FLOTILLA

RULES OF PLAY

1954, Bikini Atoll — After ten years of nuclear weapons testing, the United States conducted its ambitious "Castle Bravo" test. Armed with a new and improved lithium deuteride fuel, scientists expected a greater yield than the weapon's predecessors.

What they didn't expect was the devastation that followed.

With an explosion over a hundred thousand times more powerful than even the wildest estimates, the Castle Bravo test obliterated the Bikini Atoll, sending superheated shock waves blasting through the Earth's land and ocean masses. Earthquakes and tsunamis followed, decimating populations worldwide. Nearly three quarters of the planet was irradiated, and the superheated ocean currents triggered a rapid meltdown of the polar ice caps.

As water levels rose in the aftermath, the remnants of humanity fled their homes on the land and took to the sea. The remnants of the world's leadership came together to build a massive Flotilla, as mankind's last bastion of civilization.

Now, ten years after the disaster, the Flotilla is home to the very last of us.

90-150 Mins   Ages 14+   3-5 Players

GAME OVERVIEW

As one of the last few great Captains, you are working to bring prosperity to the Flotilla that houses the last remnants of human civilization. You will explore the new face of the ocean, salvage whatever you can from the depths, rescue any survivors you come across, build your crew, gain influence with the Flotilla's governing Guilds...and perhaps eventually take what you've gathered and add it to the actual Flotilla itself by joining it with your watercraft and continuing to build the new world!

Flotilla features two distinct modes of gameplay–the **Sinkside** and the **Skyside**. All players begin the game as Sinksiders, but may choose to "turn" Skyside at any time. When turning, you will flip many of your game components over, and fill a different role for the rest of the game!

THE SINKSIDE

- Easier access to gather resources, and to explore new Ocean Tiles.

- Acquires currency by selling resources to the market, and uses that currency to build Outposts.

THE SKYSIDE

- Easier access to currency, but typically only acquires resources by buying them from the market.

- Requires resources to build watercraft tiles into the Flotilla.

It is possible for any number of players to "turn" Skyside whenever they wish (if at all), and it is just as strategically viable to turn at your earliest opportunity as it is to turn at your latest opportunity. Each time a player turns, the game's dynamics and opportunities will change! And remember, you do not have to "turn" at all!

GAME END

When the Victory Point (⭐) supply runs out, finish the current round so that all players have had an equal number of turns. Then, each player takes one final turn. At the end of the last round, proceed to final scoring (see Page 17). The player with the most ⭐ wins!

If you would score ⭐ after the supply runs out, instead take those ⭐ from the Reserve.

5x PLAYER SETS

1x Player Board

6x Starter Crew Cards

2x Reference Cards

10x Guild Seal Tokens

6x Outposts

2x Toxicity Tracker Tokens

4x Skiffs

4x Guild Influence Discs

1x Hub Board

92x Ocean Tiles
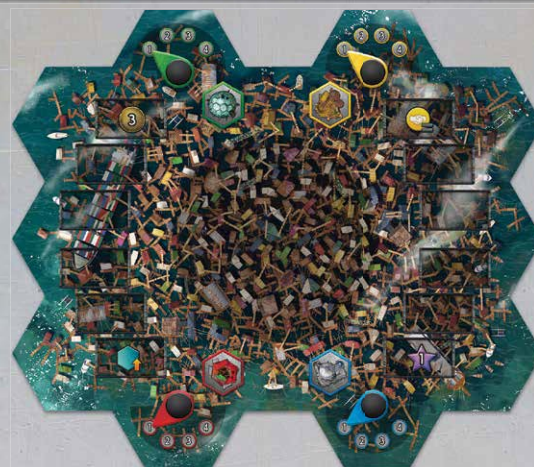
3x Dock Tiles

5x Starter Tiles

2x Survivor Track Tiles

1x Survivor Tracker Disc

16x Artifact Tiles

1x Sonar Tracker Disc

65x Currency Tokens

70x Victory Point Tokens

30x Depletion Tokens

1x Artifact Tile Bag

40x Crew Cards

1x Sonar Tracker

100x Resource Barrels

16x Resource Tokens

33x Objective Tiles

1x Ocean Tile Bag

16x Dive dice

7x Research dice

4x Guild Dial Rivets

4x Guild Dial Pointers

1x Guild Board

PREPARE GAME BOARDS AND TRACKERS

1.   Place the Hub Board in the center of the play area.

     Take the Dock and Survivor Track tiles appropriate to your player count, and place them above and on the Hub Board respectively. *Return unused Dock and Survivor Track tiles to the box.*

     Place the Survivor Tracker disc on the first (top) space of the Survivor Track.

2.   Place the Guild board off to the side of the play area. Take one resource barrel per color, and place each on its corresponding marked space on the Market track (along the Guild board's top edge).

3.   Place the Sonar board below the Guild board, and place the Sonar Tracker disc on its first (leftmost) space.

4.   Set each Guild Dial to "1".

5. Randomly determine a first player, and give that player the Starting Tile marked with "First Player." Give the "Second Player" Starting Tile to the player seated to their left, the "Third Player" Starting Tile to the player after that, etc, until each player has a Starting Tile. Return any unused Starting Tiles to the box.

GATHER COMPONENTS

6. Count out 100 ⭐ per player to establish the ⭐ Supply. Set aside any extra ⭐ to form the Reserve, making sure that the two piles won't be accidentally mixed together.

Establish a supply off to the side for all Dive dice, Research dice, resource barrels, Depletion tokens, and currency.

PREPARE OBJECTIVE TILES

7. Sort the Objective Tiles into similar types, such that each set of three Objective Tiles is stacked with its highest ⭐ value on the top, and the lowest ⭐ value on the bottom of that stack.

Select (or randomly choose) one of those sets of tiles per player, and place these sets along the spaces on the left side of the Guild board, with their Sinkside (teal) faces up. Then select one more of those sets of tiles per player, and place these sets in each of the spaces on the right side of the Guild board, with their Skyside (orange) faces up. Return the unused set of tiles to the box. For a three-player game, there should be three sets on each side of the board; for five players, five on each side of the board, etc.

PREPARE OCEAN AND ARTIFACT BAGS

8. Randomly return one Artifact tile of each color to the box, then put the rest into the smaller Artifact Bag and thoroughly shuffle them. Set this bag off to the side.

Shuffle all Ocean tiles and place them into the Ocean Bag.

PREPARE CREW DECKS

9. Separate all non-Starter Crew cards by their Guild and Tier.

10. Return Crew cards to the box based on your player count:

3 Players	4 Players	5 Players
Two random Crew cards per tier per guild	One random Crew card per tier per guild	None

11. Starting with the Speaker's Guild's Crew cards, shuffle the Tier 2 Crew and place them Sinkside 🌀 faceup onto the card-shaped space on the Guild board, above the **Speakers'** Guild icons. Then shuffle the **Speakers'** Guild Tier 1 Crew cards, and place them on top of those Tier 2 Crew (also with their Sinkside faces up). *(All crew cards should go in the spaces matching their guilds)*.

12. Repeat this process for each Guild, so that every Guild has a stack of Crew cards (TIER 1 on top, TIER 2 on bottom, where each Tier has a number of cards equal to the number of players).

SET UP PERSONAL PLAY AREA

13. Attach your Starting Tile to the edge of the Hub Board within easy reach for you, leaving an equal margin of space between your tile and your neighbors'. Other players cannot place tiles that would cross the imagined lines extending outward from the highlighted edges of your starting tile.

14. Collect the currency indicated on your Starting Tile.

15. Place your Player Board in front of you, close to the edge of the table, with its "Sinkside" (🌀) facing up.

16. Place your three Skiffs onto your Player Board's reserve spaces. Then place your fourth Skiff on your Starting Tile, on the portion marked with ⛵.

17. Place each of your Toxicity trackers on the leftmost space of its appropriately-shaped Toxicity track.

18. Take your six Starter Crew cards to form your hand, and leave space to the left of your Player Board for your discard pile.

19. Stack your Guild Seal tokens beside your Player Board.

20. Place your Guild Influence Disks at the topmost space of each guild ring track.

21. Place your Outposts in the indicated spots on your player board.

Beginning with the First Player, you will play a single Crew card from your hand (see below), fully resolve its effects, and place it faceup into your discard pile. Then, play passes clockwise to the next player, and
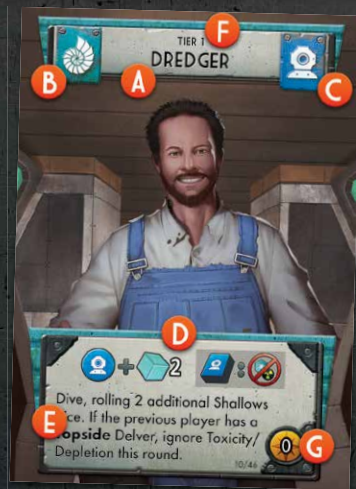
proceeds in this fashion until the end of the game.

CREW CARDS

The Crew card you play each turn will be the source of a majority of your action in the game, and the way you sequence them can be very important. All players begin with the same six "Starter" Crew cards, but can recruit new Crew during the game.

First you will resolve the "Sail" or "Income" effect. Then, resolve its ability as printed.

Each Crew card features several attributes:

A. A Name

B. A Sinkside (🌀) or Skyside (☀️) icon

C. A Guild icon (for Guild-affiliated Crew only)

D. An icon, to represent its effect text

E. Effect text

F. Tier (Starter, Tier 1, or Tier 2)

G. A Sail or Income value

- **Sail value (✹)** is indicated by the number in the compass rose icon on Sinkside cards, and determines how many spaces you may move your Skiffs on the open sea. (For details on moving your Skiffs, see page 16).
- **Income value (🪙)** is indicated by the value in the coin icon on Skyside cards, and determines how much currency you immediately collect.

