
LAND
VS
SEA
Rule Book
Jon-Paul Jacques
GOOD GAMES
PUBLISHING

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Game Design
Jon-Paul Jacques

Game Development
Kim Brebach

Art
Jon-Paul Jacques

Graphic Design
Jon-Paul Jacques
Ben Nelson

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Playtesters
Adam May, Cole Feeser, Michael Joss, Tom Joss, Claire Joss, Angela Connoly, Gabrielle, Sam & Louis Flax, Alex Swarbrick, Sebastian Welsh, Jai and Kenny Sabir, Martin Egan, Xavier & Sylvie Duncan Brebach, Kimberley Duncan, Michelle Curley, Alvin Chan, Dennis Berwick, Matt Gleeson, Josh Wilson, Evie Halliday, Thomas Skowdron, Geoff Watson, Jaime Lawrence, Joshua Lawrence, Scott Hunstad, Tom Cox, Mathew Glee, Jarrah Bloome, Sarah Green, Mark Coleman, Cayt & Marty Mirra, Joel Kennedy, Clare & Stuart Brown, Chad Pethybridge, Shannon Kelly, Karl Lange, Phoebe Wild, Mark Harris, Chris Antony, Simon and Leo Melkman, Jim & Lindsay Hilliard, Tim Bryden, Richard & Will Matheson, Louise Cross, and Kate, Lucia, Saskia, Jasper, Greg & David Jacques.

Did you spot the differences between the box art and the rule book cover?





Game Overview

Players play as either Land or Sea (or the Cartographer in a 3 player game). Each player plays with 2 double-sided hex tiles containing a mix of land and sea shapes. They take turns placing tiles to create a map together.

Land places tiles trying to complete land areas, and Sea places tiles trying to complete sea areas. Completed areas score a point per tile; land areas for Land, sea areas for Sea.

Some tiles score bonus points for whoever completes the area they are in. Other tiles allow players to play their second tile, or steal a player's tile.

The game ends once the last tile is placed. The player or team with the most points wins!

Your first game

- When playing with 2 players please play with the basic rules only (see pages 6 to 11).
- When playing with 4 players please use the basic and 4 player rules (also pages 18 to 19).
- We only recommend the 3 player mode to experienced game players on their first game!

Additional scoring

After you have played the basic Land vs Sea game, you can add new scoring options:
1. Mountain & Coral scoring (see page 12)
2. Caravan & Ship scoring (see page 14)

2, 3 & 4 player modes

You can play with 2 players, or 4 players in teams (see page 18), using the basic rules and any of the additional scoring options (see pages 12 to 15).

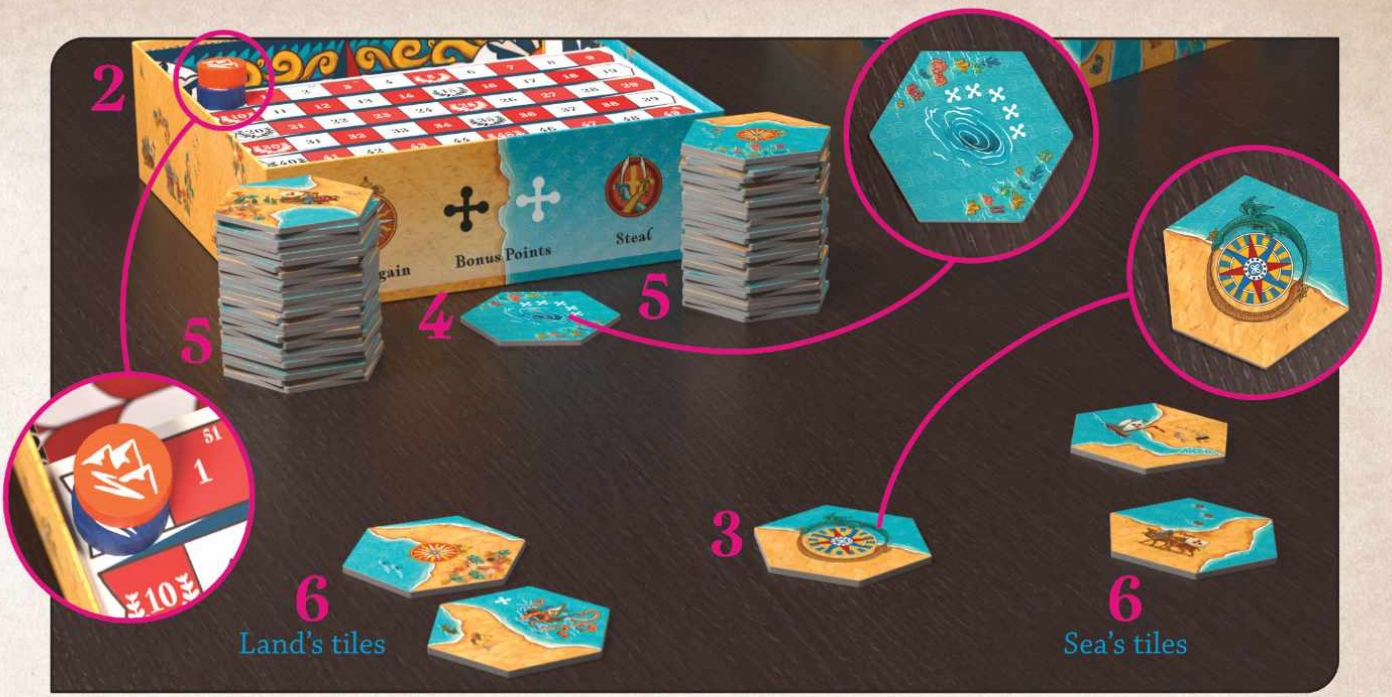
The challenging 3 player mode uses *all* of the additional scoring options (see page 16).

Components

- 1 starting map tile
- 1 Volcano/Whirlpool tile
- 58 double-sided map tiles
- 2 double-sided player aids for scoring options
- 1 scoreboard – printed on the box insert
- 7 wooden discs
  - 3 discs for Land – 1 for scoring, 2 for Waypoints in 4 player games
  - 3 discs for Sea – 1 for scoring, 2 for Waypoints in 4 player games
  - 1 disc for the Cartographer for scoring in 3 player games







Setup

1. Choose teams: Use the scoring discs to randomly determine who plays Land and who plays Sea (see page 16 for 3 player setup and page 18 for 4 player setup rules).

2. Set up the scoreboard: Place the box bottom within reach of the players. Angle it towards the players so they can see the icon key on the edge of the box. Place a Land and a Sea scoring disc at the start of the scoreboard on the inside of the box.

3. Starting tile: Find the starting tile and place it in the middle of the play area.

4. Volcano/Whirlpool tile: Find the double-sided Volcano/Whirlpool tile and place it within reach (see page 11).

5. Create 2 tile stacks: Shuffle and divide the remaining tiles into 2 even stacks. Place these stacks near the scoreboard.

6. Draft starting tiles: Starting with Land, players take turns choosing and taking a tile from the top of either stack until each player has **2 tiles** placed in front of them. You may only look at the hidden side of each tile you take **after** you have taken them, but don't reveal them to other players.

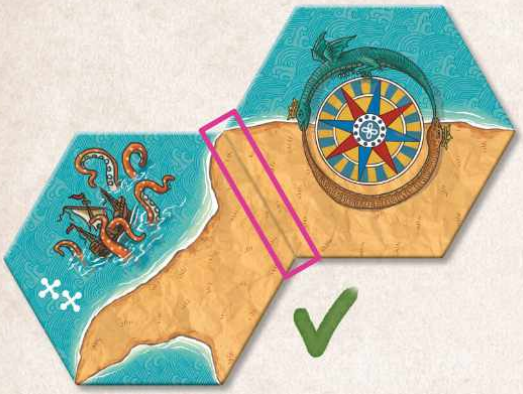
Playing the Game

Land goes first. If playing with teams, the youngest Land team member goes first.

*Look for this **handy** symbol for important play tips. E.g. Aim to complete and score many small areas, rather than a few risky large ones.*

1. Play a tile

Take a look at **both sides** of your tiles, without revealing them to anyone else. Choose and place one side of either tile face up onto the map, adjacent to a tile or tiles, so that **each connected edge matches**; e.g. land edge(s) to land edge(s), sea edge(s) to sea edge(s).



