# Rolling with the Waves

*2-5 Players • Ages 12+ • 20-45 Minutes*

v4.4.1 by Karl Lange © Ark Angel Games 2019

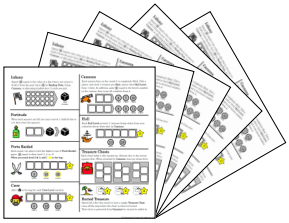
**Welcome, captain! Before you lies everything you need to outsmart your adversaries on the high seas!**

**Whether recruiting crew, burying treasure, loading cannons to steal from others, or raiding ports, all options are open in your goal to collect the most treasure.**

*Rolling with the Waves is a roll & write game. During the game, you will be rolling dice and writing their values onto your player board to unlock or trigger abilities.*

## Components

- 5 Pirate Maps
- 5 Mini Boards
- 5 Ship Screens
- 5 dry erase markers
- 25 crew dice, 5 of each colour
- 6 clear freebooter dice
- 1 dice bag



## Setup

- Each player takes a Pirate Map, mini board, Ship Screen, and a dry erase marker. Sit the mini board closest to you with the ship screen around it, then place the Pirate map in front if your screen.
- Each player starts with 5 **Infamy** on their Map. Colour in the first 5 circles in the infamy section of your pirate map, ready to spend.
- Place 2 dice of each player's colour in the dice bag.
- Place one clear freebooter dice in the dice bag plus an additional dice for each person playing (*ie players + 1 freebooter dice*).
- Place the rest of the dice to the side to be accessed later.
- The player who was most recently on a boat becomes the starting player. Hand them the dice bag.

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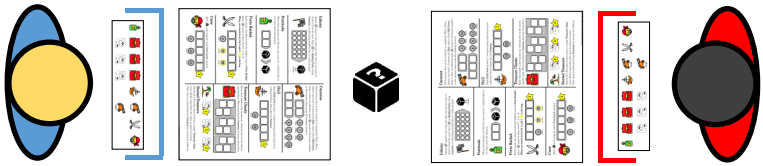
**Player setup (*top down*):**



**Gameplay**

Rolling with the Waves is played over a number of rounds. Each round consists of the following phases:

1. Draft Dice (*in player order*)
2. Allocate Dice (*simultaneously*)
3. Write Values and Trigger Actions (*simultaneously*)
4. Drop Anchor (*Cleanup*)

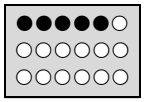
**1. Draft Dice**

The first player draws 3 dice for each player from the bag and rolls them.
*(eg, if there are 4 people playing, draw 3 dice x 4 players = 12 dice)*

Starting with the first player and continuing clockwise, each player takes a turn picking a die from the pool following these rules:

- You may pick a clear die (*Freebooter Dice*)
- You may pick a die of your colour (*Crew Dice*)
- You may pick another player's crew die by spending Infamy equal to the die value to convince that crew to join you for this round. Erase spent infamy from your pirate map.

*Infamy is indicated by filled pips. To spend Infamy, erase the number of pips spent.*



If there are no clear dice or dice of your colour left to draft, and you don't have enough infamy to draft another players dice or don't wish to spend it, you get a drunken sailor. Pick any die from the pool and change it to a [•].

As you draft each die, place it in the crows nests at the top of your pirate map for all other players to see.

Players continue taking turns drafting dice until each player has 3 dice.

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**2. Allocate Dice**

Now is the time to put your Crew to work! All players simultaneously allocate their 3 dice from their crows nests to the mini Pirate Map behind their screen in secret:

- Only 1 die may be allocated to each icon, each round.
  *Eg. You may allocate only 1 die to Hire Crew each round, but may allocate a die to each Chest as they are 3 separate icons.*
- The colour of the dice is not important.
- To Bury one of your 3 treasure chests, you must allocate all 3 dice drafted this turn, irrespective of value.
- Once you have allocated your dice, let others know with a hearty '***YARRR!***'

**3. Write Values & Trigger Actions**

Once everyone has allocated all their dice, players simultaneously reveal their mini board. Players then write values onto their pirate map and resolve any triggered actions together, from left to right on the mini board.

As players allocate a value from their mini board to their map, they may modify the value of the dice with Raise Spirits (*see below*).

**i. Raise Spirits**

Struggling to keep up with the big guns? Try raising your crews spirits to change your luck!

To allocate: Write the number shown on the die in an empty square.

To use: If you have 2 dice allocated to your **Raise Spirits** (*irrespective of the number*), you may spend them to Raise your Spirits!

As you allocate a die from your mini board to your pirate map, you may erase both numbers from Raise Spirits to write a ⚅ (7) instead of the drafted value.

