



# PERILS

*of the Deep*

**DANGER LURKS BENEATH, COURAGE RISES ABOVE**

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# INTRODUCTION

The wind rose and summoned a fearsome snapping and creaking from the ship's towering sails and rigging. Captain Atticus Waveborn, standing high on the forecastle, lowered his ornate spyglass and addressed his first mate.

"Mr Smyth, bring her about. The path through those rocky outcrops looks too narrow, especially with this gale coming in. We'll take the long way around the island, and then resume the journey north."

No sooner had the order been issued than a cry went up from the crow's nest. Waveborn brought his spyglass up once more, and soon caught sight of a rival vessel, flying distinctive red colours. It was not much more than a speck on the horizon, and was rounding the southern tip of the island, fully three hours ahead of his own ship on her new heading.

"Stormrider! I'll be drinking with Davey Jones before I let that whelp best me. Mr Smyth, hard to starboard! Make for the gap in the rocks..."

In Perils of the Deep, players are daring merchant captains, each vying to find the best route through a series of hazardous island chains, which represent profitable trade routes to be explored and claimed. They will build a personal deck of cards, mastering sailing techniques, hiring new crew, and discovering precious treasure and powerful magical artefacts. These will be used to guide their two vessels past hazards, outpacing their rivals and progressing as far as possible to secure the greatest rewards.

# COMPONENTS



4 Captain Boards



40 Crew tokens



4 x 2 Ships



6+6+4+4 Island Cards



4 x 6 Starter Cards



68 Upgrade Cards



20 Peril Cards

4 "All Aboard" Cards



5 "Fool's Gold" Cards

5 "Hard to Starboard" Cards



1 Boarding Die



18 Treasure Tokens



18 Map Tokens



Victory Point Tokens

# SETUP

1. Give each player a Captain board **A**, a deck of six starter cards **B** and two Ships in matching colours **C**, plus 10 Crew tokens **D**.
2. Shuffle the 1-, 2-, 3- and 4-value Island cards in four separate decks, then deal out an Island Chain **E** made up of one card from each deck, in ascending order.
3. Shuffle the Treasure tokens **F** face down, and then place one (still face down) on each treasure space (X).
4. Shuffle the Peril and All Aboard decks separately, then place one face-up All Aboard card **G** and six face-down Peril cards **H** as shown. These seven cards are called the Peril Track.
5. Place the five 'Fools Gold' and five 'Hard to Starboard' upgrade cards **I** in two face-up stacks.
6. Shuffle the remaining upgrade cards and lay out five cards face up in a row alongside the 'Fools Gold' and 'Hard to Starboard' cards to form the Trade Row **J**. Place the deck of remaining Upgrade cards face down nearby.
7. Place the VP tokens **K**, Map tokens **L** and Boarding die **M** within reach of all players.
8. Each player places their two Ships below Island card **1 C**.



# OBJECTIVE

In Perils of the Deep, players are competing to earn the most victory points. They will do this by progressing their ships as far as possible through the island chain over the course of several expeditions, gathering treasure tokens, and buying cards that grant points at the end of the game. After four expeditions, players will total up their points, and the highest score will be the winner.

# KEY COMPONENTS

## PLAYER CARDS

Card name

Card cost

Peril  
(player loses one Crew for each Peril icon when card is played)

Card type  
(gain a bonus for playing two cards of the same type)

Text effect

Card effects  
Crew, Map, Move, Coins

Victory Points  
(gained end of game)

## PERIL CARDS

Card type

Play order for the round

Peril  
(all players lose Crew)

Other effects  
(read card to resolve)



# CAPTAIN BOARD

Slide your "Remains in play..." cards under your board here

Cards played here affect your single-colourship

Cards played here affect your ship with white sails



**REMAINS IN PLAY**

DRAW



Captain Atticus Waveborn is a master tactician of the waves, always one step ahead of danger. His ship is a maritime chessboard, and he thrives on outmaneuvering rivals.

