the captain's hold requires a black, purple, red, and green treasure to complete.*
- If you put all the specified treasures in a crewmember's hold, you return the treasures to the bag, place a "completion marker" over the hold, and score the victory points shown. *For example, by completing the captain's hold, you score 12 VPs.*
- Furthermore, when a hold is completed, the crew member may now be used to perform an "enhanced action" (see Crewmember Actions, p. 9).

SPECIAL HOLD REQUIREMENTS

- The boatswain's hold requires 4 different treasures, as shown by the "not equals" sign
- The merchant's hold requires 3 of the same treasure, as shown by the "equals" sign.



THE TREASURE CHEST

When placing treasure(s) in the treasure chest, they must be placed in clockwise order starting with a white treasure. After placing a treasure, you immediately earn a reward. The chest holds one of each color.

- **White:** 1 gold + 1 VP
- **Yellow:** 3 gold + 2 VPs
- **Green:** A random treasure from the bag
- **Red:** 3 VPs
- **Purple:** 4 VPs
- **Black:** 5 VPs

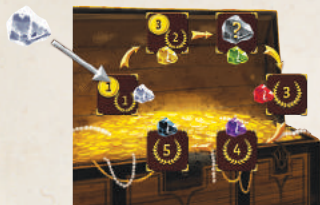


STORAGE AREA

- The storage area holds up to 6 treasures and 3 gems.
- If a player has 2 treasures of the same color in storage, the 2 treasures may be returned to the bag in exchange for a gem at any time, which is placed in the designated storage space.
- A gem may be used as a treasure of any color (i.e., "wild").
- A player may freely move a gem from storage to another treasure space in the cabin at any time.
- At any time, a treasure in storage may be sold (i.e., returned to the bag) for 2 gold and a gem may be sold for 5 gold.

EXAMPLE OF PLACING TREASURES IN THE CABIN

The red player acquires a white, yellow, and green treasure.



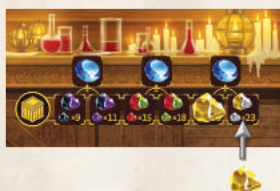
She places the white treasure in the treasure chest and earns 1 gold and 1 VP.



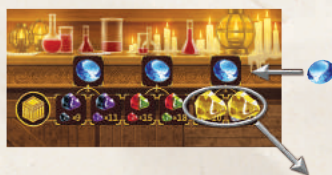
Then, she places the yellow treasure in the treasure chest and earns 3 gold and 2 VPs.



Next, she places the green treasure in the chest to earn a random treasure from the bag.



She draws a yellow treasure and puts it in storage.



She returns the yellow treasure with a previously placed yellow treasure for a gem.



She moves the gem...



to the merchant's hold, which is now filled with the required treasures.



She places a completion token over the merchant's hold...



and scores 5 Victory Points for completing the hold. On future turns, she will gain a VP when she plays the merchant card.

CREWMEMBER ACTIONS

Each crewmember has 3 types of actions: (1) basic, (2) gold, and (3) enhanced.

BASIC ACTIONS

Basic crewmember actions are shown on the board in the action spaces next to the crew icons. Players perform the basic action after placing an action marker in the space.

GOLD ACTIONS

The gold action for each crewmember is shown after the row of basic action spaces. Gold actions may be performed before, during, or after the basic actions, as described later. *The player may only perform one gold action per turn.*



ENHANCED ACTIONS

If a crewmember's hold is complete, that crew member's basic action may be enhanced. Each crew member's enhanced action is described later. In all cases, the enhanced action takes effect on future turns and not on the turn the hold is completed.

ADDITIONAL RULES FOR ACTIONS

- **Timing of Actions:** On her turn, a player may perform actions in the order chosen by the player. For example, if a player has played the boatswain card and if the boatswain's hold was previously completed, the player may perform the enhanced action prior to the basic action.
- **Actions and Placing Treasures in Cabin:** After collecting treasures, a player may keep them outside the cabin while executing other actions for that turn. However, all acquired treasures must be placed in the cabin by the end of a player's turn.





THE CAPTAIN'S ACTIONS

BASIC ACTION

The captain moves the ship and picks up treasures in the space where the ship stops (not from passed spaces). Treasures are then placed in the cabin. The direction and amount of movement depends on the action space chosen.