***Example:** Land places their first tile with one of its land edges directly adjacent to a land edge of the starting tile.*



***Example:** You may not place a tile in such a way that any of its edges don't match adjacent tile edges.*

2. Use Action Tiles

Use the **Play Again** or **Steal** actions on any tiles containing their symbols (see page 8).



3. Score completed areas

If a tile you placed completes an area or areas, score any points earned (see page 9) for tiles, bonus ✢ points, or Waypoints in that area.

Consider the tiles on the stacks before playing your tile.

4. Place Waypoint (optional)



If you are playing with Waypoints (see page 15), you may place it now.

5. Replenish your tiles

Choose and take a tile from the top of either of the 2 tile stacks to **bring your tile count back up to 2 again**. Place both of your tiles face up on the table in front of you, without flipping them over.

Note: *You may not look at the hidden sides of the tiles on the stack until* ***after*** *you take them. Or show anyone else the hidden sides of your own tiles.*

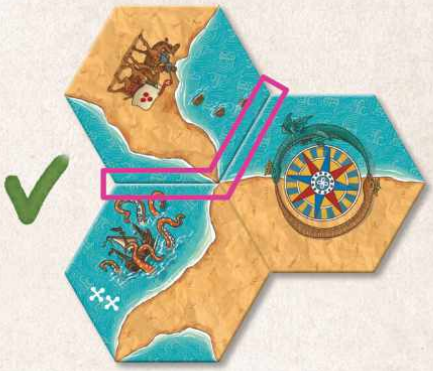
Usually you need to take just 1 tile to replace the one you played in your turn. However, after using some Action Tiles (see page 8) you may need to take 2 tiles, or none. You may take replacement tiles one at a time this way, looking at the hidden side of a tile you have taken, before choosing again.

Once you have 2 tiles again, your turn is over and play passes to the next player clockwise.

Note: *If at any point there is is only 1 stack of tiles left, split it in half to make a second stack.*

The next player

The next player in clockwise turn order then takes a turn to place one side of either of their tiles onto the map. Place it adjacent to any tile or tiles already on the map so each connected edge matches the edges of tiles it is placed adjacent to – land edge(s) to land edge(s), sea edge(s) to sea edge(s).



Example: *Sea places a tile so both edges connected to the map are adjacent to matching edges, in this case 2 sea edges touching 2 other sea edges.*

Use Action Tiles, score completed areas, and draw back up to 2 tiles as usual.

Players continue taking turns in this way, scoring each completed area one at a time as they go (see page 9).

The game ends when the last tile has been placed (see page 11).

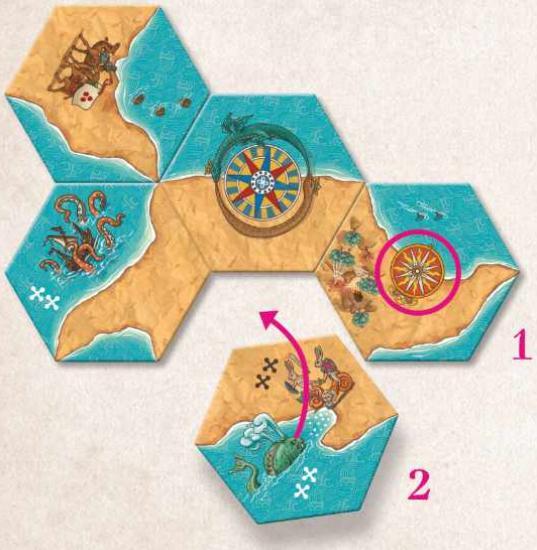
Action Tiles: Play Again & Steal

There are 2 special icons on tiles which allow you to take an additional action on your turn, after you play the tile.

Play Again

When you place a **Play Again** tile onto the map, immediately play your second tile, if you still have one, anywhere onto the map in the usual way, with either side face up.





Example: *the Land player:* 1 *first places a* ***Play Again tile*** *onto the map, then* 2 ***immediately plays their second tile*** *anywhere on the map.*

You may play a second **Play Again** tile onto the map but you won't be able to use its ability to place a third tile because you can't have more than 2 tiles. Likewise if someone has stolen one of your tiles, you won't be able to play a second tile in your turn (see below).

