

Nine Sails

PRINT SET · FREE CREW

Rules

A short summary of the rules for this setup. Learn the game from the rules: full rules

Goal (CHAPTER 1)

- Collect 9 coins from tasks and bring the whole team to Open Gates Harbour together with the transport “Nine Sails”. Then choose “Pay the toll”.
- If day 6 ends before you finish, you lose.

Day (CHAPTER 4)

- Each day you have 8 shared effort tokens. Unused effort does not carry over.
- Who draws: the youngest player draws at setup and during day 1, the player to their left during each further day.
- An “At once” card is never placed: resolve it at once, discard it and draw the next card of the same deck instead.
- There are no turns: characters act in any order. You end the day together.

Actions (CHAPTER 5)

- **Row across** · 1 effort · to a neighbouring place; not aboard
- Route → carries characters only, ⇌ the transport only, ↔ both; the transport stops only at places marked “transport may stop here”.
- **Solve a card** · effort of the card row · you stand at the card and together have the abilities of one of its rows; characters aboard may help
- **Give, Drop, Take** · 0 effort · an item gives an ability; each character carries 2; hand over only at the same place
- **Board, Leave** · 0 effort · Nine Sails at the same place; it holds 2 characters including the operator
- **Sail the ship** · 1 effort (damaged 2 effort) · steered by a character with “steering” aboard; up to 2 routes; everyone aboard travels along
- **Recover** · 1 effort · “healing” brings a weakened character back, “repairs” repairs the transport; at the same place
- **Pay the toll** · 0 effort · goal met
- **End the day** · 0 effort · any time you agree

Situation cards (CHAPTER 6)

- A card has one or two rows. Meet one of them and pay its effort.
- Task: its coins ☉ count towards the goal.
- Item: one of the characters who solved the card takes it. It gives an ability, or protection □ from one hazard.
- Lead “↔”: once solved, turn the card over where it lies; its back is a task. An expired lead goes lead side up under the lead stack.
- Hazard: once solved it is discarded; if it expires, it weakens the characters without protection at its place and damages the transport if it is there. If the card says it stays, then turn it upside down: whoever enters without protection is weakened.
- Each card lives at most two days: fresh, then urgent (on its side), then it expires.

States (CHAPTER 7)

- ↑ ready: everything works.

- → weakened: loses its own ability; items still work.
- Nine Sails: ↑ fine (moving costs 1 effort), → damaged (moving costs 2).

End-of-day cleanup (CHAPTER 8)

1. Urgent cards expire: a hazard weakens the characters without protection at its place, a lead goes under the lead stack.
2. Turn fresh cards on their side.
3. Advance the day marker and take back all effort.
4. Lay out 1 task, 1 other card and the top lead of the stack, if any; a die roll picks the place (the numbers are on the place cards).

A place is an island, beach or landing, a round is a day; the map is a coast with islands.

