

## Scoring



- If the **SUNKEN SAILOR** DID NOT RECEIVE THE MAJORITY OF VOTES, IT'S **2 POINTS** FOR THE SUNKEN SAILOR. (THE SUNKEN SAILOR'S VOTE IS NOT TAKEN INTO ACCOUNT WHEN DEFINING THE MAJORITY. IF THE VOTE IS EVEN, THE SUNKEN SAILOR WINS.)
- **EVERY SAILOR** WHO CORRECTLY POINTED AT THE SUNKEN SAILOR GETS **1 POINT** WHETHER OR NOT THE MAJORITY PICKED THE SUNKEN SAILOR. (UNLESS THE SUNKEN SAILOR GUESSES THE SECRET WORD – SEE BELOW.)
- If the SUNKEN SAILOR'S IDENTITY WAS CORRECTLY GUESSED BY THE MAJORITY, THE SUNKEN SAILOR STILL HAS ONE CHANCE TO WIN THE ROUND BY GUESSING THE **SECRET WORD**. IF THE GUESS IS CORRECT, THE **SUNKEN SAILOR** GETS **1 POINT** AND NONE OF THE SAILORS GET ANY POINTS – REGARDLESS OF IF THEY CORRECTLY POINTED AT THE SUNKEN SAILOR.

## Winning the Game

TRUE SAILORS NEVER LOOK BACK AND THEY ALWAYS RIP THE DRAWING PAPER INTO AS MANY PIECES AS POINTS SCORED DURING THE ROUND. PLAYERS GET THE SAME NUMBER OF PIECES AS THE POINTS THEY SCORED IN THE ROUND.

THE FIRST PLAYER TO COLLECT **4 POINTS** (= 4 PIECES OF PAPER) WINS! IN CASE OF A TIE, SAILORS ARE HAPPY TO SHARE THE VICTORY WITH THEIR COMRADES!



Stay Anchored!



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# Rules of the Sea

AGES 17+ | 3-8 PLAYERS

## Overview

SUNKEN SAILOR IS A GAME OF DECEIT, SAILOR STORIES AND SKILLFUL DRAWING. EACH PLAYER IS A SAILOR, BUT ONLY ONE IS THE SUNKEN SAILOR – CAN YOU FIGURE OUT WHO?

SAILORS COLLECTIVELY DRAW AN OBJECT THAT RECOUNTS A ROWDY ADVENTURE YOU ALL SHARED. BUT THERE IS A SAILOR AMONG YOU THAT CANNOT RECALL THE ADVENTURE AND DOESN'T KNOW WHAT IS BEING DRAWN – THAT IS THE SUNKEN SAILOR.

THE SUNKEN SAILOR WANTS TO KEEP THEIR IDENTITY FROM THE OTHER SAILORS AND TO TRY TO PIECE TOGETHER WHAT EVERYONE IS DRAWING. SAILORS WIN IF THEY CAN FIGURE OUT WHO THE SUNKEN SAILOR IS. THE SUNKEN SAILOR WINS IF HE OR SHE CAN GO UNDETECTED OR FIGURE OUT WHAT IS BEING DRAWN.

## Provisions:

- 27 ENVELOPES (EACH INCLUDES 7 STORY CARDS)
- SUNKEN SAILOR ENVELOPE (7 SUNKEN SAILOR CARDS)
- 8 CRAYONS
- BINDER CLIP
- DRAWING PAPER
- BOX LID, WHICH IS USED AS A DRAWING SURFACE



## Set Up

- EVERY PLAYER CHOOSES A COLORED CRAYON.
- THE GROUP CHOOSES A RANDOM ENVELOPE TO PLAY FOR THE ROUND AND DRAWS ONE STORY CARD LESS THAN THE NUMBER OF PLAYERS FROM IT. (EXAMPLE: IF THERE ARE 4 PLAYERS ONLY DRAW 3 STORY CARDS)
- DO NOT LOOK AT THE CARDS!
- DRAW ONE SUNKEN SAILOR CARD FROM THE SUNKEN SAILOR ENVELOPE AND SHUFFLE IT IN WITH THE STORY CARDS. NOW, THE SUNKEN SAILOR CARD AND STORY CARDS SHOULD BE EQUAL TO THE NUMBER OF PLAYERS.
- GIVE EACH PLAYER ONE CARD FACE DOWN. EACH PLAYER MAY LOOK AT THEIR CARD. THIS CARD IS SECRET AND NOT SHARED WITH OTHER PLAYERS. THIS CARD TELLS PLAYERS IF THEY ARE A SAILOR OR IF THEY ARE THE SUNKEN SAILOR (\*SEE STORY CARDS AND SECRET WORD).
- THE LAST PLAYER WHO WAS AT SEA STARTS THE GAME.