THE CAPTAIN

The Captain card allows you to **Rally** your crew. To **Rally**, simply pick up all of the Crew cards in your discard pile, and return them to your hand.

As a Sinksider, whenever you use your Captain to **Rally**, you may choose to "turn" Skyside and join the Flotilla. See page 15 for more information on this procedure.

THE SCHOLAR

The Scholar card allows you to exactly copy an opponent's **Topside** card (the top card of their discard pile). This duplicates the card effect, and also the Sail or Income value on that card.

For reference purposes, the Scholar belongs to all Guilds, and counts as such for effects that check its affiliation.

Notably, the Sinkside Scholar can only copy a Sinkside card, and the Skyside Scholar can only copy a Skyside card! Copying another Scholar has no effect. If no legal target exists, the Scholar cannot be played.
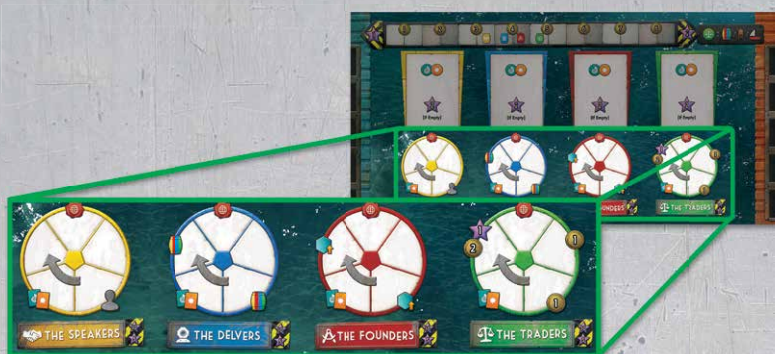
THE SPEAKERS

Each Crew card from the Speakers' Guild will allow you to gain **Influence** on the Guild Tracks.

To gain Influence with a Guild, advance your Guild Influence Tracker disc clockwise along the Guild board's appropriate Guild Ring Track. Notably, each Guild Track features an arced arrow: You may choose to skip the third space if you wish.

When advancing along the Guild Ring Track, you will gain the bonuses indicated on each space your tracker touches. (When opting to skip the track's third space, you do not gain its bonus!)

Draw one Ocean Tile from the bag. If you are a Sinksider, you may immediately place that tile; as a Skysider, it is added to your Reserve. (For more on drawing and placing tiles, see page 9). *Don't forget to take any Toxicity indicated on that tile.*

Advance the Survivor tracker by one space, and gain any bonuses you pass or land on. (For more information on the Survivor Track's bonuses, see page 13.)

Gain the currency and/or ⭐ indicated on the space.

Gain one resource of any type, and add it to your reserve on your Player Board.

Place one of your Guild Seal tokens on the Guild's Banner. If you have already placed all of your Guild Seals, instead gain 2 ⭐.

At the end of the game, the player with the most Seals in a Guild will earn 10 ⭐, and second-most earns 5 ⭐.

Take the top Crew card from this Guild's slot on the Guild Board, and add it to your hand. This new member is a permanent addition to your Crew. If you would ever need to recruit a Crew card, but the deck is empty, you instead gain 2 ⭐.

Influence is the primary way to recruit new Crew cards, so paying attention here can allow you greater flexibility and greater focus on your long-term goals.

THE TRADERS

Crew cards from the Traders' Guild will often allow you to gain currency, and then also make a certain number of **Transactions**.

A single Transaction can be used to perform any of the following actions:

## A. Buy an Additional Skiff (Sinkside only)

Pay 12 🪙, and place one of the Skiffs from your Player Board onto your Starting Tile's dock ⛵. Additional Skiffs can allow you greater access to resources while Diving!

B. Buy an Outpost/Tower Objective Tile

Pick up the topmost Outpost on your Player Board, and pay to the bank an amount of currency indicated in that token's space. Then, claim the topmost tile from any of the Objective tile stacks (from the left side of the Guild board if you are currently Sinkside, or the right side of the board if you are Skyside). Tuck that tile below your player board, and immediately score the ⭐ indicated on that tile. Place that Outpost component onto an available Construction Site among your tiles in play.

Floating Outposts

If you do not have an available Construction Site, you may pay an additional 10 🪙 (if Sinkside) or 20 🪙 (if Skyside) to forgo this requirement and place the Outpost token out on the open water. If you do this, simply score the Objective tile as normal.

C. Buy or Sell a Resource from the Market

To buy or sell a resource, pay/gain the amount of currency indicated under that resource type's marker on the Market Track. Then, after you've finished your transactions for the turn, adjust the Market Track accordingly (see below). For example, if the red tracker indicated a value of 5 🪙, you could use three transactions to buy three red resources for a total of 15 🪙.

