The 90 Proof Seas

RareMonsters

Rare Monsters, do not have an "ability" like other Monsters. Instead the Rare Monster becomes a **Permanent** that the player keeps after defeating it in combat. These Monsters still grant 1 level when defeated..



①– Shows the effect the monster grants when defeated.

–② Represents the monster being worth a permanent reward when defeated.

Rare monsters can still be made worth Treasure cards through Actions.

Rare monsters are treated as Artifacts once placed in front of a player.

ComboFamilies

A new type of Action card in 90 Proof Seas are Combo Family cards. When a player plays a card from a combo family all other players may play cards from the family at the same time regardless of their turn in the circle.



All cards in a combo family have the symbol of a pirate ship next to the number of drinks they add.



Except for the player who played the first card in the combo, all other players may redraw treasures equal to the number of Actions they played in the combo.

Components



PlayerShips

There are now ships in the Treasure deck. When drawn they are placed in front of the player and are treated as Artifacts. A player may only have one ship. A player may upgrade their ship for a better one.

Ships let players fire cannon balls worth drinks at each other.

In order to fire a cannon ball a player must discard a card. Your ships cannons work like Instants.



① How many drinks your cannon balls are worth. For each discard, the Drinkemals cannon balls are worth 2 drinks.

② The number of cannon balls represent how many discards a player may do per circle in order to fire their cannons.

There are three different colors of cannon ball.

The gray ones act as described. When a player discards a treasure card. They fire their ships cannon and can choose another player to take the number of drinks shown to the left of the cannon ball icons.

The red ones bounce giving the same drinks twice. The player firing the cannon ball chooses both targets. They may choose the same target twice.

The gold ones allow the firing player to immediately draw a card from the Treasure Deck.



90 Proof Seas is an expansion and requires the original DrunkQuest red box game or the Wastedlands expansion to play.

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Credits

Game Design
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