Steal

When you place a tile with a **Steal** icon onto the map, choose and take 1 of any player's tiles, but **not their last one**. You may not look at the hidden side of the tile you steal until **after** you have taken it. You cannot play the tile you steal on the turn you steal it. Don't take a new tile from the stacks at the end of the turn, because already have your 2 tiles.



If you have had one of your tiles stolen, you can still play either side of your remaining tile on your turn, and you will get to draw back up to 2 tiles at the end of your turn.

You may place a **Play Again tile** and then a **Steal tile** in the same turn, as follows:

1. Place a **Play Again** tile onto the map
2. Place a **Steal** tile onto the map
3. Steal a player's tile
4. Draw 1 new tile at the end of the turn so that you have 2 tiles in total.



Scoring Land & Sea areas

When a land or sea area is completed, i.e. it is enclosed with **no open edges of its type**, it is scored as follows:

- **Land** scores 1 point per tile contributing to a land area, no matter who completed it.
- **Sea** scores 1 point per tile contributing to a sea area, no matter who completed it.
- **Whoever completes the area** scores a bonus point per ✢ icon inside the completed area.



Example: *This completed land area scores 4 points for Land (1 per tile), and 2 bonus ✢ points if they, rather than Sea, complete the area.*

Alternatively*, if Sea had placed the tile that completed the land area above, Land would still gain a point per tile contributing to that land area (4). However, Sea would gain all bonus ✢ points in that land area (2).*

Aim to complete many small areas instead of a few large areas. It's more likely to lock in some points, and might actually score you more points!

Work on multiple areas at once so your tiles fit in useful places more often.

Look out for new areas created by your rivals, especially those with bonus ✢ point icons.

Don't be afraid to give rivals a few points to lock in more of your own. But not too many!

Consider finishing your rivals' areas so you score its bonus points rather than them.

Use Play Again tiles to get around rivals' attempts to block you from finishing areas.

Use Steal tiles to take a tile you need from a rival, or to avoid taking tiles you don't need from the stacks, or disrupt your rivals... or all of the above in one play!

When scoring tiles in large areas, count along rows or columns of tiles to avoid miscounting or double counting tiles. Then score any bonus + points and Waypoints separately, for whoever completed that area.





Some tiles can pinch or split off areas at the corner of a tile. Use these to separate a potentially large area into smaller areas that are easier to complete.

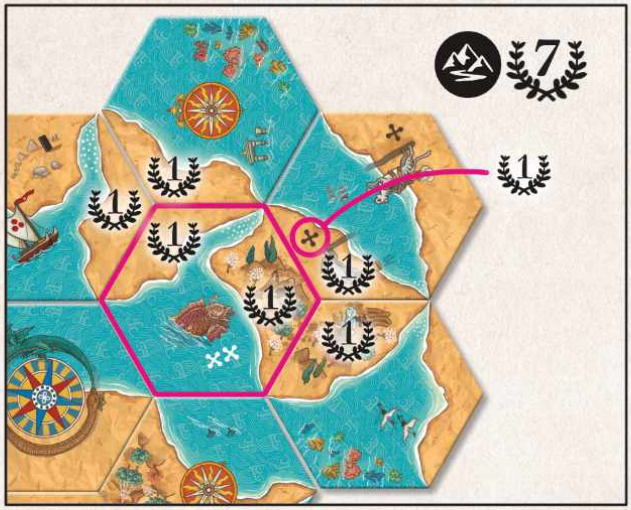


Example: *The highlighted areas above show corners that have been placed to divide potentially large areas into smaller areas.*



It's almost always better to try to complete many smaller areas than a few larger ones, so split areas wisely. There are no extra points for completing large areas, only risk that you won't score points from them at all!

You can potentially score twice from such tiles, once for each completed area that tile contributes to.



Example: *Land places the tile shown above so that it finishes 2 small separated land areas. Land first scores 3 points; 1 for each tile contributing to the top-most area, and then another 4 points for the other area; 1 point for each of the 3 contributing tiles plus a bonus ✣ point, for a total of 7 points between the 2 land areas.*

See page 20 for an example game turn.