DISCARD



2 X CREW = +1 MAP



2 X TREASURE = +2 COINS



2 X MAGIC = +1 CREW



2 X SAILING = +1 MOVE

SELL 1 MAP = +2 COINS AND ONLY DRAW 2 CARDS NEXT TURN














Place your Crew tokens here

Slide Crew tokens to the right when you get hit by Peril

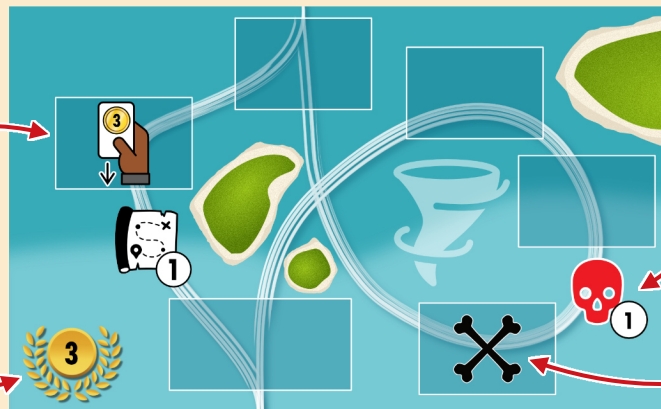
Quick reference to matching bonuses and selling of Map tokens

# ISLAND CARDS

Always align entry and exit routes with the next Island card

Anything inside a space is something players gain when they pass or land on it

Victory Points gained by your furthest behind ship when you Weigh Anchor or end the expedition



Anything on the route (outside a space) is something players have to pay to pass

Treasure Space (place Treasure tokens here when you start a new expedition)

# GAMEPLAY

## PLAYING CARDS

Each Expedition is divided into six rounds. Each round, all players will simultaneously draw three cards from their personal deck and choose two to play – one for each of their two ships. Cards are played face down, one on the right of the player's Captain board (to affect their ship with white sails) and one on the left (to affect the single-colour ship). The third card is added face down in the player's Discard pile.

If a player ever needs to draw cards and does not have enough cards in their deck, they must draw all that they can, then shuffle their discard pile to reform the Draw pile, and continue drawing.



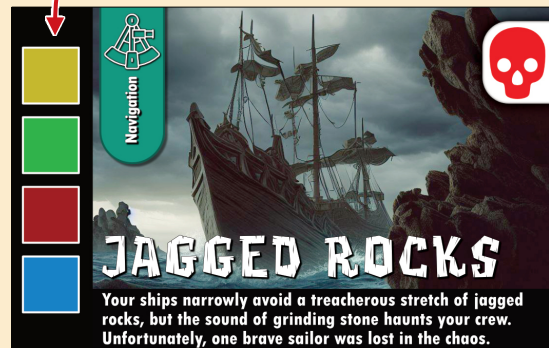
Play one card on each ship (face-down), and discard the last card

## TURN ORDER

The turn order each round will vary according to the current card in the Peril track.

Once all players have played their two cards, they will reveal and resolve their cards in turn order. Refer to the uppermost revealed card in the Peril track. Each card shows a series of four coloured squares. These dictate the order in which players (as represented by their colour) will resolve their cards, from top (first) to bottom (last), in the current round. Players do not reveal their cards until it is their turn to resolve.

Turn order example: Yellow, Green, Red, Blue  
This changes every round





# RESOLVE CARDS

A player's two cards are resolved simultaneously, and cards are always resolved from top to bottom and left to right.

As an overview, the order of resolving looks like this:

1. Remove Crew according to Peril
2. Receive matching-card bonus
3. Resolve any effects described in text
4. Resolve icons
  - A. Resolve Crew icons to gain Crew
  - B. Resolve Map icons to gain Maps
  - C. Resolve Move icons to Move ship
  - D. Resolve Coin icons to buy cards

Note that often a player's cards will not list any effect in some of the above categories. In this case, just ignore that section and move on to the next.



## 1 - PERIL

The first thing a player must do is discard Crew tokens, one for each Peril (skull) icon shown on the two cards they have played.

If a player is ever reduced to zero crew during an Expedition, their part in that Expedition immediately ends. They do not resolve their cards any further, their ships are removed from the Island Chain, and they collect no Victory points in the Expedition End Phase (see page 15).

Discard a total of 1 Crew this turn (0+1)



Move 1 Crew to the discard side

## 2 - RESOLVE MATCHING-CARD BONUS

Most cards have a type – either Sailing, Treasure, Crew or Magic. If the player's two played cards are of the same card type, they will earn a bonus for that turn, as described below. This bonus is collected during the resolving of the icons depending on bonus type.

### 2 X SAILING CARDS

One of the player's ships may move one extra space when they resolve their Move icons.

### 2 X TREASURE CARDS

The player gains two extra Coins to spend when they resolve their Coin icons.

