

COME SAIL AWAY!

SETUP

1. Place the Common Board in the play area on the side for 2 to 4 players.
2. Shuffle the Passenger Cards into a facedown deck and place it on the Common Board.
3. Place all the Passenger Meeples inside the plastic Pier container.
4. Each player chooses a colour and takes:

2 random Passenger Cards

1 Grand Staircase Tile

5 Guest Cabin Tiles

10 Facility Tiles

1 Bow Board

1 Stern Board

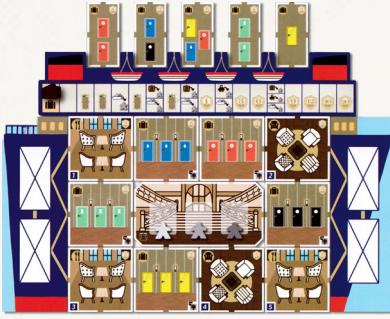
5 Random Small Cabin Tiles

1 Luggage Rack

1 Luggage Token

place on the leftmost space of your Luggage Track.

5. As a group choose 1 or 2 Tiles from Facility Tiles 6-10, and 4 or 3 Tiles from Facility Tiles 1-5. Each player plays with the same 5 Facility Tiles.
6. Each player places their Grand Staircase Tile, then the 1st player randomly places their 5 Guest Cabin Tiles and 5 selected Facility Tiles around the Grand Staircase Tile. All other players place their Tiles so that their Ships match this exact arrangement of Tiles.
7. Set up the rest of your Ship as shown. Place the Small Cabin Tiles randomly in a faceup row on the top of the Luggage Track.



8. Place the 5 Bonus Number Tokens corresponding to the 5 chosen Facility Tiles in the spaces of the Common Board, blue-side up.

GAMEPLAY

The game consists of 12 Rounds, each with the following 5 Phases:

PHASE 1: Placing Passengers

1. Each player simultaneously chooses 1 Passenger Card to play from their hand. The Cards have illustrations of 4, 3, or 2 Passengers.
2. Each player takes Passenger Meeples from the Pier matching the colour of the Passengers on the Card they chose.
3. Passengers must be placed in the order shown on your Card, from left to right, or right to left. Place either your leftmost or rightmost Passenger pictured on the Card in any Room to start. The Room in which you place the next Passenger must be vertically or horizontally adjacent to the previous Room, and so on. Continue to place Passengers until all are placed.
 - Try to place Luggage Passengers in Cabins to advance on the Luggage Track.
 - The Grand Staircase is the size of 2 Tiles, but is considered 1 in terms of placement.
 - When a Passenger is placed on the Grand Staircase, the next possible Tile can be any Room vertically or horizontally adjacent to it.
 - Diagonals are not considered adjacent.
 - Each Room can only be placed into once each Round, be especially careful with the Grand Staircase for this rule.
 - You cannot skip over any undesirable Rooms.
 - Passengers cannot be placed in the 4 empty spaces on the Bow or Stern Boards.
 - Passengers can be placed on Small Cabin Tiles once they've been placed on either the Stern or Bow Boards, following the lines from the adjacent Tiles.

There are no restrictions on Passenger order on Cards with 2 Passengers, and the 2 Passengers may be freely placed on any 2 different Rooms within your Ship. Even non-adjacent Rooms.

Move each Passenger that is placed incorrectly to your Disgruntled Passengers Tile, including any Passengers placed on previously flipped, "full occupancy" Tiles.



EACH ROOM ON THE SHIP HAS ITS OWN PLACEMENT RULES:



GRAND STAIRCASE - There is no limit to the number of Passengers that can be placed here, but there must be no more than 3 different Passenger colours.



GUEST CABINS/SMALL CABINS
The Passenger must match the colour of 1 of the Doors on the Tile.



DINING ROOMS (1/3/5) - Each Table can seat a pair of Passengers of the same colour. Each Table on the Tile must have a different coloured pair of Passengers.



SALONS (2/4) - A different coloured Passenger must be placed on each of the 4 Seats.