Move 0-2 spaces
in any direction



Move 0-1 spaces in
any direction



Move 0-2 spaces
diagonally



Move 0-1 space
diagonally

Movement Rules

- A ship must move in a straight line and cannot change direction.
- A ship may not stop in a space occupied by another ship.
- A ship may pass through another ship, but the player must pay 1 gold to the owner of the stationary ship.
- A ship may not move off the board's edge.

GOLD ACTION

The player may pay 2 gold to increase the movement by an additional space or 3 gold to increase it by 2 spaces.



ENHANCED ACTION

If the captain's hold is complete, the captain's movement is increased by 1. For example, "move 2" becomes "move 3."



EXAMPLE: Green places an action marker in the "move 1 in any direction" action space. He pays 3 gold to move an extra 2 spaces. So, he moves his ship 3 spaces and picks up the yellow, green and red treasures where he stops and adds them to his cabin.



THE PILOT'S ACTIONS

BASIC ACTION

The pilot, like the captain, moves the ship and picks up treasures. The rules for the pilot's basic action are the same as the captain's, except for the direction and number of spaces moved. The pilot may not move diagonally.



Move 0-4 spaces
orthogonally



Move 0-3 spaces
orthogonally



Move 0-2 spaces
orthogonally



Move 0-1 space
orthogonally

GOLD ACTION

The player may pay 2 gold to change direction while the ship is moving. The moves themselves must not be diagonal. See example.



ENHANCED ACTION

If the pilot's hold is complete, the player may change direction without paying gold. Directional changes must be orthogonal.



EXAMPLE: Green places an action marker



on "Move 4 spaces." He pays 2 gold to change direction while moving. He moves his ship 1 space east, 2 spaces south, then 1 east, for a total of 4 spaces. He picks up the treasures from the final space.



THE EXPLORER'S ACTIONS

BASIC ACTION

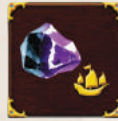
The explorer's job is to pick up a treasure from a space orthogonally adjacent to the ship's space. The type of treasure depends on the action space chosen. Thematically, the explorer is taking a raft out from the main ship.



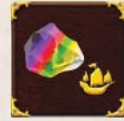
A white or yellow treasure



A green or red treasure



A purple or black treasure



Any color treasure

***Important:** A player might gain nothing from this action, if the treasure is no longer available to pick up.*

GOLD ACTION

Players with an action marker in the explorer row are given the opportunity to take another turn in Phase 3 by paying gold. The amount of gold depends on the space chosen, as shown by the icons here. The first pays 2 gold, the second pays 3 gold, etc. See Phase 3: Explorer Phase, p. 6.



ENHANCED ACTION

If the explorer's hold is complete, the player may pick up any colored treasure from an adjacent space, regardless of the icon on the chosen action space.



***EXAMPLE:** Yellow places an action marker in the third space in the explorer row and picks up a black treasure from the water space next to the ship. When Phase 3 comes, Yellow may perform an additional action by paying 3 gold. As of now, she will take the second turn in Phase 3, unless Red chooses the second space in the explorer row.*



THE BOATSWAIN'S ACTIONS

BASIC ACTION

The boatswain's job is to keep track of the ship's cargo. The player may move treasures from any space to any other appropriate space in the cabin (e.g., a white treasure to a space for a white treasure). **Exception: treasures in the treasure chest may not be moved.** Also, the boatswain scores VPs. The number of treasures that may be moved and the number of VPs scored depends on the action space.



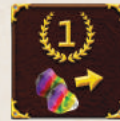
Score 3 VPs; move up to 4 treasures



Score 2 VPs; move up to 3 treasures



Score 2 VPs; move up to 2 treasures



Score 1 VP; move up to 2 treasures

GOLD ACTION

The player may pay 1 gold to move 1 treasure.



ENHANCED ACTION

If the boatswain's hold is complete, the player gains a random treasure from the bag. The player may draw the treasure prior to performing the basic action.