### 2 X CREW CARDS

The player immediately gains 1 Map token.

### 2 X MAGIC CARDS

The player immediately regains one lost Crew token.

Card type

Some text effects reference the card types

Matching-card bonuses are listed on the player boards

## 3 - RESOLVE CARD TEXT EFFECT

If a card has text, then this will indicate what a special effect is triggered. Note that the effects described in card text will often break and supersede the basic game rules.

If both of a player's cards have text, they may decide the order in which the text effects are resolved.

Text effects



## 4 - RESOLVE CARD ICONS

Cards may display values for some or all of the following icons: Crew, Maps, Move and Coins. The number in the circle indicates how many of that type a player gains in their turn.



### A) CREW

For each point of Crew on their cards, the player regains one of their lost Crew, sliding it from right to left. A player cannot ever have more than 10 Crew.

A player may gain more Crew by gaining a matching Magic card bonus, or by cashing in Treasure Tokens (see page 14).



### B) MAPS

For each point of Maps on their cards, the player gains one Map token.

A player may gain more Maps by gaining a matching Crew card bonus, or by cashing in Treasure Tokens (see page 14).



### C) MOVE

For each point of Move played on a ship, it may advance along the Island Chain that many spaces (or fewer). Where a route branches, the player

must decide which path to follow. Any space that is passed through with a special symbol will trigger instantly. If a Peril or Map icon is displayed along a route, the player must lose Crew or Map tokens as appropriate, and if they cannot, they must stop in the space before the icon, or choose a different path.

A player may increase the spaces moved by gaining a matching Sailing card bonus, or by cashing in Treasure Tokens (see page 14).

If a Ship moves and ends on the same space as one or more rival ships, the active player may declare a Boarding Action (see page 13).

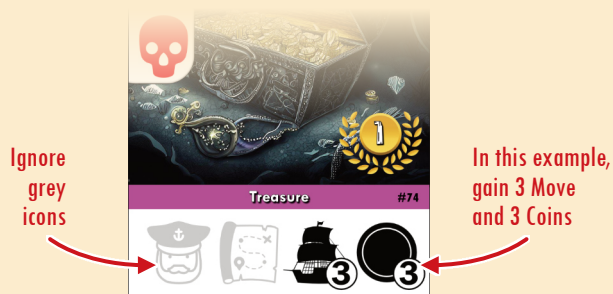


### D) COINS

The total points of Coins from both cards indicates the amount of Coins that the player has available to spend that turn.

A player may supplement these Coins by gaining a matching Treasure card bonus, or by cashing in Maps or Treasure Tokens (see page 14).

Once the Player's Coin total has been established, they may Buy New Cards (see page 12).



## 5 - DISCARD CARDS AND END TURN

Once a player has finished resolving their cards, they place the two cards they played that turn, plus any new cards they bought, into their Discard Pile, to the right of their Captain Board.

Once this is complete, play passes to the next player in the turn order to reveal and resolve their cards.

# GAME ELEMENTS

## PERIL CARDS

Once all players have completed their turn, the next face-down Peril card in the Peril track is flipped and resolved. All players lose Crew tokens equal to the displayed Peril score (if any) and then any text instructions are followed.

When the last Peril card is flipped, the current Expedition is over – proceed to the Expedition End Phase. Otherwise, all players now decide whether to Press On or Weigh Anchor.

## ISLAND CARDS

The Island Chain is made up of a series of four Island Cards.

Each Island Card is made up of one or more routes – paths that lead from the bottom of the card to the top, through a series of spaces. When players move their ships, they must follow a route, always progressing towards the top of the Island Chain.

Island Cards have various icons along the routes. Any time a ship moves onto or over an icon, the icon's effect is immediately applied.

If a ship ever reaches the final space at the top of card four on the Island Chain, it has reached the end of the route for the expedition and may not move any further. The player can still play cards onto the ship for the remainder of the expedition if they decide to Press On.



### PAY MAP(S)

In order to progress to the next space on this route, the player must discard Map tokens equal to the number shown. If they are unable or unwilling to discard these maps, they may not move.



### LOSE CREW

In order to progress to the next space on this route, the player must lose Crew tokens equal to the number shown. If they are unable or unwilling to lose these crew, they may not move.



### GAIN MAP(S)

The player gains one Map token.



### GAIN VP(S)

The player gains a number of Victory Points equal to the number shown.



