Sailing Port Flower

Number of players: 2-6
Length: 30 minutes
Equipment Required: two piecepacks- one standard and one four-seasons expansion
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Goal
Be the first sailor that has reached all the buoys and is back in the harbour. Can you avoid the sharks as well?

Preparation
- Build the board as shown in figure 1 on the next page. The numbered coins are sun coins. The sun, moon, crown and arms coins in the upper right corner are all nulls. The numbers on the fish coins do not matter.
- Take the four piecepack dice from the standard piecepack set.
- Sort the coins of the following suits: moon, crown, arms, leaf and snowflake. Place the coins ace-5 in rows next to the board. If there are less than five players, take as many suits as there are players.
- Each player takes a piecepack pawn that resembles one of the suits of coins you've chosen and places it on the ace tile.
- Remove all remaining components from the table. They will not be used in this game.

Explanation of the board and the components
- The board and its components represent Port Flower and its surrounding waters.
- The numbered coins on the board are buoys that have to be reached by the players.
- The flower coins are islands.
- The ace tile is both the start and finish of this race: Port Flower.
- The 4 coins grouped together are wind direction-indicators. They are used as a reminder during gameplay (see **Divide the dice** for details).
- The rows of ace-5 coins are used to keep track of the buoys the boats have already reached. A quick overview is accomplished, because the coins are grouped together. This way you will immediately see what pawn is doing best.
- The fish coins are sharks swimming in the waters of the race course.
- The piecepack dice will be used to determine movement of both the boats and the sharks.

The race
"Welcome to the annual sailing race here in Port Flower. Here are the announcements for the contestants. First of all: starting and finishing is done from the port. It, however, does not matter to which direction you're going, or what direction you are coming from. Secondly: the order of the buoys you have to reach, is as follows: ace, 2, 3, 4 and finally 5. If you have reached a buoy before its time, it is not considered to be reached: keep sailing to the correct buoy. Thirdly: as you may know, these waters are dangerous! When you meet a shark, or when a shark meets you, we will have to get you to safety. This means you will be transported back to the last buoy you visited and you will have to continue the race from there. And last but not least: we hope you have a great race. May the best sailor win!"

Figure 1: board setup

Gameplay
On your turn you:
1) Roll the dice
2) Divide the dice
3) Move your boat and one of the sharks

1) Roll the dice
On your turn you first roll all four piecepack dice from the standard set. Null= 0 and ace=1.

2) Divide the dice
As you can see in the upper right corner of the board, each suit depicts a wind direction: sun is north, moon is south, crown is west and arms is east. By dividing the dice, the direction of the movements of the boats and the sharks are determined (see *movement rules* for details). You are are allowed to ignore the result of *one* die. <u>Since you have to move both your boat and one of the sharks, the division of the dice can be 2-2, 3-1, 1-3, 2-1 or 1-2.</u>

3) Move your boat and one of the sharks

After the division, you have to move your boat as well as one of the sharks. <u>The order in which you perform these movements is your choice.</u>

Movement rules:
- You can only move over water. This means you cannot pass through or end up in a space that holds buoys, islands, or sharks.
- You are allowed to pass through a space that holds other ships, but you can not end your movement there.
- When a boat meets a shark, it is placed back to the last buoy it visited. The shark stays in the space the boat was in.
- Islands coins that are directly adjacent (in all directions) are considered to be one large island. This means you can not move through them (not even diagonally).
- You are only allowed to enter the port when you have reached all buoys. Finishing is done by exact count. Moving through the port during the race is prohibited.
- Both your ship and one of the sharks have to be able to move. A planned movement can not be executed when it means that either one of the sharks or the boat is unable to move. A movement of zero spaces (null value of the die), however, is possible.
- If a die roll is so bad that neither boat nor shark can move, you loose your turn.
- If you have chosen a two-die movement, you can decide if you want to move in a straight line (diagonally) or in two separate steps. If you want to move in a straight line, you have to choose one of the two numerical values on the dice. If you want to move in two separate steps, you use both numerical values on the dice.
- Three-die movements are always in three separate steps.

Reaching a buoy:
- As you can see in Figure 1, the buoys are located on the intersection of four spaces. When you have passed over or stopped on any of those four spaces, you have reached the buoy.
- The order in which you have to reach the buoys is ace, 2, 3, 4 and 5. After this you head back to the port.
- When you have reached the correct buoy, you flip over the corresponding coin of your suit next to the board. For the first buoy this means you will have to peak under one or more coins, since coins start number side up.
- You do not flip back your (last) coin(s) after meeting a shark. However, you will be placed back near the buoy you visited last.

Game End

The player that has flipped over all 5 coins and has finished first in the port, is the winner. Finishing in the port has to be done by exact count.

Variants *(one or more of these can be combined if you like)*
- Divide the movement of the die-roll amongst your boat and both sharks.
- Use more or fewer sharks.
- Variable board setup: players determine where they want the buoys and the islands to be. You can build larger islands or more smaller ones.
- Build a larger board: there are 48 tiles you can use.
- Make the board another form.
- You can escape a shark by sailing to one of the islands (place your pawn on top of one of the flower coins). Your next turn, however, will be skipped.

- Shark repellent: each player gets one of the remaining coins. You can use this coin to repel the shark once: pay the coin to partly ignore the movement of the shark. It ends its movement in the space right next to your boat. If you want this action to be taken more often, use the remaining tiles instead of the coins (divide them evenly amongst the players). When you have used all your shark repellents, you can also choose to take back one repellent instead of taking a turn.
- Instead of touching one of the four spaces around the buoy while moving, you have to end your movement there. If you don't end your movement near the buoy, you haven't reached it. Mind you that this is a lot more difficult.
- Even up to six persons can play this game. With the remaining coins you form a sixth set: the coins are ace, 2, 4 and 5 of fish. For the 3 you can use null of leaf or null of snowflake. This player takes the fish pawn.
- You are allowed to reroll the dice if neither you nor one of the sharks can move.
- When a shark has sent back a boat to its last buoy, the shark finishes its planned movement. This way more than one boat could be sent back.