WIGHTHARTGAMES #LONGBOATGAME

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LONGBOAT

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LONGBOAT

In a game of **Longboat**, players take the roll of brave **Jarls** sailing down **The River**, filling their **Boats** with loyal **Vikings** in search of **Loot** and **Glory**.

Players will take it in turns to draft cards from a central pool called **The River** and add them to their **Boat**.

Some cards will trigger special actions that will affect the flow of the game. These can be used to either benefit yourself or make things harder for your opponents.

Once all the cards have been drafted, the player with the most **Glorious Boat** wins!

2

SETUP

First each player selects a **Colour** and gathers all the cards of that colour.

Return any unchosen colours to the box.

Next, players should find their **Figurehead** and **Jarl** cards and place them side by side to form their **Boat**.



This is where you will keep your **Vikings**, **Loot**, and **Sheep**.

3

Make sure you have plenty of space, because your **Boat** will be getting a lot longer!

In a **2** or **4 player** game, each player must remove **2 cards** of their colour and return them to the box.

For beginners we suggest removing **1 Sheep** and **1 Berserker**. (See cards 11 and 12.)

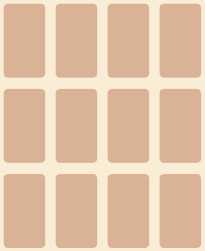
In the case of a **2** or **4 player** game, each player should now have **20 Cards**.

In a **3 player** game each player should have **22 Cards**.

These cards are pooled and shuffled to form the **Play Deck**.

4

Lastly, **12 cards** are drawn from the top of the **Play Deck** and laid out character side up, in the arrangement shown bellow:



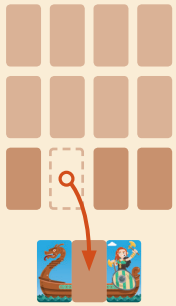
These cards are **The River**, from which players will be drafting **Vikings**, **Loot**, and **Sheep**!

You are now ready for the first round!

5

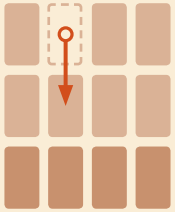
PLAY

Starting with the bravest player; Players take turns to chose a card from the *bottom row* of **The River**, and add them to their **Boat**.



6

When a card is taken from the river any cards above it are moved down to fill the gap.



If the chosen card was a **Berserker**, **Drummer**, or **Sheep**, this triggers a **Special Action**. (See cards 9 to 12).

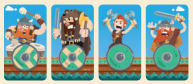
Once the **Special Action** (if any) has been resolved, play moves to the next player clockwise.

7

Players keep drafting cards in order, until there are none left in **The River**. Then the round is over.

Now players must calculate the **Speed** of their **Boat**. This is done by adding up the number of **Vikings** on the **Boat** and subtracting the number of **Sheep**.

A **Viking** is any card with a person on it. This also includes **Drummers**, **Berserkers**, and **Jarls**.



A **Sheep** is a **Sheep**.



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RULES 01

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Remake **The River** from the **Play Deck** as on Card 3.

The Fastest Boat
Then the new round begins with the player who's **Boat** has the highest **Speed**.

The Loyalest Boat
If there is a draw the player with the most **Shields** of their colour on their **Boat** goes first.

The Longest Boat
If there is still a draw, then the **Boat** with the most cards in it goes first.

Play continues in this fashion until there are no cards left in either **The River** or **Play Deck**. Then the game is over and the player with the most **Glory** wins!

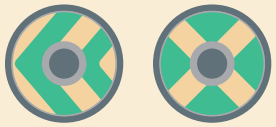
9

SPECIAL ACTIONS

Some cards will trigger **Special Actions** that you can use to help yourself or hinder other players. These are **Drummers**, **Berserkers**, and **Sheep**.

Drummers and **Berserkers** can be identified by their **Shields**:

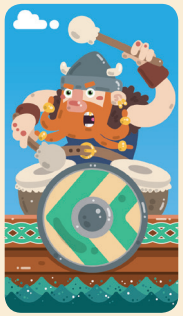
Drummer **Berserker**



Sheep are **Sheep**.

10

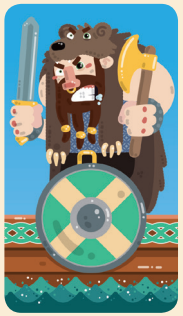
DRUMMER



When a player drafts a **Drummer** from **The River** they may then select any two of the remaining cards in **The River** and switch their positions.

11

BERSERKER



When a player drafts a **Berserker** from **The River** they may then **Steal** any **1 Loot** card from **1** other player's **Boat** and add it to their own.

12

SHEEP



When a player drafts a **Sheep** from **The River** they may play it into another player's **Boat**. This slows the other player down and robs them of **Glory**

13

SHIELDED LOOT



Any **Loot** card added to your **Boat**, that has a **Shield** that matches your chosen colour, cannot be stolen by **Berserkers**. This **Loot** is worth the most **Glory**!

14

SCORING

Your final score is calculated by adding the following:

SPEED
This is the number of **Vikings** minus number of **Sheep**. **Loot** does not affect **Speed**, it is far too glorious!

LOYALTY
Players score **1 point** for every **Shield** on their **Boat** of their chosen **Colour**. Even those on **Sheep**, **Loot**, and **Jarls**.

LOOT
Players score **3 points** for every **Loot** card on their **Boat**. Glorious!

SPEED + LOYALTY + LOOT = GLORY!



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