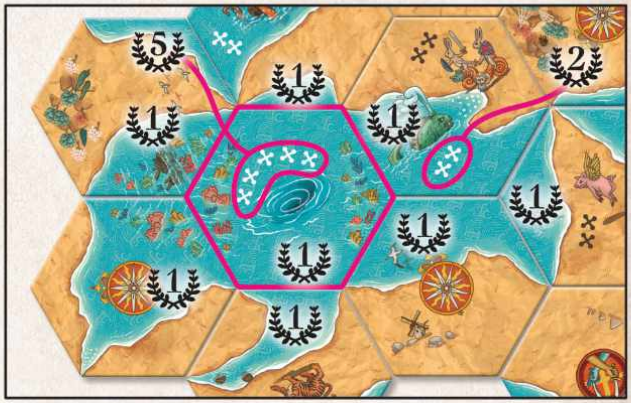
Volcano/Whirlpool tile

The double sided Volcano/Whirlpool tile is used when a hole is made in the map. If a hole, i.e. *a space surrounded by* ***6 of the same type of edges***, for example ***6 sea*** edges, is made in the map, it cannot be filled by any regular tile.





Example: *Land places a tile such that all 6 edges surrounding a space are sea edges, making a hole in the map.*



Example: *(continued) Land then places the Whirlpool side of the Volcano / Whirlpool tile face up into the hole. This also happens to complete this sea area, scoring Sea 8 points and Land all 7 bonus points.*

In this instance, the player who placed the final tile surrounding the hole immediately takes the Volcano/Whirlpool tile and places it in the hole, on the facing that matches the edges, oriented as they choose.

Any scoring on the tile happens according to the basic and additional scoring options used in this game. Ie, the tile, and all 5 bonus ✢ points on it, score as usual, for whoever completes the area it is in.

Game End

The game ends after the last tile is placed onto the map. The player with the most points wins.

If scores are tied, the game is a tie.

Additional scoring options

Land vs Sea starts simple. However, there are two additional scoring options on the tiles which can be activated after you have played the basic game a few times: **Mountains & Coral**, and **Caravans & Ships**.

First add Mountain & Coral scoring and later you can play with Caravan & Ship scoring.

After some games with each of these options you can play with both Mountain & Coral and Caravan & Ship scoring together. This complete Land vs Sea experience will maximise your strategic and scoring opportunities.

When playing with any of these additional scoring options, place their matching scoring aid tile face-up on the table within sight of the players. Remember to show the side which matches the player count, as they work differently in 3 player games (see page 16).



Mountain & Coral scoring

Some tiles contain **Mountain** sections that can score points for Land, and/or **Coral** sections that can score points for Sea. These cover 2 or 3 tile edges.



A Mountain section with 2 edges.



A Coral section with 3 edges.

These tiles are connected like any other land or sea tile edge. However, **no matter who places it**, when a Mountain edge of one tile is connected to another tile's Mountain edge or edges, Land **immediately scores 1 point per section** in that whole chain of connected Mountain sections, as does Sea for for Coral sections chained in the same way.



Connected Mountain sections

Mountain sections not connected



Example: *Land places a tile so that its Mountain edge connects to another tile's Mountain edge, and immediately scores 2 points; 1 per connected Mountain section in this Mountain chain.*



Example: *Land places another tile so its Mountain edge connects to an adjacent tile's Mountain edge. This time Land scores 3 points, 1 for each Mountain section in that Mountain chain. That tile's Coral edge also connects with an adjacent tile's Coral edge and immediately scores 2 points for Sea.*



Chain multiple Mountain or Coral sections together to score more points each time.

Avoid scoring Mountain or Coral points for your rival where possible, unless you can score more points for yourself.

Block Mountain or Coral chains your rival is creating before they get out of hand.

Try to also complete areas containing Mountain or Coral chains where possible.

Caravan & Ship scoring

Some tiles contain **Caravan or Ship icons** which can score points both during, and at the end of the game.

These tiles may be placed as normal. **Whoever** places a Caravan or Ship tile adjacent to any other Caravan or Ship tile(s) **immediately scores 2 points**.