**Raise Spirits** | 2 | 1 |

*The numbers allocated to Raise Spirits are not important, just that there are 2 dice allocated to it.*

**ii. Fill Chests**

As a pirate, treasure is your main source of income (*points!*). You have 3 chests that you can fill, and **Bury** *(see Buried Treasure below)* to protect from others who may be looking to loot your plunder!

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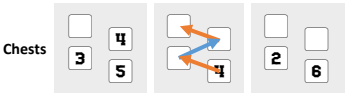
**Chests** should be filled from the bottom right, to top left (from the bottom of the chest up).

To Allocate: Write the number in the next available square.

You may allocate 1 die to *each* of your unburied **chests** per round (*as indicated by the icons*).

Until a chest is **buried**, it can be stolen from. Once buried, that chest can't be added to.




*Chests should be filled from bottom to top as shown by the arrows above. Because of this, you can protect valuable treasures by placing smaller values on top.*

### iii. Bury Treasure

Burying a treasure chest on a desert island is no small feat. To **Bury Treasure**, you must spend all 3 dice drafted this turn, irrespective of value to bury a chest.

Cross out the map below the chest you wish to bury and draw a box around the buried chest to show all players it is now safe.

There must be at least one dice in a chest for it to be buried.

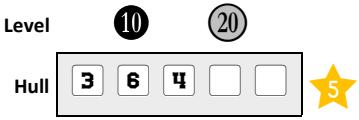
At the end of the game, for each chest buried this way, you earn 2 bonus points for your effort.

### iv. Hull

Protect your treasure with a thicker Hull. Each **hull level** you earn blocks 1 shot when you are fired upon by other players, preventing treasure being stolen from your unburied chests.

To allocate: Write the number shown on the die in the next available square.

Once the sum of allocated dice is equal to or greater than the number in the circle you have earnt that level, colour the circle in to indicate your new **Hull level**.




*This player has a total of 13 in their Hull. Therefore their Hull level is 1.*

If by the end of the game, you have filled all 5 **Hull** squares (irrespective of levels met), you earn a bonus 5 points.

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**v. Fire Cannons**

Each ship is equipped with 2 cannons that allow you to steal unburied treasure from other pirates on the seas!

Dice are allocated and levels earnt the same way as described in **Hull**.

You may allocate 1 die to *each* cannon each round (*as indicated by the icons*).

Cannons fire on the round they are filled, so time your allocation wisely.

If more than one cannon is firing in a round, the player with the highest **Infamy** shoots first, then second-highest **Infamy** and so on. In case of a tie, the player on the left of the first player fires first.

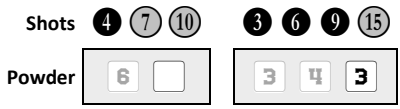
To fire your cannon/s, pick a player and select 1 of their unburied chests to steal from. If you fire more than 1 cannon at a single player, you can only pick 1 chest, but may steal more treasure from it. You may select a different target for each cannon.

When stealing treasure, you must steal from the top left of the chest, moving down to the bottom right (*opposite to filling, see Fill Chests*). You can't just rummage around in the chest for the best prize!

If the targeted player has a **strengthened hull**, they block 1 die from being stolen per **hull level**. Hull is never removed. (*Eg. Alex takes 3 shots at Sam. Sam has a level 2 hull, so blocks the first 2 shots. Alex can take the topmost treasure from 1 of Sam's unburied chests*).

Stolen treasure is wiped off the targeted players board and written into a single unburied chest on your map as per the standard placement rules. You must place the stolen treasure in your chest in the order you took them (*Eg. If Alex stole a 2 then a 6 from Sam, Alex must place the 2 in a chest first, then the 6 next*). If you don't have room in a chest to place your stolen treasure, you loose any treasure that doesn't fit.

Finally, the player firing gains **Infamy** equal to the lowest die in the cannon and erases all values from the cannon, ready to be loaded again on subsequent turns.




*Alex filled the large cannon this turn. Alex will take 3 shots at Sam as indicated by the shots row.*
*Alex will then gain 3 infamy, as it is the lowest die in the cannon, and wipe the cannon clean ready to reload next round!*

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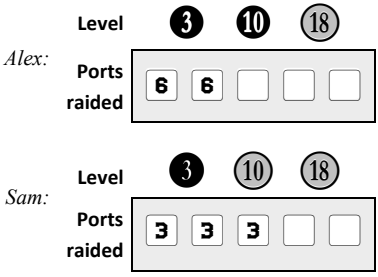
### vi. Raid Ports




*Alex has a sum of 12 Ports Raided, where Sam has only 10. Alex will Gain 3 Infamy this round (2 for their level + 1 additional for being the most infamous) and Sam will gain 1 Infamy (equal to their level).*

Raiding Ports gains you infamy each round. The more ports you have raided, the more infamous you will become!