EXAMPLE: Yellow places an action marker in the first space of the boatswain row. She scores 3 VPs and may move up to 4 treasures. She moves a yellow treasure from storage to the treasure chest (earning 3 gold and 2 VPs). She moves a green treasure from the explorer's hold to the treasure chest (earning a random treasure, not depicted above). She moves a white treasure from storage to the merchant's hold, which completes the hold (scoring 5 VPs). When she plays the merchant on a future day, she will score a bonus VP. She chooses not move a fourth treasure.



THE PURSER'S ACTIONS

BASIC ACTION

The purser provides gold, as determined by the action space chosen.



Take 6 gold



Take 5 gold



Take 4 gold



Take 3 gold

GOLD ACTION

The player may pay 3 gold to draw a random treasure.



ENHANCED ACTION

If the purser's hold is complete, the player gains 2 additional gold.



EXAMPLE

Blue places an action marker in the second spot of the purser row and takes 5 gold. Also, his purser hold is complete, so he takes 2 more gold.



THE MERCHANT'S ACTIONS

BASIC ACTION

The merchant's job is convert gold to Victory Points. The player returns gold to the supply to score VPs, based on the action space chosen.



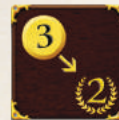
Return 3 gold to
score 5 VPs



Return 4 gold to
score 4 VPs



Return 4 gold to
score 3 VPs



Return 3 gold to
score 2 VPs

GOLD ACTION

The player may pay 1 gold to score an additional VP.



ENHANCED ACTION

If the merchant's hold is complete, the player also earns a VP.



EXAMPLE

Green places an action marker in the third spot of the merchant row and pays 4 gold to score 3 VPs.



THE SCIENTIST'S ACTIONS

BASIC ACTION

The scientist conducts research, which grants the power to acquire and/or play science cards. The player advances his science marker along the science track and/or draws a new science card, based on the action space chosen. How science power and science cards are used is described below.



Advance 2 spaces
on the science
track



Advance 1 space
and draw 1
science card



Advance 1 space



Draw 1 science
card

Note: On the 2-3 player side, the third action space means advance 1 space or draw 1 card.

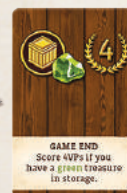
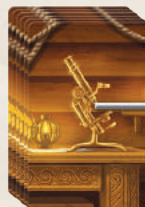
GOLD ACTION

The player may pay 3 gold to raise the science power by one or to draw a science card.



ENHANCED ACTION

If the scientist's hold is complete, the player may draw a science card, but must then discard one card from his hand.



EXAMPLE

Blue places an action marker in the second space of the scientist row. He raises his science power by 1 and draws 1 science card from the deck. His science power is now at 1, which gives him the power to play 1 of his science cards. See below.

SCIENCE CARDS

Science cards provide special abilities during one's turn or opportunities to score VPs at game end. Science power, as shown by one's marker on the science track, grants the ability to play science cards.

- To play a science card during one's turn, the action marker must be moved one space down the track.
- If the science marker is at 0, a science card may not be played.
- A science card may be played at any time during one's turn.
- A player may play multiple science cards on the same turn, but must reduce the science power by 1 for each card played.
- Cards saying "game end," must be played at the end of the game.
- To play "game end" cards, a player must still move the science track marker down for each card played.
- Instructions for card use are on the cards.

Example

It is blue's turn and he has just finished performing a captain action. He decides to use a science card. He lowers his science power from 1 to 0, then plays this science card, allowing him to draw 2 random treasures from the bag.



Important

The "On Your Turn" cards may be played at any time during your turn, i.e., before and/or after you perform an action.

POINTS OF EMPHASIS/CLARIFICATIONS

- **Enhanced Actions:** An enhanced action is not performed on the turn in which a hold is completed, but may be performed whenever the crew card is played in the future.
- **Timing of Actions:** On her turn, a player may perform actions in the order chosen by the player.
- **Placing Treasures in Cabin:** After collecting treasures, a player may keep them outside the cabin while executing other actions for that turn. However, all acquired treasures must be placed in the cabin by the end of a player's turn.
- **Stored Treasures for Gold:** A player may sell treasures in storage (i.e., return them to the bag) for 2 gold each. A gem may be sold for 5 gold.
- **Moving Gems:** A player may move a gem from storage anytime she wishes.

