

AZIMUTH

RIDE THE WINDS

Ocean Die Game Rules (AZIMUTH Co-op Mode)



2-4 Players

The Ocean Die is a free **BONUS** addition to the original base game.

Tyto team wishes to thank our Kickstarter backers for their support and for taking part in deciding the actions implemented on the die – enjoy!

Game description

The Ocean Die enables playing Azimuth in a co-op mode where players act as a team, plan their moves together and have a unified goal of saving all castaways before the ocean takes them forever.

The Ocean Die represents the different ocean conditions which castaways have to face. This is a race of the wits against the ocean and time...

Co-op mode is played with all 4 castaways in the game. Co-op mode is best when played with 4 players. When playing 2 players – each player plays 2 castaways (opposing sides). When playing 3 players, one player is to play 2 castaways (opposing sides).

Objective

Your goal as a team is to safely return **all** castaways back home, each reaching their lighthouse, in no more than **10** rounds of play (players can adjust the needed round count for achieving victory depending if you want a more relaxed journey or a more challenging one).

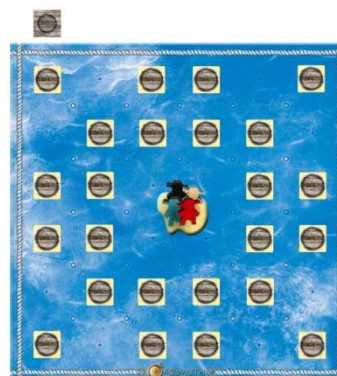
Game Play

- 1.** All basic Azimuth rules apply.
- 2.** Co-op mode is also played in 2 phases, exactly as in the ordinary game rules (a player can start turning and moving his/her winds only after placing all 4 winds on the board).
- 3.** Co-op mode is also a turn based game. Once all four players took their turn, the die is rolled, and the ocean plays its part. After the ocean plays, a round is over.
- 4.** Players have **10 rounds** to get all their castaways back home. For a more challenging game, players may decide to lower the rounds played trying to accomplish their mission.

- 5.** When a castaway reaches the lighthouse, its player keeps on playing his/her rafts and winds trying to assist other castaways accomplishing their task.
- 6.** If possible, castaways can land on and off the island as players see fit (in some scenarios the island can be used as a "stepping stone").
- 7.** "Wind control" can be applied freely according to the rules (no coconuts limit).

Setup

- 1.** Each player chooses a color to play. In a co-op game each player gets **6 rafts and 4 winds of his/her color**.
- 2.** Place the island in the middle of the board (on the center wind location mark). On it, place all 4 castaways.
- 3.** Place all 24 rafts face down on the board, shuffle them, and locate them in their initial positions, face down, as such:

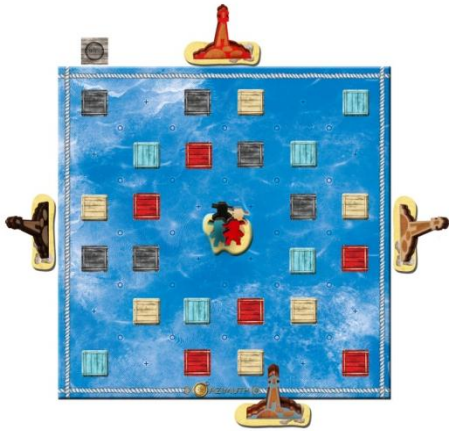


- 4.** Next, turn the rafts face up and reveal the tactical situation. Note all landing spots of the island are vacant.
- 5.** Now players locate their lighthouses, each lighthouse at a different side of the board, and anywhere the player sees fit. Lighthouses are to be placed in the same manner as in a 2 player game, **allowing 2 landing spots**.
- 6.** Once lighthouses are located decide which player goes first placing his/her first wind. The player who begins the game gets the "First player mark" (The double sided "Azimuth" token found on the rafts punch sheet). Players then take turns in a clockwise direction.

Setup example:

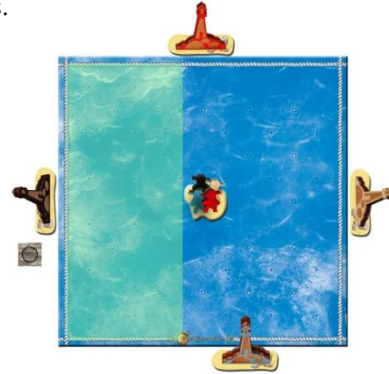
1. Lighthouse locations: in the example above, all players but the Blue chose to place their lighthouses in the center location of their side of the board.

2. Players decided Red would begin the game; hence the "First player marker" rests at his/her side of the board.

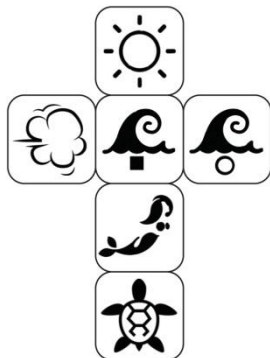


The effected portion of the ocean by the roll of the die is defined as the ocean portion between the player rolling it (his/her lighthouse) and the island. The effected portion consists and includes 3 rows of raft location marks, and 2 rows of wind location marks. For example:

It is **Black's** turn to roll the die. The effected portion of the ocean by his/her roll is as marked in light green. Note it also includes the raft location marks closest to the island meaning it might affect rafts located at these marks.