### GAIN A CARD

The player may take one card from the Trade row. The card they choose can have a maximum value equal to the number shown. This card is added to the player's Discard pile and the Trade row is refilled.



### DESTROY A CARD

The player may destroy one card from their discard pile.



### MOVE YOUR OTHER SHIP

If the player's other ship is further back than the one that triggered this icon (counting back to the start of the Island Chain by the shortest possible route) then the player's further back ship may be moved up to three spaces.



### TREASURE SPACE

The player must collect any Treasure tokens on this field - if there are any left. The space is not refilled.



Flipping the last Peril card indicates the end of an expedition



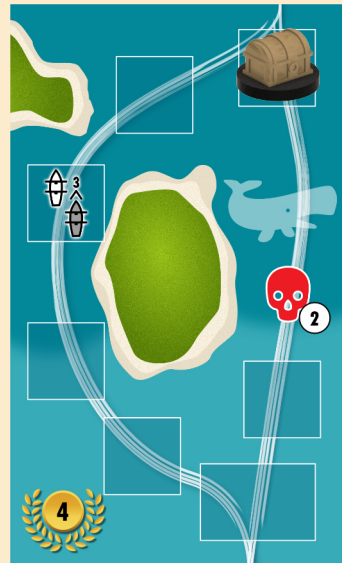
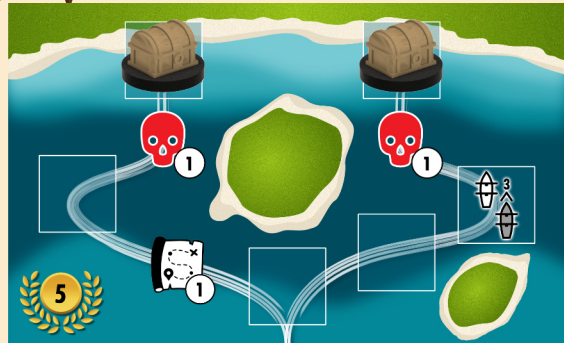
**PERIL TRACK**

This is the next Peril card to be flipped at the end of the round

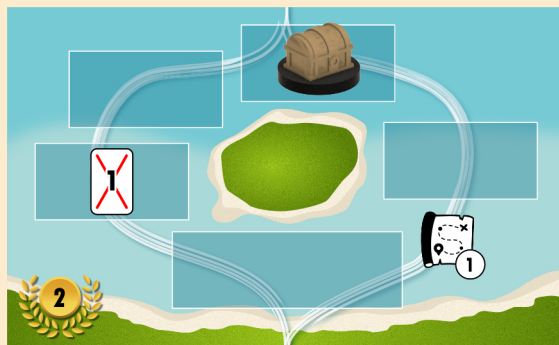
Everyone loses Crew when a Peril icon is shown

Read the card to resolve other effects

The first card, "All Aboard" is always face-up



Do you dare to take the short route and lose two Crew?



**ISLAND CHAIN**

# PRESS ON OR WEIGH ANCHOR

Before starting the next round, players must all decide whether to continue (Press On), or to stop and cash in the points they have already earned (Weigh Anchor).

If a player needs to know what other players will do before making their decision, follow the current turn order – players must declare in that order.

If a player Presses On, they continue to play as normal (with the risk of losing all their crew and gaining no points for the Expedition).

If they Weigh Anchor, they gain points as described in the Expedition End Phase section, but play no more turns in this Expedition. Their ships are removed from the Island cards.

# BUYING UPGRADE CARDS

A player may use the Coins they have generated during the turn to buy cards from the Trade row, at the cost shown in the top left on each card.

A player may buy as many cards as they can afford, but new cards are not replenished until they finish buying for the turn. All cards bought, along with all cards played that are not Remains-in-Play, are now added to the player's Discard pile.



A strong combo was played!  
 The player gets 2 Coins on the left card.  
 They also gain 2 Coins for playing 2 Treasure cards.  
 Finally, the right card says they may double all Coins they gain this turn.  
 That's a total of 8 Coins.



The player chose to buy a card that gains them a lot of sailing and a card that improves their Treasure strategy. They put the cards in their Discard pile and refill the gaps in the Trade row.