TWO PLAYER VARIANT

- To make the 2-player game more interesting, try this variant. Follow the same rules but with the following changes.

SETUP

- After both players have chosen a color, place the crew cards and the matching action markers of a third color near the board.
- These cards and action markers belong to the “neutral player.”
- Shuffle the neutral player’s crew cards and place face down in a stack near the board.
- Place the die and the compass card near the board and place the scoring disc of the neutral player’s color on the north point of the compass card.
- Place a ship of the neutral player’s color in the center water space on the board.

PHASE 2: ACTION PHASE

- At the start of each turn cycle, after each player has chosen a crew card but before either player takes a turn, flip a crew card from the neutral player and place one of his action markers in the leftmost available action space of the corresponding crewmember.
- If the neutral player’s card is a captain or pilot, move his ship according to the rules in the following section.
- Like the real players, the neutral player plays 4 crew cards in Phase 2, but the neutral player takes the first turn for each cycle.
- The other players continue to pass the hourglass to determine who goes first after the neutral player.
- The neutral player performs no other actions, except for those of the captain and pilot.

MOVING THE NEUTRAL SHIP

- Whenever the neutral player plays the captain or pilot, roll the die and move the scoring disc around the compass clockwise the number of spaces shown on the die.
- The neutral ship moves in the direction shown by the disc on the compass, regardless of whether the action space allows that kind of movement (e.g., if the compass shows NW, but the pilot is supposed to move orthogonally).
- The number of water spaces moved depends on the action space taken by the neutral player’s action marker.
- The ship must move the entire amount, unless it runs into a side of the board. In this case, it stops. However, if the ship did not move at all, then roll the die again until the ship moves at least 1 space.
- Unlike normal ships, the neutral ship may pass through other ships and/or land in spaces with other ships.
- The neutral ship picks up the treasures from the final spot, which are returned to the bag.



Example

Red, the neutral player, flips a pilot card and places an action marker on the “move 3 spaces.” The die is rolled, showing a 3. The disc on the compass is moved 3 spaces to east. Red is unable to move east. So, the die is rolled again and the die shows 2. The disc is moved 2 spaces and is now on the south compass point. The red ship moves 2 spaces and hits the board edge, so stops and does not move the full 3. It picks up the white treasure and returns it to the bag.

PHASE 3: EXPLORER PHASE

- If the neutral player played the explorer card during Phase 2, flip a fifth crew card and move his action marker from the explorer row to the leftmost available space of the fifth card.
- If the fifth card is a captain or pilot, move the ship as above.
- The neutral player does not pay gold.

PHASE 4: CONCLUDE PHASE

- Remove the neutral player’s action markers from the board.
- Collect the neutral player’s crew cards, reshuffle, and place in a stack.

THANKS

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SUMMARY

PHASE 1: DISCOVERY PHASE

- Flip a discovery card and place treasures.
- Do not place treasures on ships or spaces with 3 treasures.

PHASE 2: ACTION PHASE

- All players simultaneously play and then reveal a crew card.
- In turn order, players place a marker in an action space and perform the basic action.
- A player may also pay gold to perform a gold action.
- If a crewmember's hold has previously been completed, the player may use the enhanced action of the crewmember.
- Pass the hourglass after all player's have performed actions.
- Repeat the process four times.

PHASE 3: EXPLORER PHASE

- Players with a marker in the explorer's row may perform an additional action by paying gold.
- Take turns in order of markers in the row from left to right.
- Players must pay $\frac{2}{3}/\frac{4}{4}$ gold, depending on turn order, to perform an additional action.
- The player plays another crew card, moves the action marker, and performs the action as usual.
- A player may decline to play another card.

PHASE 4: CONCLUDE PHASE

- Players retrieve crew cards and action markers.
- Pass the sun token clockwise, then give the hourglass token to the player with the sun token.

GAME END

- After 4 days, the game ends.
- Players may turn in treasures/gems in storage for gold and score 1 VP for every 5 gold.
- Players may play "game end" science cards, if they have the power to do so.
- The player with the most VPs wins. In cases of ties, the player with more completed holds win the tie. If still tied, the player with a higher science power wins the tie.