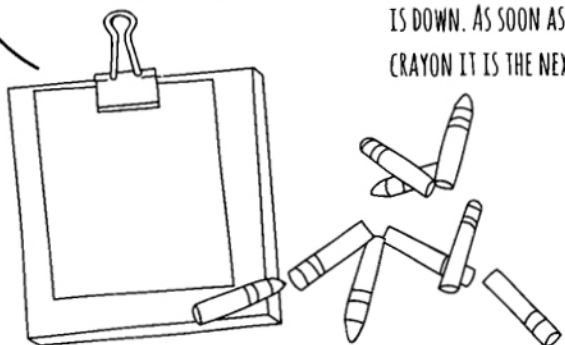
### Story Cards and Secret Word

All Story Cards tell a part of a story from the same event. Every card has a Secret Word underlined on it. This word is what everyone must draw during the round. The Secret Word is the same for all Sailors - except the Sunken Sailor.

The Sunken Sailor's card has a picture of the Sunken Sailor and does not have any words underlined and he or she therefore does not know the Secret Word. He or she must try to figure out what the Secret Word is without being identified by the other Sailors

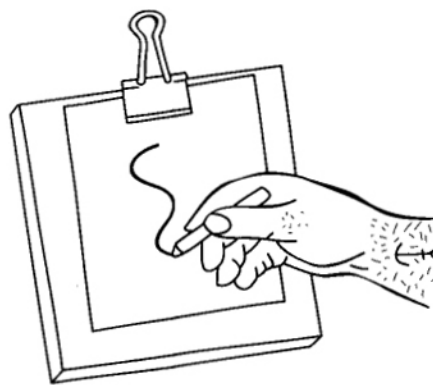
## Playing Around!

1. USE THE BINDER CLIP TO ATTACH A PIECE OF PAPER TO THE DRAWING SURFACE (BOX LID). EVERYONE DRAWS SECRETLY ON THE SAME PIECE OF PAPER.



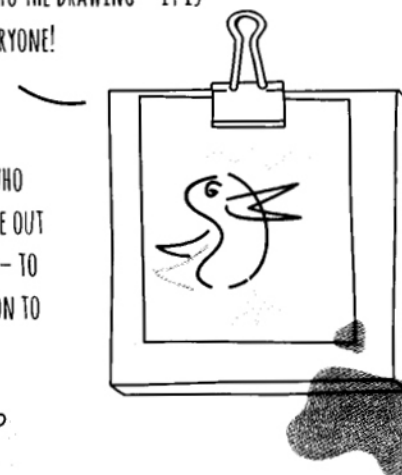
2. THE STARTING PLAYER DRAWS PART OF THE SECRET WORD ON PAPER WITHOUT LETTING OTHERS SEE WHAT WAS DRAWN. **IMPORTANT!** A PLAYER IS ONLY ALLOWED TO DRAW A CONTINUOUS LINE AND NOT LIFT THE CRAYON FROM THE PAPER ONCE IT IS DOWN. AS SOON AS A PLAYER LIFTS THE CRAYON IT IS THE NEXT PLAYER'S TURN.

*Be skillful! - if you draw too much of the object it may tip off the Sunken Sailor. If you draw too little it may lead people to think you are the Sunken Sailor.*



3. DRAWING CONTINUES AROUND THE TABLE IN A CLOCKWISE DIRECTION. **ONLY** THE ACTIVE PLAYER SHOULD SEE THE DRAWING.

4. AFTER EVERYONE HAS MADE **TWO** CONTRIBUTIONS TO THE DRAWING - IT IS REVEALED TO EVERYONE!



5. PLAYERS NOW HAVE A MAXIMUM OF 1 MINUTE FOR FINAL ACCUSATIONS AND ANALYSIS OF THE DRAWINGS TO DETERMINE WHO THE SUNKEN SAILOR IS (OR FOR THE SUNKEN SAILOR - TO FIGURE OUT WHAT THE SECRET WORD IS). IT IS ALLOWED - AND ENCOURAGED - TO TEASE, MAKE FUN OF, AND QUESTION EVERYBODY'S CONTRIBUTION TO TRY TO DRAW OUT THE SUNKEN SAILOR.

*Players keep their crayons in front of them so that it is easy for others to see their color.*

6. WHEN ACCUSATIONS ARE COMPLETE, PLAYERS COUNT TO 3 AND AT THE SAME TIME EACH PLAYER POINTS TO THE PLAYER THEY THINK IS THE **SUNKEN SAILOR!**



7. PLAYERS SCORE TO SEE WHO WINS THE ROUND (\*SEE SCORING ON BACK SIDE). DID THE MAJORITY OF SAILORS IDENTIFY THE SUNKEN SAILOR OR WAS THE SUNKEN SAILOR ABLE TO REMAIN HIDDEN AND FIGURE OUT WHAT THE SECRET WORD WAS?

8. AFTER SCORING THE ROUND IS OVER. PUT THE STORY CARDS AND SUNKEN SAILOR CARD BACK IN THEIR CORRESPONDING ENVELOPES. OPEN A NEW ENVELOPE AND START UP A NEW ROUND: