



DRUNKEN Sailor



2 to 5



12 and up



45 min



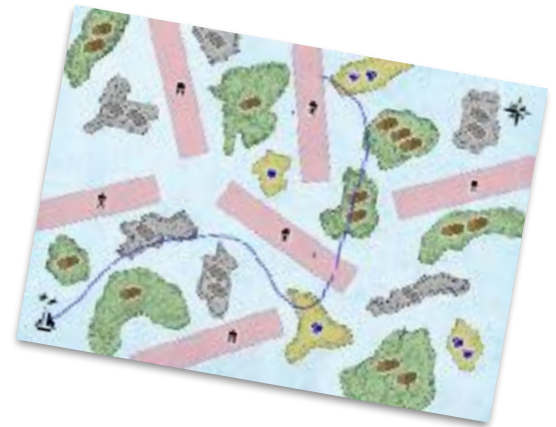
Engine Building
Drawing
Worker Placement

The captain has gotten into the grog, and might not be giving the most trustworthy orders. Even so: you must venture forth, salvage what you can from the sea, and shrewdly trade what you find for profit!



Chart your course and aim your cannons...

...then find out what you discovered at sea.



Send your crew into town to trade...

...but hope other sailors didn't get in their way.



5 player mats
6 maps



20 cards
5 dry-erase markers
5 transparency sheets
5 backing boards

- A **drawing** mechanism adds a skill element to gathering resources
- A variant of **worker placement** and action selection keeps all options open, but at variable cost due to supply and demand
- **Simultaneous play** minimizes downtime and game length
- Alternate maps add **variety** from one game to the next
- **Engine building** options include increasing capacity for resource gathering, adding crew for trading capability, or building cannons to fend off pirate attacks

Pass the grog, matey!