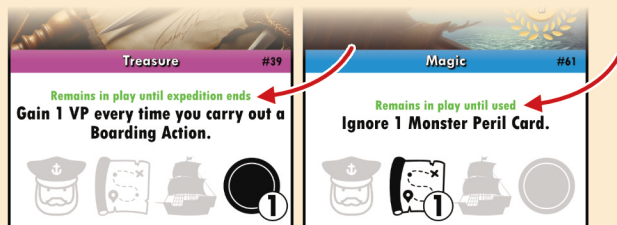


## 'REMAINS IN PLAY' CARDS

If a card type states that it 'Remains in play...', the effect is considered to be active as soon as the text is resolved.

When the player would normally discard the card (after ending their turn) they should instead move any Remains-in-Play cards above their Captain board, tucking the card so that the bottom row of icons is hidden.

That card's text effect will remain in play for as long as the card indicates.



## INSTANT CARDS

Some Upgrade cards have the description "Instant" at the top of the text box. These cards are an exception to the normal sequence for resolving cards.

Any time a player reveals an Instant card, they must resolve the Instant effect before doing anything else (including losing crew due to peril).

If both of a player's cards are Instant, the player may decide the order to resolve them.



## BOARDING A RIVAL SHIP

If a player moves a ship during their activation, and the ship finishes moving and lands on a space alongside one or more ships belonging to rival players, the active player may decide to carry out a Boarding Action. To do this they select one of the ships they are now sharing a space with, and roll the Boarding Die, applying the effect immediately.

A player may perform Boarding Actions with both of their ships if they meet the criteria to do so, but each Ship may only perform a single Boarding Action in a turn.



### x2 COINS

The player carrying out the Boarding Action gains 2 extra Coins to spend this turn.



### MAP

The player carrying out the Boarding Action gains 1 Map token from the shared pool.



### VICTORY POINT

The player carrying out the Boarding Action gains 1 Victory Point.



### ATTACKER LOSE A CREW

The player carrying out the Boarding Action loses 1 Crew.



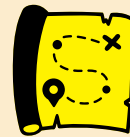
### TARGET LOSE A CREW

The player being targeted by the Boarding Action loses 1 Crew.



# MAP TOKENS

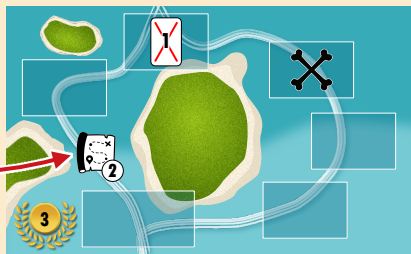
Maps are a valuable resource in Perils of the Deep, and can be used in two ways.



## NAVIGATION

Maps can be spent to move through certain routes in the Island Chain.

Pay two Map Tokens to pass through here



## TRADING MAPS

When a player buys Upgrade cards in their turn, they may trade any number of Map tokens for 2 Coins each. Traded Map tokens are discarded.

**If a player does this, they must only draw two cards the next time they are required to draw (even if this is in the next Expedition).**

It is helpful to leave one of the traded Map tokens on top of the player's draw deck, as a reminder to only draw two cards next time.

# TREASURE TOKENS

If a ship moves into or through a space with a Treasure Token, the player may take that token and look at it, but keep it secret. Once a Treasure token is played, it is discarded. There are three types of Treasure token:



## MOVE

A Move token may be played when the player resolves their Move icons to move it that many extra spaces.



## CREW

A Crew token may be played when the player resolves their Crew icons to restore that many extra lost crew.



## VICTORY POINTS

Victory Points are always saved until the end of the game, and revealed then to add that many points to the player's total.