Note–you cannot buy and sell resources of the same type in the same turn.

Market Fluctuation

Whenever you buy a resource, you make that resource more scarce, and therefore increase its position on the Market track. Advance that resource's tracker one space up the track for each of that resource you purchased.

Whenever you sell a resource, you make that resource more available, and therefore decrease its Market value. Move that resource's tracker one space down the track for each of that resource you sold.

For each resource you sell that would cause its Market value to drop below its lowest space, you gain 1 ⭐. For each resource you buy that would cause its Market value to increase above its highest space, you gain 2 ⭐.

CARGO VS RESERVE

Resource barrels on your Skiffs are considered cargo, and cannot yet be sold at the Market. You must first drop that cargo off at your Starting Tile's drop point (⚓) to add it to your reserve.
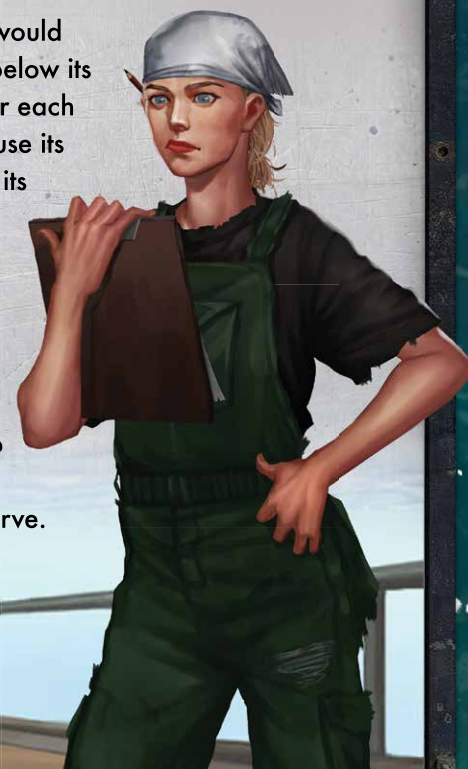
THE FOUNDERS

Sinkside and Skyside Founders work differently, but they all allow you to acquire Ocean Tiles in some way: by **Drawing**, **Placing**, or **Building** them.

DRAWING AND PLACING OCEAN TILES

Draw the indicated number of tiles at random from the Ocean Tile bag. If an effect specifies that you place fewer tiles than the number drawn, simply return the tiles not placed to the bag.

While Sinkside, Founders will allow you to place the tiles you draw (see below). While Skyside, any tiles you draw are placed into your reserve, so that you can later Build them.

TOXICITY ON OCEAN TILES

Whenever you draw an Ocean Tile, check it for Toxicity (☢), and advance your Toxicity tracker that many spaces forward. For more information on Toxicity, see page 13.

Note - You take the Toxicity shown on all tiles you draw, regardless of how many of them you keep. You also take Toxicity as shown while Skyside, even though the Toxicity value is only printed on the tiles' Sinkside facings.

PLACING OCEAN TILES (SINKSIDE ONLY)

When a Founder or other game effect allows you to place one or more Ocean Tiles, you may place those tiles onto the playing area, obeying the following rules:

- An effect that allows you to place an Ocean Tile will only ever allow you to play its Sinkside facing.

- You must place the tile flush and adjacent to one of your own Ocean or Starter Tiles, in such a fashion that it does not touch any tile belonging to an opponent, or cross an opponent's boundary (see page 5).

- You cannot place a 🔷 tile next to a 🔷 tile.

- If there is no legal placement for a tile, return it to the bag.

SINKSIDE TILE REFERENCE

Each Sinkside tile will feature some or all of the following attributes:

A. **A Depth value** (indicated by 🔷/🔷/🔷)

Depth determines how you may place the tile, and also what type of die is rolled when diving for resources at that tile. (For more on diving, see pages 11-12)

B. **A Toxicity value** (indicated by the number of ☢)

C. **A Resource type** (indicated by the colored barrel icon in the placard). This resource type shows what color resource you will acquire when diving at this tile.

D. **Up to one Island**, which features a Construction Site.

E. **An Artifact wedge** (indicated by the yellow, red, or purple Artifact circle). When you complete a full circle of Artifact wedges that share a color, you've discovered a culturally significant artifact from the lost world, and immediately draw a tile from the Artifact bag. For more information on Artifacts, see page 14.