BAR (6) - Passengers must be seated from left to right. The Passengers in the leftmost and rightmost Seat must be the same colour, and the Passengers in the middle 2 Seats must be the same colour. Both of these pairs must be different colours.



POOL (7) - A different coloured Passenger must be placed on each of the 5 Parasols.



LIBRARY (8) - Identically coloured Passengers must be placed on each of the 4 Seats. **WHEN FULLY OCCUPIED:** Immediately move 1 of these 4 Passengers from the Library to any other Room in your Ship, following its placement rules.



APPARTEMENT DE LUXE (9) - A different coloured Passenger must be placed on each of the 3 Doors. Only Luggage Passengers can be placed in this Room. Placing the Luggage Passenger advances the Luggage Marker 1 space on the Luggage Track as usual.



THEATRE (10) - You must place 3 Passengers of the same colour, and 1 Passenger in a different colour. **WHEN FULLY OCCUPIED:** Return to the Pier all Passengers on your Disgruntled Passengers Tile that match these 2 colours.

PHASE 2: Advance Luggage

If you correctly placed a Luggage Passenger in a Cabin, advance your Luggage Token 1 space on your Luggage Track and receive any reward there immediately.



Move 1 of your Small Cabin Tiles from above your Luggage Track to an empty space on either your Bow or Stern Board.



Take 1 Passenger of any colour from the Pier and immediately place it on any Room inside your Ship.



Take 1 Passenger of any colour from the Pier, or choose 1 of the Passengers on your Grand Staircase and immediately place it on any Room inside your Ship.



Take 1 Passenger of any colour from the Pier, or choose 1 of the Passengers on your Disgruntled Passengers Tile and immediately place it on any Room inside your Ship.



Take 1 Passenger of any colour from the Pier, or choose 1 of the Passengers on your Grand Staircase, or choose 1 of the Passengers on your Disgruntled Passengers Tile and immediately place it on any Room inside your Ship.



If there is VP written on the space, you will receive it in **FINAL SCORING**.

When placing additional Passengers follow the Room's placement rules. It is not necessary to place them adjacent to any Passengers you placed this Round. They are not considered Luggage Passengers.

PHASE 3: Full Occupancy

1. If any of your Rooms are fully occupied, flip those Tiles over.
2. Return any Passengers on that Tile to the Pier.
3. Gain the reward if you flipped a Guest Cabin, Facility 8, or Facility 10:



If you have a fully occupied Guest Cabin (*not small Cabin*) advance 1 space on the Luggage Track and gain any indicated reward. If you fill up either Facility that has additional effects (*Facilities 8 and 10*), carry out the additional effects immediately, but do not yet declare that you have flipped these Facilities.

PHASE 4: In Demand Bonus

1. Players declare the numbers of any Facilities they have fully occupied this Round.
2. If the corresponding Bonus Number Token on the Common Board is faceup, flip it facedown. The declaring player(s) receives 1 Bonus Scoring Token.
 - If multiple players declare the same number in the same Round, all those players receive Bonus Scoring Tokens.
 - It is possible to fill and claim multiple Facilities in the same Round.

PHASE 5: End Of Round

1. Each player discards their Card used to track the number of Rounds.
2. Each player passes their unused Card to the player on their left.
3. Each player draws 1 Card from the deck.
4. Return to Phase 1 to start a new Round, unless this was the end of Round 12.

FINAL SCORING

The game ends after Phase 5 in Round 12. Score as follows:

- Score the indicated amount of VP for each flipped Room Tile on your Ship.
- Score 1 VP per Passenger on each faceup Room inside your Ship. Passengers on the Grand Staircase do not count and score 0.
- Score 3 VP per Bonus Scoring Token.
- Score the VP printed on the rightmost space that your Luggage Token has reached or passed on the Luggage Track.
- Lose -1 VP for each Passenger on your Disgruntled Passengers Tile.

The player with the most VP is the winner.

Ties are broken to the player with the most VP from flipped Rooms, followed by fewest Disgruntled Passengers.