# EXPEDITION END PHASE

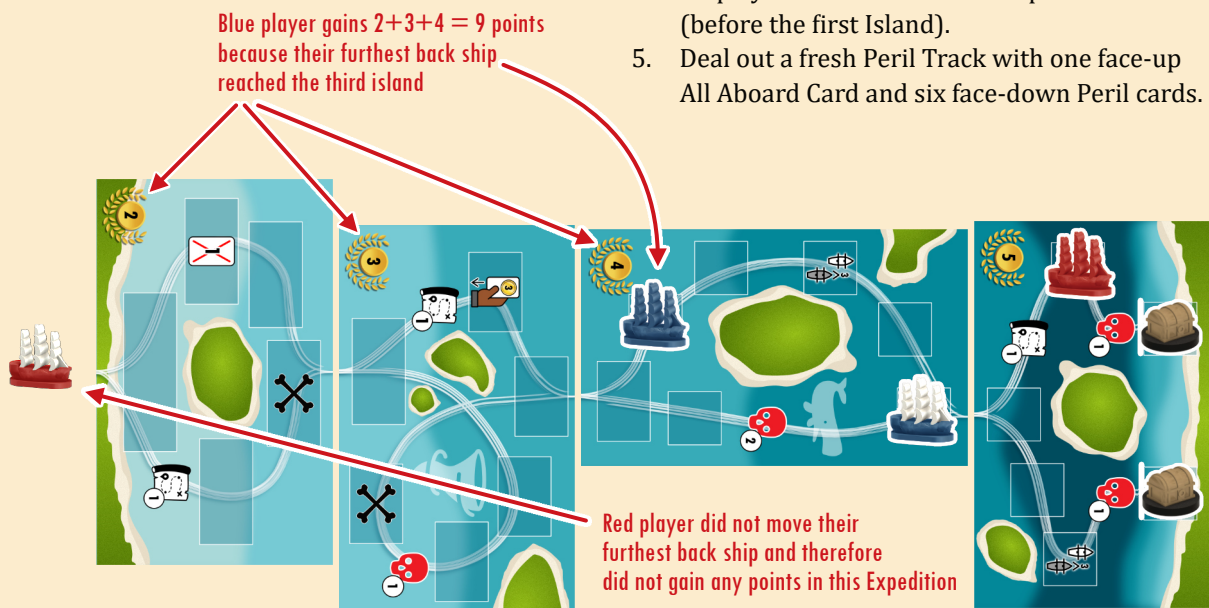
Once all players have Weighed Anchor or lost all their Crew, or once the final Peril card in the Peril Track is flipped, the Expedition is over.

Any “Remains in play until end of expedition” cards are added to player’s Discard piles.

All players who did not lose all their crew gain Victory Point tokens equal to the total points value of all Island Cards their **furthest back ship** has reached in this Expedition.

If you have played four Expeditions, proceed to End Game Scoring. Otherwise, follow these steps to start the next Expedition:

1. If any Jetsam or Restock Peril cards were revealed during the Expedition, take the first of those that was revealed and remove it from the game. Shuffle the remaining Peril Cards into the Peril Card draw pile.
2. Discard the four used Island cards. Deal out four new Island cards and place appropriate Treasure tokens to form a new Island Chain.
3. All players slide their 10 Crew tokens to the left.
4. All players return their two ships to Port (before the first Island).
5. Deal out a fresh Peril Track with one face-up All Aboard Card and six face-down Peril cards.



# END GAME SCORING

Once four Expeditions have been completed, players total up their victory points from three sources:

- **Victory Point tokens** earned during the game.
- **Treasure tokens with victory points** on their hidden side.
- **Victory points shown on the player’s cards** including their deck, discard pile, and above their Captain Board (note that some cards have negative values, which must be deducted).

The player with the most points is the winner. In the case of a tie, most Map tokens is the tie breaker.

# QUICK REFERENCE

EXPEDITION

ROUND

PLAYER'S TURN

UP TO  
X6

x4

Deal 4 new Island cards  
Place Treasure Tokens  
Deal a fresh Peril Track

### Simultaneously:

Draw 3 cards  
Play 1 card for each ship (face down)  
Discard all remaining cards on hand  
Resolve in turn order, as shown on the current Peril card

1. Flip both cards
2. Resolve any 'Instant' card text effects
3. Resolve Peril - lose Crew equal to the number of skulls on your 2 cards
4. Gain bonus if playing 2 cards of the same type
5. Resolve any text effects
6. Gain Crew (including any Crew treasure tokens you wish to cash in)
7. Gain Map tokens
8. Move ships (including any Move treasure tokens you wish to cash in)
9. Perform Boarding of rivals, if you landed in the same space
10. Gain Coins (including any Coin treasure tokens you wish to cash in)
11. Exchange any number of Map tokens for 2 extra coins each
12. Purchase upgrade cards
13. Place played 'Remains in Play' cards above your Captain board
14. Discard all played and purchased cards
15. Refill any empty spaces in the Trade row

Flip a Peril card and resolve it  
All players that are still active decide whether to Press On or Weigh Anchor

Score Victory Points  
Remove one Jetsam or Restock Peril card (if any) and shuffle Peril deck  
Discard all 4 Island cards  
Regain all Crew tokens  
Return ships to start

## MASSIVE THANKS TO OUR PLAYTESTERS ♥

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