BUILDING AN OCEAN TILE (SKYSIDE ONLY)

When a Founder or other game effect allows you to Build an Ocean Tile, take the following steps:

1. Choose a number of tiles from your reserve, up to the amount indicated on the action you are taking.

2. Pay the resources indicated on those tiles' "Cost" placards.

3. Place the built tiles adjacent to other tiles you control, such that they do not touch any of your opponents' tiles or cross an opponent's boundary (see page 5). *You are not forced to connect the tiles by matching color, and you may place water adjacent to watercraft however you like.*

4. Score ⭐ immediately based on the value of the district(s) you just added to the board (see below).

SCORING NEWLY-PLACED TILES

When you build a tile as a Skysider, score **(A x B)** ⭐:

A. The value of the district's matching Guild dial, plus one per building of that district's type on the entire watercraft (see: Skyside tile reference). "A" can never exceed 4.

B. The total number of tiles of that district color that are contiguously connected to the new tile, without any breaks.

In the example above, the yellow Guild dial shows a 3, and 1 yellow building is present on the Watercraft. A = 4 (3 for the dial, +1 for the building). From that tile, Geoff can trace three total contiguously connected yellow tiles on the watercraft. B = 3. Therefore, Geoff scores 12 ⭐.

Note, the circled building on Tile 1 counts for the calculation of A, since it is part of the same Watercraft. However, Tile 1 does not count toward the calculation of B, since the green district breaks the chain of adjacency. The building on Tile 2 (marked with an X) is not part of the scoring Watercraft (since it is separated by water), and does not affect the calculation of A.

SKYSIDE TILE REFERENCE

Each Skyside Ocean Tile will feature some or all of the following attributes:

A. **A Cost Placard**. Pay these resources when building the tile from your reserve.

B. **A District Type**, determined by the color of resources the tile costs to build, and by the coloration of its features.

C. **Watercraft**. These graphical features represent the new areas you're adding to the Flotilla. Watercraft can be extended by placing further adjacent tiles–all sections of watercraft that visually appear to be connected are considered to be part of the same watercraft, even if they are different district types. Once a watercraft is fully surrounded by water, it can no longer be extended.

Note: these watercraft are considered to be separate, as they do not connect to one another.

D. **Up to one Construction Site**. Much like Islands, these sites can house Outposts.

E. **Up to one Building**. These Buildings allow for greater scoring for their Watercraft (see: left).

F. **A Sonar Station** (⊙). When you complete a full circle of three Sonar Stations, you may advance the Sonar tracker and gain the indicated ⭐. For more information on the Sonar track, see page 14.

THE DELVERS

Sinkside and Skyside Delvers are very different, but each allows you to roll dice in some way.

While Sinkside, Crew cards from the Delvers' Guild will allow you to **Dive** from your Skiffs to gather resources from the depths.

Each Delver Crew card will modify the basic Dive action, typically by adding extra dice to your roll.

When diving, you will roll **Dive dice**, which come in three types:

SHALLOWS DIE   SHELF DIE   DEPTHS DIE

To **Dive**, take the following steps:

1. Gather your Dive dice, to include:
    *   Any dice indicated on your Delver Crew card, and...
    *   One die for **each** of your Skiffs that is currently on an undepleted tile. The type of die you take for each Skiff is determined by the depth indicated on that Skiff's tile.

2. Roll those dice, and immediately gain the indicated results (in any order):

Choose one of your Skiffs that is currently on an undepleted tile, and add one resource barrel to that Skiff. The type of resource is determined by the resource type printed on that Skiff's tile.

Important: Each Skiff may hold no more than **four** resources at once.

Advance your top Toxicity tracker one space on your Toxicity Track. For more information about Toxicity, see page 13.

For every Depletion icon that you roll *beyond the first*, place a Depletion marker on an undepleted tile where you have one or more Skiffs. If you need to place more Depletion tokens than you have Skiffs, then you may choose any of your undepleted tiles to place those excess tokens.

You can no longer Dive for resources at a Depleted tile!

Advance the Survivor tracker disc one space clockwise around the Survivor Track, and gain any bonuses you land on or pass.

Check the position of the tracker disc on the Sonar Track (see page 14). Treat all instances of this icon as though it were the icon (or set of icons) indicated on the Sonar tracker's current space.

As the Sonar Track advances, this value can improve greatly!

DIVE EXAMPLE

For example, on Geoff's turn, he plays his starter Delver card, allowing him to dive and roll two additional Shallows dice.

Geoff has one skiff on a 3-depth tile, and one Skiff on a 2-depth tile, so he rolls two Shallows, one Shelf, and one Depths die.

With the results shown in the example, he chooses to first advance the Survivor Track. He then refers to the Sonar Track, which tells him that his Sonar icon result means he must take one Toxicity.

Next, he acquires three resources. He decides to allocate one of those resources to the Skiff on the yellow-resource-bearing tile, and the other two to the Skiff on the red-resource-bearing tile.

Finally, since he rolled two Depletion icons, he must place one Depletion marker. He chooses to place that marker on the bottom tile, and ends his turn.

As a Skysider, Crew cards from the Delvers' Guild will now be focused on delving technologies from recovered salvage!

As technology is one of the most coveted things in the new world, Delvers can be a great source of currency, and can also improve the world for everyone.

