



Design by Mark Elsdon & Søren Brandborg

DANGER LURKS BENEATH, COURAGE RISES ABOVE

2-4 players | 60 minutes | Age 13+

Background

Set sail for adventure in 'Perils of the Deep,' an immersive deck-building card game that plunges players into a treacherous world of pirates and plunder, where cunning strategy and daring manoeuvres reign supreme. As intrepid captains, players each command two merchant ships, navigating a landscape of intricate islands and winding waterways. Skilful deck-building is the key to success, allowing players to customize their ships' abilities, crew and magical treasures to overcome challenges and seize opportunities.

Competing against rival captains, players must race to be first to secure valuable rewards scattered across the dangerous seascape. But they must also balance speed with caution – only the player's rearmost ship gains points based on its progress, necessitating careful management of both vessels. Furthermore, players must be wary of their Peril meter – pushing on regardless of the danger may lead to all being lost!

What makes Perils of the Deep special?

Over the course of several rounds the game challenges players to manage the progress of their two ships, navigating a delicate balance of risk and reward. Players will be torn between racing for treasures, moving their rearmost ship to earn points, buying more powerful cards for their deck, and managing their Peril. Every turn is a gamble as players encounter unpredictable events such as Jagged Rocks, Storms, and the looming threat of a Kraken. If a player is too greedy, the treasures earned that round could be lost in an instant.

Another unique aspect is that the 'board' changes each round, as a new archipelago is created using a deck of island cards. This means that each Round will pose a new challenge and offer different rewards.

Player Experience

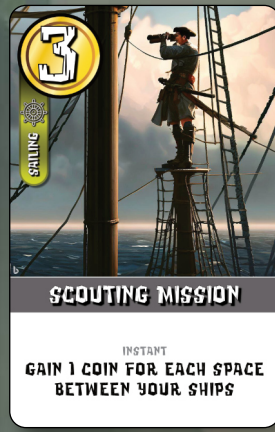
Players will enjoy the satisfaction of building a strong synergistic deck, and the excitement of pushing their luck during the round to strive for more rewards. They will also need to make tricky choices about which path to take to best navigate each island with the cards at their disposal. Player interaction is driven by the race for treasure, as well as competing for the most powerful cards to compliment individual strategies.



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Players can select new cards to support their strategy. Will they focus on moving quickly, minimizing peril, or maximising the purchase of stronger cards for later?

A Peril card is drawn each turn and applies to all players who are still contesting the round. Some are benign, others are truly terrifying!



All players start with identical starter cards. Players simultaneously draw three cards and choose which two to play on their ships. They will need to push their luck to continue moving, collecting treasures, and earning victory points each turn.

The Island cards allow for a new 'board' to be created every round. Each card presents the players with choices to make and different rewards to strive for.

Components:

- 4 x 2 Ship meeples
- 4 Player boards
- 4 x 9 Starter cards
- 54 Upgrade cards
- 28 Peril cards
- 20 big Island cards
- 30 Treasure tokens

