Ship Race! LITE

Sailor's Quick Manual

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

1. Each player gets 6 cards (7 for Duet). At your turn, draw a card from the deck and play or dump ONE card. You always have 6 cards (7 for Duet).
2. You need to first play **Wind** card to start sailing. Display this card in front of you. Start sailing at your next turn.
3. At your next turn, if you already have **Wind** card in front of you, start sailing with **Sail** card by the indicated knots. Place it in the playing deck.
4. 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.
6. If you have no cards to play, then dump a card in the dump deck.
7. 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, if you have the corresponding SAVE card (or fresly drawn PROOF card), you can defend yourself 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 (see reverse). You can seek **MAYDAY**.
8. NEW TIDE lets you reset your entire hand at the expense of skipping your next turn. You can do this only once in the game.
9. 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 begining, at the expense of skipping your next turn.
10. FRIEND OR FOE If you catch others in the same spot in the ocean (out of the harbor), then you must declare **FRIEND** or **FOE!** With **FRIEND**, each player selects one card from own hands to exchange, aiming to help each
11. 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

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Types of Cards

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

Attack Card - Save Card - Proof Card

Stop Wind: Stop your opponent with this card.
Wind: Use this card to start sailing!
Eternal Wind: Wind will always will be with you. Do not forget the **SHIP RACE BONUS!!**

Typhoon: Give your opponent a 1 knot speed limit.
Typhoon Gone: All clear - normal sailing again!
Typhoon Proof: Master sailor keeps going no matter what. Do not forget the **SHIP RACE BONUS!!**

Pirates: Put your opponent captive - cannot sail till rescued.
Piraters Gone: Pirates surrendered - start sailing again!
Pirates Proof: Bullet proof ship. Do not forget 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 your opponent who will sail back 3 to escape.
Shark Proof: Sharks do not bother you. Do not forget 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**.

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