Setup

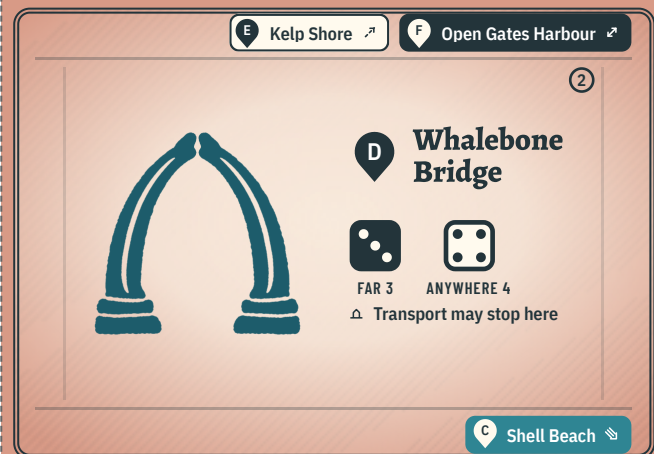
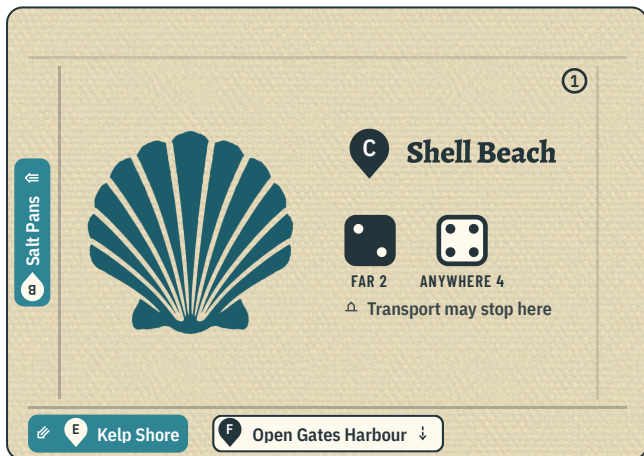
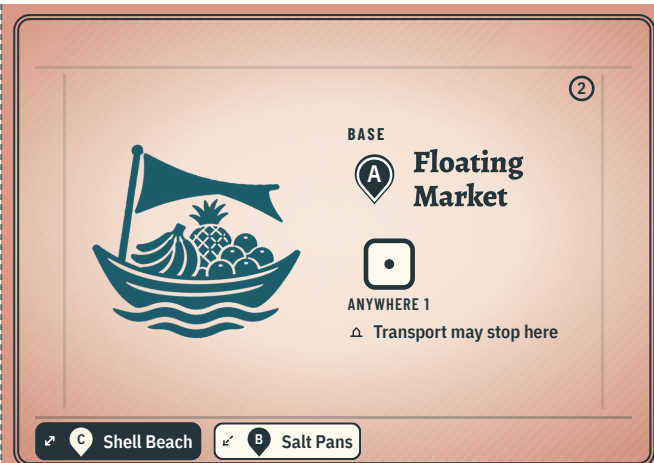
1. Lay out the place cards by their printed routes and the letters in the pins. The base is place A, the destination is the last letter.
2. Each player takes a character card (family side up) and its pawn.
3. Put all character pawns and the transport pawn (Nine Sails) at the base.
4. Put 8 effort tokens in the middle and the day marker on space 1.
5. Who draws: the youngest player draws at setup and during day 1, the player to their left during each further day.
6. Sort the situation cards by their back into the task deck and the other deck and shuffle both.
7. Lay out the 3 leads face up; roll the die for each and put it on a place with a “far” number.
8. Lay out 2 cards from each deck. Roll the die for each: a task goes to the place with that “far” number, any other card to the place with that “anywhere” number. If no place has the number, roll again.

Prepare 8 identical effort tokens, one day marker, one die and 5 distinct pawns.

Cut out 38 cards. Cards of one deck must be indistinguishable from the back: print on opaque paper or put the cards in identical sleeves. Character pawns: 4; transports: 1; effort tokens: 8; day marker: 1; six-sided die: 1. Each card is 63 × 88 mm. The web game can save the state as an exact record; the physical game does not need the app.

Every card is printed as a pair: its face and its back joined by a dashed line (a lead and its task, a character and its advanced side, situations with the back of their deck, the scenario and the transport with the game back; with further expeditions also a place and the same place of the next expedition, a scenario and the front of the next expedition card). Portrait cards lie across like the places; face and back meet at their bottom edges on the line. Cut each pair out whole, fold along the line and glue; print single-sided only.

The other expeditions are on the backs of the place and scenario cards: the first side (light) belongs to expedition 1, 3 ..., the second side (coloured) to expedition 2, 4 ...; the expedition number in the ring of the top-right corner says which expedition a side of a card belongs to. An expedition with fewer places has a blank back on the rest. An expedition card has two faces: the back of a further expedition (the transport, what lies on the table from setup, the sentences of the expedition) is a two-sided card of its own, two expeditions to a card (2 and 3, 4 and 5 ...); it goes with the front of the same name and number in the ring.



[illegible]

A map of the Shell Beach area. At the top, a location pin icon with a 'C' is labeled 'Shell Beach' with an upward arrow. On the left, a vertical bar labeled 'Kelp Shore' with a double-headed arrow indicates a range. The main map area shows a coastline with two large blue gateposts flanking a central body of water with a sailboat. To the right, a red location pin with an 'F' and a right-pointing arrow is labeled 'DESTINATION' and 'Open Gates Harbour'. Below this, a red square with a white dot is labeled 'FAR 1'. A red line with an arrow points from 'FAR 1' to the text 'Transport may stop here'. A circled '1' is in the top right corner of the map area.



Split team

You are a free crew with no captain: every decision is a vote on deck. The harbour gates close soon, and only a whole crew that can pay the toll may enter. Every coin @ is payment for a job at sea.



Goal: 9 coins and the whole team with the transport at the destination.