Example: *Sea places a tile with a Caravan adjacent to a tile with a Caravan. Sea immediately scores 2 points.*



End game scoring of Caravan and Ship tiles

Multiple adjacent tiles with Caravans and/or Ships make **Trade Routes**. At the end of the game check and score **each Trade Route separately for majority** as follows:

- If there are **more Caravans** than Ships, Land scores 1 point per Caravan and/or Ship.
- If there are **more Ships** than Caravans, Sea scores 1 point per Caravan and/or Ship.
- If players **tie** for Caravan & Ship icons, they score no points for that Trade Route.



Example: *At the end of the game 3 Caravans have majority over the 2 Ships in this Trade Route of 5 adjacent Caravans and Ships. Land has a majority in this Trade Route and scores a total of 5 points, 1 point per Caravan and Ship it contains.*

Waypoints



Waypoints act like bonus points you can place and later score yourself, or use to entice other players to help you complete areas. Waypoints are recommended in 3 and 4 player games, but can be used in 2 player games too.

Setup

Players each take one of their Waypoints.

Playing & returning Waypoints

Finish playing tiles and scoring areas as usual. Then, if your Waypoint is not already on the map, you may place it onto any matching land or sea part of an open tile (one with at least one open edge) that doesn't already contain a Waypoint.

Note: *Land Waypoints may only be placed on land parts of tiles, and likewise Sea Waypoints may only be placed on sea parts.*

Return Waypoints to their respective team members when either:

- The land or sea **area** containing a Waypoint is **completed**.
- A **tile** containing a Waypoint is **surrounded** by 6 tiles.

Waypoints cannot be moved or returned in any other way.

Scoring Waypoints

Whoever returns a Waypoint to its owner using either method above scores a bonus point.



Example: *Sea completes an area containing a Sea Waypoint. Sea scores 2 points for the 2 tiles making the sea area, plus 2 bonus ✣ points, and a point for returning the Waypoint to its owner.*



Example: *Land places the final tile to surround a tile containing a Sea Waypoint. Land scores 1 point and returns the Waypoint to its owner.*

3 player rules

The 3 player game uses all the basic game rules and scoring, with slightly modified Mountain & Coral and Caravan & Ship scoring options. We recommend the use of Waypoints too.



Additional Setup

1. Place the Cartographer token on the Scoreboard.
2. Place the 3 player side of each of the Mountain & Coral and Caravan & Ship scoring aids face up on the table as reminders of how these scoring options work with 3 players.
3. Land & Sea each take one of their Waypoints (recommended).
4. Sit in Land > Sea > Cartographer turn order. Starting with Land, players draft a tile each until they each have 2 tiles, as usual.

Gameplay

Starting with Land, play proceeds as usual: Play a tile, use Action tiles, score completed areas and additional scoring options, place a Waypoint, and draw back up to 2 tiles - all in clockwise order around the table.

Scoring bonus ✣ points is even more important with 3 players, especially for the Cartographer.

3 player Land & Sea scoring

Land or sea areas score for Land or Sea players as usual (see page 9).

All bonus ✣ points score for **whoever completes an area** as usual. These are a valuable source of points for the Cartographer.

3 player Mountain & Coral scoring

The **Cartographer** scores for **all chains of connected Mountain and Coral sections** (see pages 12-13) placed by **any player**. Land & Sea do not score connected Mountain or Coral sections for themselves.

Don't forget the Volcano/Whirlpool tile also includes Mountain and Coral sections... 2 players can work co-operatively to gain points!





3 player Caravan & Ship scoring

Whoever places a Caravan or Ship tile adjacent to another Caravan or Ship tile scores 2 points as usual. So the Cartographer can score points in this way too.

End-game majority scoring of Caravan & Ship tiles in Trade Routes works as normal (see page 14), with one change. The Cartographer scores **1 point per Caravan and/or Ship** in each Trade Route containing an **equal number** of Caravan & Ship icons. So, Land wants more Caravans in each Trade Route, Sea wants more Ships, and the Cartographer wants an even amount.

Joining 2 Trade Routes together can swing a majority the other way, or balance it!

Surround Trade Routes that will score for you to lock them in as end-game points.



