

## Rulebook (EN)

**3-5 players / 20 min- / Ages 7+**

You are the crew of the luxurious ocean liner *Septentrick*. During its maiden voyage, at 11:40 p.m. on April 14, 1912, the ship struck an iceberg and is now on the verge of sinking.

There are many passengers still waiting for rescue, but fortunately, there are just enough life rings for everyone. Each crew member must help evacuate the same number of passengers as the life rings they hold.

Can you work together to ensure that **every single person** escapes safely from the sinking ship?

## — Overview —

This is a cooperative game where players work together to rescue all passengers from a sinking ship. At the end of the game, if each player's collected cards show an equal number of **life ring icons** and **passenger icons**, the rescue is a success — and everyone wins!

## — Components —

## Cards x67

▼ **Sea Cards** x48 (4 suits, numbered 1-12)



- 10 ● **Number (1-12)**
- ◆ ● **Suit (◆, ▲, ●, ☆)**
- ● **Life Ring Icons**  
**Used for rescuing passengers.**  
Refer to either the left or right column of icons — for example, this card shows 2 life rings. Depending on the card, it may have 1 to 3 life ring icons, or none at all.
- ⚓ ● **Setup Icon**

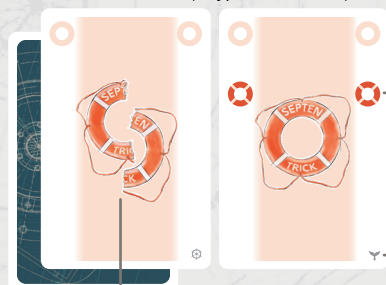
These icons are used only during setup to determine which cards to include based on the number of players. They have no effect during gameplay.

▼ Passenger Cards x15 (4 types)



- Passenger Icons**  
Represent passengers in need of rescue. Refer to either the left or right column — for example, this card shows 4 passengers. Each card has 1 to 4 passenger icons. The different silhouettes have no effect on gameplay.

▼ **Rescue Cards** x4 (2 types, 2 of each)



- Broken life rings cannot be used for rescue, so these cards have no life ring icons.

**Chips x3**

▼ Captain Chip x1



▼ Trump Chips x2 (2 types, 1 of each)



These correspond to the suits of the **Sea Cards**.

**Card List Sheets x5**

**front** For 3-4 players










- Lower table: shows the number of **Passenger Cards** and **Rescue Cards** included in the game.

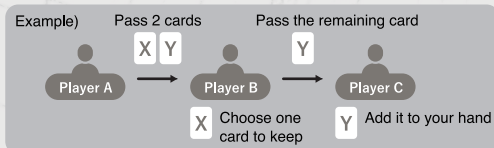
**back** For 5 players



Upper table: shows how many life ring icons appear on each numbered **Sea Card**.

## — Game Setup —

- 1 Each player takes one **Card List Sheet** and places it in front of them with the side matching the player count face up.
- 2 Prepare the cards according to the number of players. Refer to the “setup icon” in the lower right corner of each card. Cards without an icon are always used, regardless of player count.
  - 3 players: cards with no icon + tailfin icon  (39 cards total)
  - 4 players: cards with no icon + anchor icon  (52 cards total)
  - 5 players: cards with no icon + helm icon  (65 cards total)
- 3 Shuffle the **Sea Cards** and **Rescue Cards** together face down and deal 10 cards to each player. Shuffle the **Passenger Cards** separately and deal 3 cards to each player. These cards form each player's hand. Players may look at their own hands at any time.
- 4 The player who most recently boarded a ship becomes the Captain. That player takes one **Captain Chip** and places it in front of them.
- 5 The Captain chooses one of the four suits (   ) on the **Sea Cards**. Cards with the chosen suit become the “trump suit” — stronger than all other suits, regardless of number or play order.
- 6 Place the Trump Chip with the chosen suit face up in a visible spot. The trump suit will not change during the game.
- 7 Each player simultaneously chooses 2 cards from their hand (**excluding Passenger Cards**) and passes them face down to the player on their left. After receiving 2 cards, look at them, choose one to keep, and pass the other face down to your left neighbor. Add the card you receive to your hand.



## — Game Progress —

Steps ①-⑤ make up one “mini game.” Play a total of 12 mini games — continuing until each player has only one card left in hand.

However, discussion and table talk are not allowed. You may not share information about your hand or tell others which card to play next.

In the first mini game, the Captain performs step ①.

## Mini Game

- ① The first player chooses one card from their hand and plays it face up.

### [Play Rule]





Play any **Sea Card or Rescue Card** from your hand.

If you have only **Passenger Cards**, choose one of them to play.

- ② Starting with the player to the left of the first player, and continuing clockwise, each player chooses one card from their hand and plays it face up.

### [Play Rules]

▼ If the first player played a **Sea Card**:

Each following player must play a **Sea Card of the same suit**     if they have one. There is no restriction on the number. If a player has no **Sea Cards** of that suit, they may play any card from their hand instead.

★ **Exception:** If you have a **Rescue Card**, you may play it at any time, regardless of the suit already played.

▼ If the first player did not play a **Sea Card**:

The next player follows the same rule as in step ① to choose a card. If the second player also plays a **non-Sea Card**, then the third player follows step ① as well, and so on.

**However, if all players play Passenger Cards, the game is immediately over** — restart the game from the setup phase.

- ③ After everyone has played one card, determine who wins the trick.

### [How to Determine the Winner]

▼ If any **Sea Cards** were played and at least one **trump suit card is present**: The player who played the highest-numbered trump suit **Sea Card** wins the trick.

▼ If **Sea Cards** were played but **no trump suit cards are present**:

The winner is the player who played the highest-numbered **Sea Card** of the same suit as the first **Sea Card** played. If the first player did not play a **Sea Card**, compare numbers based on the first **Sea Card** played in turn order.

▼ If no **Sea Cards** were played but one or more **Rescue Cards** were played: The player who played a **Rescue Card** wins the trick. If 2 **Rescue Cards** were played, the **earlier one** wins.

- ④ The winner takes all cards from the trick that show **life ring icons or passenger icons**. Keep the cards face up in front of you where everyone can see them. **Collected cards are not added back to your hand.**

Example)

▼ Sea Card

▼ Passenger Card



Place them so the icons line up.

All cards that were not taken are discarded. Place them face down in a separate pile.

- ⑤ The winner plays first in the next mini game (step ①). After 12 mini games, reveal the one card remaining in your hand and **add it to your collected cards.**

## — Game End —

Each player checks the number of **life ring icons and passenger icons** on their collected cards. Count the total of each. If the two totals are equal, it means every passenger has received a life ring.

If there is any difference between the two numbers, it means some passengers were left without life rings — or some life rings went to passengers already rescued by others.

If all players have perfectly matched totals, the rescue is a success — the crew wins! If even one player has passengers without life rings, the rescue fails, and the ship sinks in despair.

(If you're ready for another challenge, pass the **Captain Chip** to the player on your left.)



## !!! Warnings !!!

This product presents an accidental ingestion hazard. Not for children under 3 years of age.

Do not leave in high-temperature, high-humidity environments. This may result in damage to the product.

Keep away from flames. This can cause warping or fires.