However, research is not always reliable! When playing a Delver as a Skysider, you will roll a certain number of Research dice, then manipulate and resolve those dice as the card indicates.

The icons on your Research dice can be spent to gain currency, ⭐, or even trigger game-changing events. Each icon on the dice you roll can only be used once.

4   Gain the indicated currency.

If you roll three Breakthrough results, you make a technological breakthrough. You may immediately increase any one Guild Dial by one, which will increase scoring for tile placement for all Skyside players.

If you roll three or more dice showing like-colored Guild icons, you have discovered knowledge pertinent to that matching Guild, and will receive its bounty! Immediately gain the bonuses printed on all of the Artifact tiles that have been slotted into the central board near that Guild's dial. For example, if two Delver artifacts have been discovered over the course of the game, then you would receive a total of 2 ⭐ for rolling a set of three blue Research dice results.

Wild Research: One facing on each die does not feature a Guild icon, but instead features a wild icon. After you roll your dice, you may choose which color you would like this die to count as. It cannot count as more than one color, and you cannot count it more than once.

SPECIAL RULES

☢ TOXICITY

Radiation poisoning is a very real danger for survivors in this new world. It is possible to gain Toxicity while:

- Diving for resources
- Drawing Ocean Tiles
- Completing a lap on the Survivor Track

Each time you gain Toxicity, advance your Toxicity tracker one space forward on your Toxicity Track.

Whenever that tracker would advance beyond the last space of its Track, advance your Scoring Penalty Marker one space, then return your Toxicity tracker to the first space on the track.

At the end of the game, you will gain or lose ⭐ equal to the amount indicated under your Scoring Penalty Marker.

Additionally, players with *lower* Toxicity break ties (for Guild Seal majorities, and also for final scoring).

👤 SURVIVORS AND THE SURVIVOR TRACK

During the game, it is possible to rescue Survivors while:

- Playing certain Crew cards (as a bonus effect)
- Diving for resources
- Gaining Influence with the Speakers' Guild

When you rescue a Survivor, advance the Survivor tracker one space clockwise around the Survivor Ring, and gain any bonuses you land on or pass. These bonuses could be ⭐, a new Crew card, or a **Milestone**.

When you land on the Milestone space, take the following steps:

- Gain 2 Toxicity
- Draw a tile from the Artifact bag
- Choose a Guild Dial, and increase its value by one (maximum 4).

ARTIFACTS

Artifacts represent culturally significant objects from the old world. These artifacts can be discovered or procured in ways that include:

- Whenever you place an Ocean Tile that completes a full Artifact circle graphic of the same color.

- Whenever you rescue a Survivor that allows you to advance the Survivor track onto the **Milestone** space.

Whenever you gain an Artifact, draw a random tile from the Artifact bag, and immediately resolve its **Discovery Reward** effect.

Then, flip the tile over and insert it into the appropriate slot on the Hub board, such that the nearest Guild dial matches the Artifact's color. These Artifacts will henceforth contribute to the bonuses that Skysiders collect whenever they roll Research dice that feature three or more results that match that Artifact's color.

Note: If no Artifacts have been added to the Hub board yet, you can still gain the bonus printed on the board under the first slot. Once that slot's icon is covered, it is no longer counted towards these bonuses.

If you would ever draw an Artifact tile, but none remain in the bag, instead gain 4 ⭐.

If you draw an artifact tile that would give you a free skiff (Rocket Engine or Submarine), but you already have all your skiffs, or have gone Skyside, gain 12 currency instead.

SONAR TRACK AND SONAR STATIONS

The Sonar Track determines the value of the Sonar icon on all Dive dice. At the start of the game, when the Sonar Track is at its first space, each Sonar icon rolled on a Dive die represents one Toxicity.

As a Skysider, whenever you assemble a circle of three tiles that form a completed Sonar Station, you immediately advance the Sonar Tracker one space on the Sonar Track, and score the ⭐ indicated under that space.

Advancing this track changes the Sonar icons on all Dive dice to:

Gain one Survivor and one Toxicity.

Gain one Survivor.

Gain one Survivor, then roll another Dive die of the same type and add it to your results. *You cannot roll more dice in total than currently remain in the supply.*

Gain one Survivor and an additional ⭐, then roll another Dive die of the same type and add it to your results. *You cannot roll more dice in total than currently remain in the supply.*

If you would ever need to advance the Sonar Track, but it is already at the farthest space on the Track, instead gain 5 ⭐.

TURNING FROM SINKSIDE TO SKYSIDE

Whenever you play your Captain, you may choose to turn to the Skyside and join the Flotilla if you wish. There is no requirement to do this, and you may do it at any point in the game—on your very first turn, your very last turn, any time in-between, or even never at all!