Effort: 8 per day · days: 6

Team: Mei, Oskar, Nia, Tomas

DAY	1	2	3	4	5	6

[illegible]

This is a screenshot of the 'Open Gates Harbour' destination screen in the game. The background is a light blue gradient with a subtle pattern of small white dots. On the left side, there is a vertical navigation bar with a blue background and white text. It contains a 'Kelp Shore' button with an upward arrow icon and a 'Whalebone Bridge' button with a downward arrow icon. The main content area on the right features a large, stylized illustration of a harbor with two open gates, a sailboat, and waves. To the right of the illustration, the text 'DESTINATION' is displayed in a small, white, sans-serif font. Below it, a large, stylized 'F' icon is shown next to the text 'Open Gates Harbour' in a large, white, serif font. Further down, a small, dark blue square icon with two white dots is displayed next to the text 'FAR 2' in a small, white, sans-serif font. At the bottom right, there is a warning icon (a triangle with an exclamation mark) followed by the text 'Transport may stop here' in a small, white, sans-serif font. In the top right corner, there is a small, white, circular icon with the number '2' inside it.

tree-crew - 2 - V

2

The Lone Strait

TOLBEK · FREE CREW · EXPEDITION 2

● ● ○ DIFFICULTY 2/3

Bring the whole team to the goal and earn enough points.

You are a free crew with no captain: every decision is a vote on deck. The harbour gates close soon, and only a whole crew that can pay the toll may enter. Every coin @ is payment for a job at sea.

Split team: 8 coins. Introduction: 1 fewer, Team trial: 1 more.

Effort: 8 per day · days: 6

Mei

H E L M S W O M A N

steering

ADVANCED SIDE

When you steer the transport, it goes 1 route further.

ITEM 1

ITEM 2

□ □ ↑ ready → weakened (loses its own ability)



The Island Coast

TOLBEK · FREE CREW · EXPEDITION 1
● ● ● DIFFICULTY 2/3

Bring the whole team to the goal and earn enough points.

You are a free crew with no captain: every decision is a vote on deck. The harbour gates close soon, and only a whole crew that can pay the toll may enter. Every coin ☉ is payment for a job at sea.



Split team: 9 coins. Introduction: 1 fewer, Team trial: 1 more.

Effort: 8 per day · days: 6

①

ITEM 2

ITEM 1



Tomas
SHIP'S DOCTOR

healing

GREEN

↑ ready · → weakened (loses its own ability)

☐

ITEM 1

ITEM 2



Tomas
SHIP'S DOCTOR

healing

GREEN

ADVANCED SIDE

Recovering a character costs you no effort.

☐

↑ ready · → weakened (loses its own ability)

ITEM 2

ITEM 1



Nia
LOOKOUT

spotting

YELLOW

↑ ready · → weakened (loses its own ability)

☐

ITEM 1

ITEM 2



Nia
LOOKOUT

spotting

YELLOW

ADVANCED SIDE

You may turn a face-down card on a neighbouring place for free (with Discovery or in fog).

☐

↑ ready · → weakened (loses its own ability)

ITEM 2

ITEM 1



Oskar
SHIP'S CARPENTER

repairs

BLUE

↑ ready · → weakened (loses its own ability)

☐

ITEM 1

ITEM 2



Oskar
SHIP'S CARPENTER

repairs

BLUE

ADVANCED SIDE

Repairing the transport costs you no effort.

☐

↑ ready · → weakened (loses its own ability)

①
The Island Coast
TOLBEK · FREE CREW · EXPEDITION 1
Shared pool: 8 effort tokens a day.
Nine Sails: range 2 routes.



Cargo Overboard

spotting + repairs

spotting + healing

Task

Place: die, "far" numbers.

Expires without penalty.

BACK: TASK

Item: gives "steering"; one of the characters who solved the card takes it.

steering

Place: die, "anywhere" numbers.

Expires without penalty.

BACK: OTHER



Chart of Currents

none

Item: gives "steering"; one of the characters who solved the card takes it.

steering

Place: die, "anywhere" numbers.

Expires without penalty.

BACK: OTHER



Barge in the Narrows

steering + spotting

steering + repairs

Task

Place: die, "far" numbers.

Expires without penalty.

BACK: TASK



Nine Sails

steering

Steered by a character with "steering" aboard. Range 2 routes. Seats including the operator: 2.

moving costs 1 effort · → damaged, moving costs 2

Free Crew

TASK







Free Crew

OTHER







Free Crew

TASK







Free Crew





Fishers on a Sandbar

steering
 +
 repairs

steering
 +
 healing

Task

Place: die, “far” numbers.