First player marker. The token is to be rotated clockwise between the players at the end of each round to determine the active ocean portion for the current die roll (further explained below).



The Ocean Die

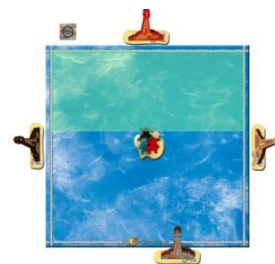
1. The Ocean Die represents the ocean's effect/action for this round. The die is rolled after all 4 players took their actions. Once the die is rolled, the ocean's action is performed accordingly.

2. At times, the die affects only a portion of the ocean associated with the player rolling the die. Players take turns (clockwise) rolling the die, so each round the die can affect a different portion of the ocean.

The player who started the game is the first to roll the die (once a player rolled the die he/she passes on the "first player marker" to the next player. This would help players remember what portion of the ocean is to be effected by the die for this round).



Blue's affected portion of the ocean.



Red's affected portion of the ocean.



Blondie's affected portion of the ocean.

The Actions

The die represents 6 possible different effects the ocean has on the castaways and their voyage.

Sunny Day!



In most cases, this is what your castaways hope for. The ocean remains calm and has no effect on the game. Keep on sailing.

The Mermaid.



Here comes trouble. This mermaid sings castaways to sleep. **All** castaways in the effected ocean portion are to be laid down for the next round. These castaways cannot move/swim to another raft in the coming round. Note: sleeping castaways can still be sailed carried on the raft they sleep on (be moved using winds).

Waves!



Huge waves hit your rafts and castaways. Waves directly affect rafts of the player rolling the die in all ocean portions (the whole board).

Waves affect only the relevant player's rafts that are floating directly on the ocean (by themselves or carrying a stack). Waves will not directly impact any rafts that are in a stack if not at the bottom. Waves do not break stacks, but can move a whole stack if the relevant color raft carries it.

The wave with the square mark at the bottom carries rafts one leg **away** from your lighthouse (in the direction opposite to your lighthouse/side of the board). In most cases an unfortunate event... The wave with the circle mark carries effected rafts in the direction of the lighthouse, many times providing much needed surf.

When waves carry rafts towards the lighthouse, rafts located on the first row closest to the lighthouse are not influenced by the waves and remain in place (therefore castaways cannot land back home using the waves). Same is true if any of the effected rafts are on the farthest row from your lighthouse and a wave impacts away from your lighthouse – these rafts do not move.

For example:

Blondie rolled a wave towards the lighthouse. All relevant Blondie's rafts sail one leg in the direction indicated on the die. The raft on the right, at the closest row to the lighthouse is not affected by the wave. The middle stack moves since Blondie's raft carries the stack. The raft carrying the castaway also remains in place since it is on top of a red raft.



Players decide on the sequence in which relevant rafts are to be moved (this can have an effect on the possible outcome). Once a raft is moved, the player cannot change his/her call.

Note that waves can have positive or negative impact on the voyage according to the tactical situation.

Wind Gust!



A wind gust changes certain winds' directions. The wind gust affects all winds of the player rolling the die, in his/her portion of the ocean, and the winds of the opposite player in their own portion of the ocean.

All winds of the relevant affected players are turned 180 degrees. Rafts do not sail accordingly! The wind gust only messes up your possible voyage plan and the direction of relevant affected winds.

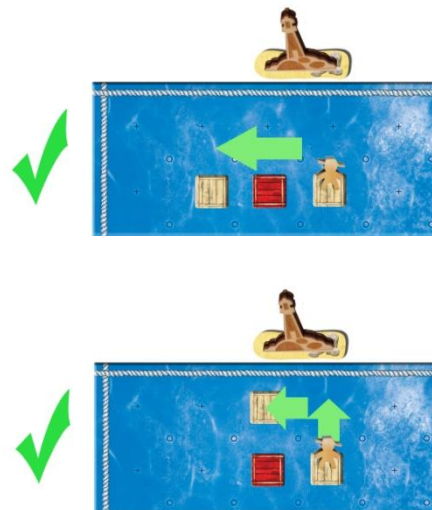
Note that wind gusts become more harmful or helpful as the game develops and more winds are placed on the board.

Sea Turtle



This friendly creature offers only help. Your castaway can cling to the turtle while swimming. The Sea turtle allows any castaway in the relevant ocean portion to swim to a raft that is 2 legs away in the following round, thus allowing a longer swim. Only a perpendicular swim is allowed. Castaways can take that action even if a different raft is in the way. A castaway can also swim to a same color raft 2 legs away if it is at the top of the stack. For example:

Blondie rolled the Sea turtle. In the following round Blondie's castaway can swim/move to a raft that is two legs away, as such:



Note: Only one castaway in the relevant ocean portion can take this action in a specific round, as players decide together and see fit.

Enjoy the game.

A designer's note: The Ocean Die rules above are subject to future editing and translations to other languages (if rules are edited a new version of the rules would be uploaded to our website).

Bon voyage!