To join the Flotilla, take the following steps as printed on your reference card (after you resolve your Captain card):

1. Pick up all of your Skiffs from your Ocean Tiles, and sell each of them at the value printed on the Docks tile. The later you join the Flotilla, the less your Skiffs will be worth!

   For example, when playing with four players, the first player to join the Flotilla may sell their Skiffs for 16⊙ each. The second player to join the Flotilla sells their Skiffs for 13⊙ each, etc.

   Move any resources that were on your Skiffs into your supply.

2. Pick up each of your non-Starter tiles with Outpost markers on them, and return them to the bag. Return those Outpost markers to the game box.

3. Pick up all of your remaining Ocean Tiles, flip them over to their Skyside, and add them to your reserve (in a stack beside your player board).

4. Flip all of your Crew cards over to their Skyside.

5. Flip your Starting Tile over to its Skyside, leaving it attached to the Hub Board at its same location. If your Starting Tile had an Outpost on it, set that Outpost aside, and place it back on your Starter Tile's Construction Site after you flip it.

6. You may build a number of Ocean Tiles from your reserve up to the applicable number printed on the Docks tile. The later you join the Flotilla, the more Tiles you may build at this time.

   For example, if you were the second player to join (using the example above), you could build up to two Tiles from your reserve immediately.)

   For more on building Tiles from your reserve, see the Founders' section (page 10).

OUTPOST OBJECTIVES

You may use a Transaction and an indicated amount of currency to purchase an Outpost Objective tile. The amount of currency is indicated beside the topmost available Outpost token on your player board–the first being 20⊙, with that price rising for each Outpost you've built.

To build an Outpost, you must have an available Construction Site. If you do not, you may pay the additional fee printed on your player board (10⊙ for Sinkside, 20⊙ for Skyside)—the first to ignore this requirement, and build a Floating Outpost on the open water instead. In any case, move the Outpost token to its destination.

When purchasing an Outpost Objective tile, choose one of the tile stacks, and score the objective printed on its topmost tile immediately. These objectives will scale to your accomplishments over the game.

The first two tiles that are purchased from a stack are removed and set aside. The third and bottom tile in the stack remains, and can be purchased any number of times by any number of players without being removed.

SAIL AND INCOME EFFECTS

All Sinkside cards feature a ⊛ number, known as its "Sail" value. A card's Sail value tells you how many total spaces you may move your Skiffs. For each point of Sail value, you may move one of your Skiffs to an adjacent tile. If you have multiple Skiffs, you may divide your Sail value among those Skiffs.

Whenever one of your Skiffs lands on or passes by ⬆, you may move any resources from that Skiff to your personal reserve. **Note**: dropping off resources does not end your Skiff movement!

Likewise, each Skyside card features a ◉ number, known as its "Income" value. Whenever you play a Skyside card, you immediately gain the currency printed on that card.

Fully resolve Sail and Income effects before you resolve the card's text ability.

CREW CARD KEYWORDS

Two Keywords appear on several Crew cards.

RETIRE

To **Retire** a Crew card, return it to the game box instead of placing it into your discard pile after its ability resolves. Retiring a Crew card will often provide a powerful optional effect.

TOPSIDE

Refers to the topmost Crew card of a given discard pile. Many effects, like the Scholar's, will care about what your opponents have **Topside**.

The Golden Rule: If a game component's text contradicts the rules as written in this manual, always resolve the game component's text as printed.
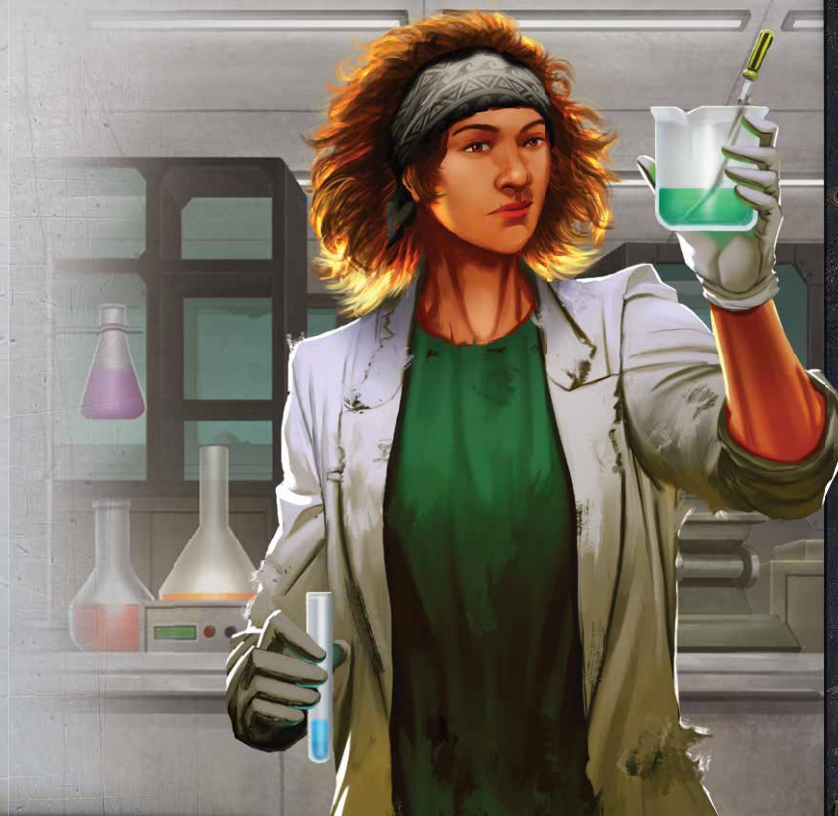
Once all of the ⭐ have been taken from the supply, players finish the current round so that all players have had an equal number of turns. Then, each player takes one final turn after this.