Dice are allocated and levels earnt the same way as described in **Hull**.

Each round, all players gain infamy equal to their **Ports Raided level**. Additionally, the player with the greatest sum of **Ports Raided** (*values in squares*) gains 1 extra infamy each round.

To add infamy, simply colour in a circle for each infamy earnt.

As with Hull, if you fill all 5 **Raid Ports** squares by the end of the game, you earn a bonus 5 points.

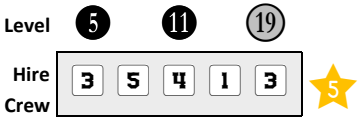
### vii. Hire Crew

Hiring Crew adds more of your dice to the dice bag during the draft phase.

Dice are allocated and levels earnt the same way as described in **Hull**.

On the round you earn a new **Crew Level**, add an extra die of your colour to the dice bag.

As with **Hull,** if you fill all 5 **Crew** squares by the end of the game, you earn a bonus 5 points.




*This player has filled all the Hire Crew dice spaces, so will earn 5 bonus points at the end of the game.*

### 4. Drop Anchor

The **Drop Anchor** phase consists of the following actions:

- Check for endgame conditions (*below*). If the game hasn't ended:
- Put all dice back into the dice bag.
- Pass the bag 1 player to the left. They are the first player for next round.

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**Endgame Conditions**

The game ends when either of the following are true at the end of a round (*the endgame conditions are marked with a gold skull & crossbones on the Pirate Map*):

- A player has 3 Treasure Chests **Buried** and / or **Filled**

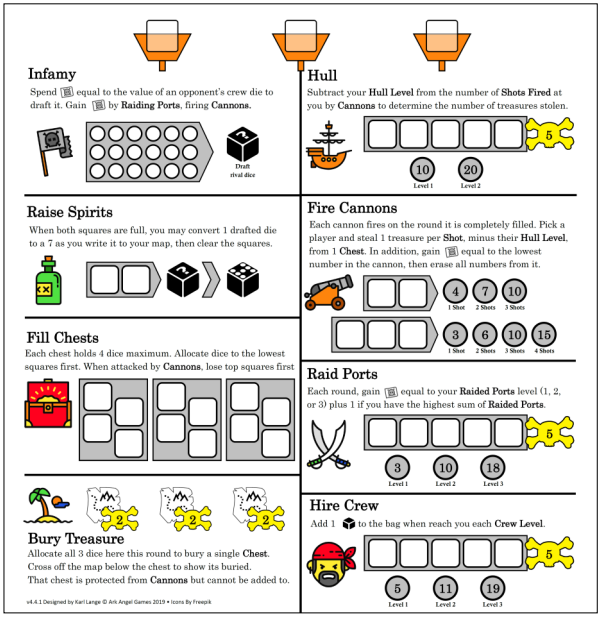
  **OR**
- A player completely fills all their **Raided Ports**, **Crew** & **Hull**

Players then tally their scores. Points are scored for the following:

- Points equal to all the treasure you have (*both buried and unburied*).
- Bonus points for completing certain parts of your map (*see Parts of the Map*)
- 1 point for every 3 unspent infamy.

The winner is the player with the most points!

If there is a tie, the player with the most infamy remaining is the winner.

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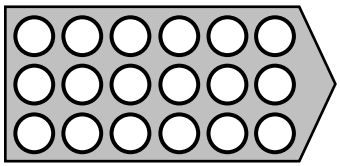
## Infamy

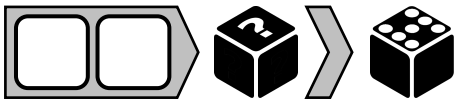
Spend [skull] equal to the value of an opponent's crew die to draft it. Gain [skull] by **Raiding Ports**, firing **Cannons.**



Draft rival dice

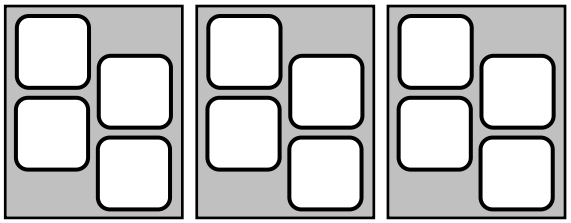
## Raise Spirits

When both squares are full, you may convert 1 drafted die to a 7 as you write it to your map, then clear the squares.



## Fill Chests

Each chest holds 4 dice maximum. Allocate dice to the lowest squares first. When attacked by **Cannons**, lose top squares first



## Bury Treasure

Allocate all 3 dice here this round to bury a single **Chest**.
Cross off the map below the chest to show its buried.
That chest is protected from **Cannons** but cannot be added to.

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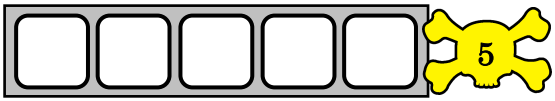
## Hull

Subtract your **Hull Level** from the number of **Shots Fired** at you by **Cannons** to determine the number of treasures stolen.

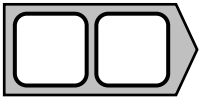



10 Level 1

20 Level 2

## Fire Cannons

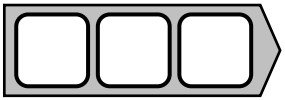
Each cannon fires on the round it is completely filled. Pick a player and steal 1 treasure per **Shot**, minus their **Hull Level**, from 1 **Chest**. In addition, gain [skull] equal to the lowest number in the cannon, then erase all numbers from it.



4 1 Shot

7 2 Shots

10 3 Shots



3 1 Shot

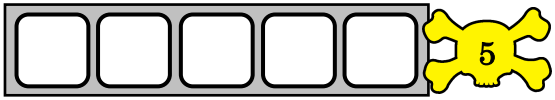
6 2 Shots

10 3 Shots

15 4 Shots

## Raid Ports

Each round, gain [skull] equal to your **Raided Ports** level (1, 2, or 3) plus 1 if you have the highest sum of **Raided Ports**.



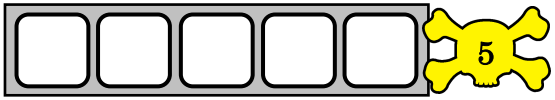

3 Level 1

10 Level 2

18 Level 3

## Hire Crew

Add 1 [cube] to the bag when reach you each **Crew Level**.




5 Level 1

11 Level 2

19 Level 3

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Rolling with the Waves v4.4.1

## Turn Sequence

1. 1st player draws & rolls 3 dice/player from the bag.
2. Players each draft 1 dice in turn order, 3 times.
3. Allocate dice behind your screen, 1 die per box.
4. All players reveal and sequentially resolve all actions together from their mini board (*left to right*)
   - Players may modify their dice with **Raise Spirits** as they allocate them (*optional*).
5. Check for End Game conditions.
6. Refill & pass dice bag left to the new first player.

## End Game & Victory

**The game ends the round a player has:**

- 3 Treasure Chests buried and / or filled
  OR
- Completely fills their Raided Ports, Crew & Hull

**Gain points for:**

- Total Treasure
- Bonuses
- 1pt / 3 infamy.


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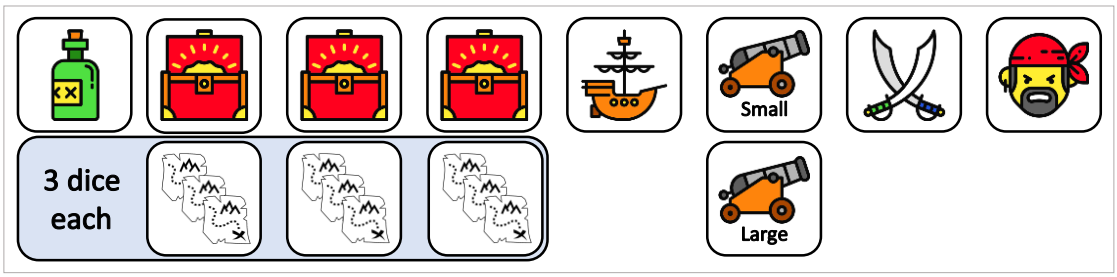
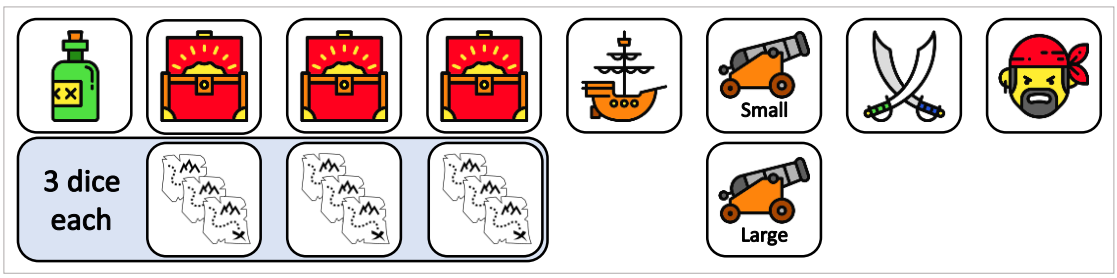

3 dice each
Small
Large

3 dice each
Small
Large

3 dice each
Small
Large


3 dice each
Small
Large

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Small
Large