Example: *At the end of the game, this Trade Route is tied for majority with 3 Caravans and 3 Ships. The Cartographer gains 6 points, 1 for each of the 3 Caravans, and 1 for each of the 3 Ships.*

3 player Waypoint scoring – recommended

Land and Sea may each use Waypoints (see page 15). These can be used to entice rivals to complete rather than extend areas, or to potentially score you extra points. The Cartographer has no Waypoint token. However they may still score Waypoints by completing areas containing them, or surrounding them, and returning them to Land or Sea.

4 player rules – teams

Play with 2 Land vs 2 Sea players. Use the basic game rules and scoring, any of the additional scoring options as agreed, and Waypoints (recommended – see page 15).

Additional Setup

1. Place 1 Land and 1 Sea token on the Scoreboard. Team mates score together as one.
2. Place relevant scoring aids on the table with their 2/4 player sides face up as reminders of how these scoring options work.
3. Take a Waypoint token matching your team each (recommended).
4. Sit in (youngest) Land > Sea > Land > Sea turn order. Starting with the youngest Land player, players draft a tile each in order, until they each have 2 tiles, as usual.

Game play

Starting with the youngest Land player, play proceeds as usual: Play a tile, use Action tiles, score completed areas and any additional scoring options, place a Waypoint, and draw back up to 2 tiles – all in clockwise order around the table.

Reminders:

- You may not show **anyone** the hidden sides of your tiles, **not even team mates**.
- You may **never Steal** a player's **last tile**. You may Steal a team mate's tile... if you think that's the best thing to do.

4 player Waypoint mode – recommended

We recommend using Waypoints in 4 player games. When doing so, team mates cannot offer each other specific advice with words, gestures or body language, about where or how they should place their tiles. Instead, use your Waypoints to give hints about where to focus playing tiles, to work as a team, and score bonus points.

During setup, each player takes a Waypoint token matching their team. 1 player per team plays with their Waypoint face up, and the other plays with it face down to identify who owns each Waypoint.



After you finish playing a tile or tiles to the map, and have completed all scoring, you may place your Waypoint following the usual rules (see page 15).

Whoever returns a Waypoint by surrounding it or completing the area it is in scores a point, as usual. When you return a Waypoint, return it **to the player who placed it**.

It is possible for your team to have 2 Waypoints in the same area, as long as they are not on the same tile. **Whoever completes that area** will score a point per Waypoint. i.e. 2, as they are returned to their respective players. This makes it even more enticing for both your team mate, and your rivals to complete and score that area's Waypoints and bonus ✣ points.

Placing and scoring Waypoints is a good way to work together. You may place your Waypoint again during a turn you score from it. You may also remind your team mate to place their Waypoint during their turn, although you may not advise them *where or how* to place it.



When considering how to best place tiles near a Waypoint, make sure to look at your tiles, their hidden sides, your team mate's or rival's face up tiles, and the tiles on top of the 2 stacks. Your team mate may have noticed something you haven't, or they may have the perfect tile face hidden face down.

Keep an eye on your team mate's tiles to guide their plays to score extra points as you help each other complete areas. Try to place your Waypoint frequently, and on areas that are easy to complete or surround.

Like bonus ✣ points, Waypoints score a point for whoever returns it. Entice your team mate and your rivals to help you finish areas by placing Waypoints in areas. And look out for areas containing rival Waypoints and bonus ✣ points that you can finish to score bonus points from.

4 player Free Play mode – optional

Team members can freely suggest optimal places to play between team members, but may never show or share information about the hidden side of their tiles.

How to play – an example turn



1. Place a tile

Land chooses either face of one of their 2 double-sided tiles to play.





2. Use Actions

Land uses their Play Again tile to play their second tile to complete this land area.





3. Score Points

Score completed areas, and any bonus ✣ points.

4. Waypoints

(Optional) place your Waypoint (bonus point).

5. Draw Tiles

Draw back up to 2 tiles.

Icon Legend



Play Again

Play your second tile, if you have one.



Steal

Take a player's tile, but not their last one.



Bonus Points

Whoever completes an area scores 1 bonus point for each ✣ and Waypoint in that area.

