

Follow us & like us on...



@goshiprace



Sailor's Manual and FAQ

ver 3.3

Check out the latest rules at



shiprace.com/manuals

Instruction Manual



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

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

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, block with **SAVE** cards, and bounce back with **PROOF** cards. Make sure you read the instruction below. The rule might be a bit different than what you might expect!

TYPES OF CARDS:

- **SAIL** cards are for you to move forward by the indicated knots after you play **WIND** card.
- **ATTACK** cards makes things happen so you can slow your opponents.
- **SAVE** cards will let you recover from the corresponding attack card you get. You do not need another **WIND** card to restart sailing.
- **PROOF** cards are special cards that prevents you from getting attacked - make sure you look out for the **SHIP RACE BONUS!!**

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. After blocking an attack, you can start sailing at your next turn.

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

A: Too bad, 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: Was Yuta really just 8 years old when he made this game?

A: Absolutely YES! He was 8 years and 3 months to be precise!

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.

GENERAL RULE:

- Each player gets 6 cards each.
- At your turn, draw ONE card from the deck and play ONE card.

HOW TO SAIL:

- First, you need to play a **WIND** card to start sailing. Place this card in front of you. If you have no **WIND** card, you cannot start sailing.
- At your next turn, start moving with a **SAIL** card by the indicated knots. Place the card in the playing deck - you need a new **SAIL** card at each turn. The speed limit in the harbor is 5 knots.

HOW TO ATTACK:

- At your turn, instead of sailing, you can choose to attack anyone who is sailing in the ocean (out of harbor) but not already under attack. 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 BLOCK OR BOUNCE BACK!!:

- If you get attacked, at your next turn, place the corresponding **SAVE** card on top of the attack card you got. Re-start sailing at your subsequent turn.
- **SHIP RACE BONUS!!:** Call out "SHIP RACE" if you have the corresponding **PROOF** Card (outlined in blue) for an **ATTACK** Card that you get, this way you get to skip others to play your **PROOF** card and move an extra 10! To take this opportunity, you must call out "SHIP RACE" in that instant before the next player starts. You cannot get this bonus retrospectively.

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

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

Types of Cards

Attack Card - Save Card - Proof Card



Stop Wind: Stop another player with this card.
Wind: Use this card to start sailing!
Eternal Wind: Wind will always be with you.
 Look for the "SHIP RACE" bonus!



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 - normal 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 step back 3 to escape.
Shark Proof: Shark does not bother you. Look for the "SHIP RACE" bonus!



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

Sail Cards

