



@GoShipRace

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For questions & comments contact: info@yutagamedesign.com



Sailor's Manual and FAQ

ver 3.6

the rule is still evolving, check out the latest at
www.shiprace.com/manuals

Sailor's Manual

CONTENTS:



AIM: The ship that gets to the treasure island first **WINS** !

INTRO: Ship Race is a new type of board game that you advance with **SAIL** cards. There is no dice! You can make things happen with **ATTACK** cards, defend with **SAVE** cards, and bounce back with **PROOF** cards for **SHIP RACE BONUS!!** You can get more actions with **NEW TIDE**, **MAYDAY** or **FRIEND or FOE**. Make sure you read the instruction below. The game is at its best with 3 or more players - for Duet (2-player game), see additional instructions on page 3.

SETTING UP THE GAME:

To set up the game, first lay the gameboard, shuffle the cards, and deal 6 cards to each player (7 cards for Duet). Place all the remaining cards in the card deck. Each player picks a ship. Then let the fun game time begin!

GENERAL RULE:

- You always have 6 cards (7 cards for Duet), no more, no less!
- At your turn, draw a card from the deck and play or dump ONE card.

Version History

Ver 3.3: Total Confusion GameCon version

Ver 3.4: Friend or Foe and Mayday introduced

Ver 3.5: Two WIND cards added (total 100 cards)

Ver 3.6: New Tide and Duet rules introduced

Frequently Asked Questions

Q: What if I have no cards that I can play in my hands?

A: Discard one card in the dump deck. Be strategic. Keep the cards you would want to use later. Try getting rid of redundant cards or low-value cards.

Q: Can I keep sailing with the same **SAIL** card at multiple turns?

A: No. You need to place the card in the playing deck and play a new **SAIL** card at your next turn.

Q: Do I need a new **WIND** card after I save myself from an **ATTACK** card?

A: No worries. After defending, you can start sailing at your next turn.

Q: What happens if I get skipped when someone plays **SHIP RACE BONUS**?

A: You missed your turn. Wait for your next turn!

Q: What if I forgot to use **PROOF CARD**? Can I still get extra 10 at my next turn?

A: Well they say timing is everything. Wait for the next opportunity!

Q: What if I land on **EXTRA WIND** after getting **SHARK ATTACK**?

A: Lucky you! You get to move 5 extra (Okay, $-3+5=2$!)

Q: If I land on **EXTRA WIND** when I am under **TYPHOON** attack, do I get to move extra 5?

A: YES, you get to move extra 5! Lucky you!

Q: When I am under **TYPHOON** attack, can I use 7 knots card and move just one?

A: No you can only play 1 knot card when under **TYPHOON** attack.

Q: Do I need an exact knot card to land on the Treasure Island to win?

A: No worries. You are the winner no matter how far you overshoot.

TYPES OF CARDS:

- **SAIL** cards are for you to move forward by the indicated knots.
- **ATTACK** cards makes things happen so you can slow your opponents.
- **SAVE** cards will let you defend yourself from the corresponding attack card, so you can start sailing again from your next turn.
- **PROOF** cards are special cards that can not only prevent and defend you from getting attacked, but also lets you bounce back with **SHIP RACE BONUS** if you use it right!

HOW TO SAIL:

- First, you need to play a **WIND** card to start sailing. Display this card in front of you. Start sailing at your next turn. If you have no **WIND** card, you cannot start sailing. You may want to seek **MAYDAY** (see page 3).
- At your next turn, if you already have displayed **Wind** card in front of you, start sailing with **Sail** card by the indicated knots. Place it in the playing deck.

HOW TO ATTACK:

- At your turn, instead of playing **Wind** or **Sail** cards, you can make things happen with **ATTACK** cards. You can attack others that are sailing in the ocean (out of the harbor). You cannot attack someone who is already being attacked. Place the **ATTACK** card next to your opponents **WIND** card. To play **STOP WIND**, place it on top of their **WIND** card. You do not have to be actively sailing to play **ATTACK** cards.

HOW TO DEFEND OR BOUNCE BACK!:

- If you get attacked, you have three options:
 - a) **SHIP RACE BONUS!!**: If you have the corresponding **PROOF** card, immediately call out **"SHIP RACE!"** With this **BONUS**, you get to skip others and move extra 10! Display the **PROOF** Card in front of you next to the **WIND** card. Do not forget to draw a card.
 - b) At your next turn, you can defend yourself if you have the corresponding **SAVE** card (or freshly drawn **PROOF** card), to start sailing again at your next turn. Return the used **ATTACK** & **SAVE** cards to the dump deck.
 - c) If you do not have the corresponding **SAVE** or **PROOF** card at your next turn, then follow the fate (page 4), or seek **MAYDAY** (page 3).

NEW TIDE lets you reset your entire hand. Dump all your cards and draw a new set of 6 cards (7 cards for Duet) at the expense of skipping your next turn. You can do this only once in the game.

MAYDAY lets you snatch and play a save card that someone dumps while you are under attack or waiting for a wind card at the beginning, at the expense of skipping your next turn.

FRIEND OR FOE: If you catch others in the same spot in the ocean (out of harbor), then you must declare **FRIEND** or **FOE!** With **FRIEND**, each player selects one card from own hands to exchange, aiming to help each other. With **FOE**, you steal one card from each other!! In either case, do this cards facing down to keep the fun.

NOTE: If the deck runs out of cards, then recycle the cards in the playing and dump deck.

DUET RULE: Special two-player rule. Remove 10 and 12 knots cards from the deck and your entire hand will be 7 instead of 6 cards.

***OPTIONAL FRIENDLY RULE:** Be nice! You can opt to save others from attack at your turn!

***OPTIONAL WINDY RULE:** Play fast. Start with one **WIND** card in each players hands.

Types of Cards

Sail Cards



SAIL cards are for you to move forward by the indicated knots after you play **WIND** card.

Attack Card - Save Card - Proof Card



Stop Wind: Stop another player's wind with this card.

Wind: Use this card to start sailing!

Eternal Wind: Wind will always be with you.



Typhoon: Give another player a 1 knot speed limit.

Typhoon Gone: All clear - normal sailing again!

Typhoon Proof: Master sailor keeps going no matter what. Look for the **SHIP RACE BONUS!!**



Pirates: Put another player captive - cannot sail till rescued.

Pirates Gone: Pirates surrendered - start sailing again!

Pirates Proof: Bullet proof ship. Look for the **SHIP RACE BONUS!!**



Broken Mast: Break your opponents mast, who will drift back to the nearest log float area, or the dock, to fix the mast to start sailing again.!

Miracle Mast: Your mast is unbreakable. Do not forget the **SHIP RACE BONUS!!**



Shark Attack: Give sharkphobia to another player who will sail back 3 to escape.

Shark Proof: Sharks do not bother you. Look for the **SHIP RACE BONUS!!**



Seasick: Make your opponent skip a turn because the sailors are seasick!

Note: There is no **SAVE** card for **Broken Mast** or **Shark Attack**. There is no **SAVE** or proof cards for **Seasick**.