During these final rounds, if a player would need to gain ⭐, they instead take it out of the ⭐ reserve that was set aside during setup.

To calculate your final score, gain/lose ⭐ for the following:

- 1⭐ for every 5 🪙 you have remaining

- 1⭐ for every two resources you have remaining

- Gain or lose ⭐ as indicated by your Scoring Penalty Marker's position on your Toxicity track

- For each Guild…

  - The player with the most Seals on that Guild scores 10⭐

  - The player with the second-most Seals on that Guild scores 5⭐

You cannot score ⭐ for a Guild if you have no Seals at that Guild. In case of a tie for the most Seals, the player with the least Toxicity breaks the tie. Further ties are friendly, where all tied players receive the best bonus they qualify for. (In cases where a friendly tie occurs for most Seals, no ⭐ are awarded for second-most Seals).

The player with the most ⭐ wins! In case of a tie, the tied player with the least Toxicity breaks the tie. In case of a further tie, the player with the most Crew cards wins. In case of a further tie, the player with the most remaining money wins.

Should a tie persist, all tied players share the victory.

What does 🤝 mean on the Hub Board?

The "=" means that all influence you gain through this bounty in a single research action must apply to the same guild.

The previous player used a Scholar as a Founder. If I play the Dredger, does that player's topside Scholar count as a Delver?

Yes! Scholars count as all guilds for all purposes. **If I play the Translator and discard 2 other speakers to gain extra influence, which card is topside?**

The Translator. The card you are playing and resolving is always discarded last.

What happens if you max out your Toxicity Scoring Penalty?

Nothing. Your Toxicity Scoring Penalty remains at the maximum spot no matter how much additional toxicity you receive. The Clinician can still reduce your Toxicity Scoring Penalty by one step.

When scoring built tiles, can the score ever be zero?

No. A is always at least one, as population dials start at one, and B is always at least one, as the tile you are placing counts as one contiguous tile of that district.

Does the value of a resource decrease as you sell them?

No. You wait until you have completed all of your transactions before adjusting the market.

If I have to place a depletion token, can I get my resources from it first?

Yes. You choose the order in which your dive dice results resolve.

Do I count tiles in my opponents' areas when scoring objective tiles?

No. All objective tiles refer to tiles or items you control, or in your area.

Can you score multiple times if you connect several districts with a one newly build tile?

No, you choose one district on the newly built tile to score.

Does the Dredger allow me to ignore Toxicity, Depletion, or both?

Both.

What happens if I draw the Rocket Engine or Submarine artifacts, but I'm a Skysider, or a Sinksider and already have all 4 of my skiffs?

You get 12 currency instead. You must still take the toxicity.

FAQ

You may unload your skiffs on this space.

Place newly acquired skiffs on this space.

This tile produces resources of this color.

The Icon under the resource barrel indicates that the skyside of this ocean tile has a building on it.

Greenhouse (Traders).

Refinery (Speakers).

Habitat (Founders).

Factory (Delvers).

Available space for an outpost.
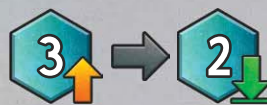
1 toxicity.

2 toxicity.

Take the top crew card from any Guild's slot. When in the Guild Ring Track, take the top crew card from that Guild's slot.

(Skyside Only) build a tile.

Draw a single tile from the bag. If Sinkside, only if this icon appears without a place icon, you place it as well (if you have no valid spot, return it to the bag). If Skyside, add it to your reserve.

(Sinkside Only) draw the first amount of tiles, and place the second amount of tiles. Return the extra, and any that you did not place, back to the bag.

Gain the indicated amount of currency.

Move your ships a total of this many spaces.

Dive (roll one Dive dice for each skiff on an undepleted tile, matching the depth indicated by each skiff's tile).

Gain influence with any guild of your choice.

All influence must be gained at the same guild.

Each amount of influence must be gained at different guilds.

Make the indicated number of transactions.

A sinkside opponent's topside card.

Discard crew cards of the indicated type.

Retire this card, returning it to the game box instead of placing it into your discard pile.