→ →

Expires without penalty.

BACK: TASK

Barge in the Narrows

steering
 +
 spotting

steering
 +
 repairs

Task

Place: die, “far” numbers.

→ →

Expires without penalty.

BACK: TASK

Foreign Merchant

negotiation
 +
 spotting

healing
 +
 spotting

Task

Place: die, “far” numbers.

→ →

Expires without penalty.

BACK: TASK

Sea Urchins on the Seabed

spotting

Leaves protection: an item for one of the characters.

Place: die, “anywhere” numbers.

→ →

Expires: weakens characters without protection here, then turn it upside down.

BACK: OTHER

Lasting: whoever enters without protection is weakened. Solving it removes it.

TASK

Free Crew

TASK

Free Crew

TASK

Free Crew

OTHER

Free Crew

tolbek-13 | free-crew | A4, 100 % scale, single-sided



○
○
●

Bandages

healing

Item: gives “healing”; one of the characters who solved the card takes it.

 Place: die, “anywhere” numbers.

Expires without penalty.

● **BACK: OTHER**



○
○
●

The Captain's Spyglass

spotting

Item: gives “spotting”, one of the characters who solved the card takes it.

 Place: die, “anywhere” numbers.

Expires without penalty.

● **BACK: OTHER**



○
●
●

Cargo Overboard

Task

Place: die

Place: die, “far” numbers.

Expires without penalty.

BACK: TASK



○
●
●

Fishers on a Sandbar

Place: die

Place: die, “far” numbers.

Expires without penalty.

BACK: TASK





Averted hazard.

 Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.



● **BACK: OTHER**



steering +

or

spotting

Averted hazard.

Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.



● **BACK: OTHER**



Tollkeeper's Watch



Item: one of the characters who solved the card takes it.

Discard: Turn one urgent task or lead anywhere back upright.

 Place: die, “anywhere” numbers.

Expires without penalty.

● **BACK: OTHER**



Drifting Fishing Net



Leaves protection from “Sea Urchins on the Seabed”: an item for one of the characters.

 Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.



● **BACK: OTHER**

Free Crew

OTHER



Free Crew

OTHER



Free Crew

OTHER



②

The Lone Strait

TOLBEK · FREE CREW · EXPEDITION 2

Shared pool: 8 effort tokens a day.

Nine Sails: range 3 routes.



Crate of Spice

none

● ● ●

Item: gives
“negotiation”; one of
the characters who
solved the card takes
it.



Place: die, “anywhere” numbers.



Expires without penalty.



BACK: OTHER



Captain for a Day



Ease: a card you solve together with the
guest of honour costs 1 less, at least 1.

At once: The rolled character is the guest of
honour until the end of the day.

Roll the die: who. 1 = the drawing player's
character, then clockwise. Too high? Reroll.



At once: resolve, discard, draw a
replacement.



BACK: OTHER



Book of Flags

spotting

● ○ ○

Item: gives
“negotiation”; one of
the characters who
solved the card takes
it.



Place: die, “anywhere” numbers.



Expires without penalty.



BACK: OTHER

Free Crew
OTHER



Free Crew
OTHER



Free Crew
OTHER





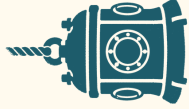
○ Nine Sails



Steered by a character with "steering" aboard. Range 3 routes. Seats including the operator: 2.

□ ↑ moving costs 1 effort • → damaged, moving costs 2

②



► Diving Bell



Turn the card over: its back is "Pearl Reef".

Place: die, "far" numbers.

□ Expires: put it lead side up under the lead stack.

► TWO-SIDED: LEAD / TASK



► Trapped in a Wreck



Turn the card over: its back is "Sick Sailors".

Place: die, "far" numbers.

□ Expires: put it lead side up under the lead stack.

► TWO-SIDED: LEAD / TASK



► Wounded Messenger



Turn the card over: its back is "Feuding Islands".

Place: die, "far" numbers.

□ Expires: put it lead side up under the lead stack.

► TWO-SIDED: LEAD / TASK

Free Crew



► Pearl Reef



Turn the card over: its back is "Sick Sailors".

Place: die, "far" numbers.

OTHER SIDE (BACK)



► Sick Sailors



Turn the card over: its back is "Feuding Islands".

Place: die, "far" numbers.

OTHER SIDE (BACK)



► Feuding Islands



Turn the card over: its back is "Feuding Islands".

Place: die, "far" numbers.

OTHER SIDE (BACK)