

Over the Edge!



Sailing round a flat earth.

Return now to the dawn of the Age of Exploration, when hardy sailors ventured into the unknown in their tall ships in search of fame and fortune. But go forth with care and wisdom... Should ill winds blow, you may lose your way and fall Over the Edge!

Over the Edge is a game for 2 to 6 players, ages 12 and up. The board is a map of the earth from the early days of exploration, when map-making was young science, and the flatness of the earth was the official view. The object of the game is to circle the old world without falling off the edge of the flat earth into the void - and to be the first to return to your home port.

Components

The board is marked with fake navigation lines that mark the spaces for movement around the world, and various ports-of-call are shown as yellow dots along the coast.

The deck of cards contains the following (quantities are in parentheses):

- “Fair Weather” cards (16) allow a player to move his/her ship one space orthogonally.
- “Favorable Winds” cards (8) allow a player to move his/her ship two spaces orthogonally. (It’s OK to change direction during this turn, either 90° or even back-tracking if you like.)
- “Mutiny” cards (8) are to be avoided. Any time you have three “Mutiny” cards in your hand you have to start over at your home port. Keep all your cards if you do this and just continue to play.
- “Scurvy Strikes” (8), “Stormy Seas” (8), and “Severe Damage” (8) are bad cards, too. Any time you have a set of three of any of these cards, you must discard them and immediately move your ship one space closer to the edge! (If there is land in the space at the edge, don’t move there, but lose a turn instead.)

- “Dead Calm” cards (8) do not help a ship to sail. However, a set of three Dead Calm cards allows you to discard a “Stormy Seas” card (along with the three Dead Calm cards).
- A “Loyal Crew” card (8) will nullify a set of three Mutiny cards (the Mutiny has no effect). If you lose your Loyal Crew for some reason while you have three Mutiny cards, the Mutiny will take effect immediately. (Later in these rules is an option called “Boarding and Pillaging” in which the Loyal Crew cards have more significance.)

Setup & Get Started

Play begins with the cards shuffled and face down on the table, the map in full view of all players and each player selects a ship token of a unique color and puts their ship on any port space. This is your “home port” - your point of departure AND your goal. (More than one player can share a home port.)

NOTE: The first time you play, find the two “Ships” cards. Grab some scissors and cut out the strips as shown on the back of those cards, fold them, and insert them into the plastic stands.

Someone deal five cards to each player (called your “hand” even though you’re not holding them like a hand). These cards are placed face-up in front of the players so everyone can see each other’s cards.



On your turn...

- **When your ship begins a turn in any port space, each turn consists of the following:**
 1. You may, if you wish, discard whatever cards you like to reduce your hand down to 5 cards OR draw enough cards to bring your hand up to 5 cards. In either case, your turn will begin with 5 cards.
 2. Draw a card from the face-down deck and place it

- on the table along with your other cards, then...
3. Discard any card from your hand. (Obviously, it's a good idea to get rid of the bad cards and keep the Fair Weather, Favorable Winds, and maybe some Loyal Crew cards.)
 4. After this discard, if you're ready (i.e., well-stocked with "Fair Weather" cards), you may discard a "Fair Weather" card or "Favorable Winds" card and move your ship out to sea!

NOTE: It also doesn't matter which way you sail around the world. Players may be going in opposite directions.

• When your turn begins with your ship at sea, each turn consists of the following:

1. Draw a card from the face-down deck and place it along with your other cards.
2. Discard a "Fair Weather" card and move your ship one space, OR a "Favorable Winds" card and move your ship two spaces, OR...
3. Discard THREE "Mutiny" cards and return your ship to your Home Port to start your journey over, OR ...
4. Discard THREE "Dead Calm" cards and a "Stormy Seas" card.
5. Discard a set of THREE "Scurvy Strikes", "Stormy Seas" or "Severe Damage" cards (bad cards) and move your ship one space towards the edge of the world (and DOOM!). If land lies between your ship and the edge of the earth, you've run aground and lose a turn instead.

MOVES are made from space to space on the world's oceans. Your ship may cross any BLUE lines, but no dark brown lines or green land masses may be crossed, and no diagonal moves are allowed (only orthogonal).

You'll notice that some spaces are larger, or oddly shaped, and may border on several other spaces. All these edge-to-edge spaces are considered "adjacent" and you can move there - as long as it's not a diagonally across the intersections.

More than one ship may occupy a given space on the map at the same time, AND more than one ship may be "docked" at the same port.

For added player interaction, you may decide to play with the "Boarding and Pillaging" option. The game can be played with or without this option:

• Boarding and Pillaging:

While at sea, when you move your ship into a space occupied by another player, your crew can board the other ship and pillage that player's cards. It works like this:

You trade any card from your hand with any card

from the hand of that other player. The other player cannot refuse the trade UNLESS they have THREE Loyal Crew cards. (Boarding and pillaging is optional - you can share a space without trading.) And yes, you can pillage Loyal Crew cards if the target player has less than three of them.

Ships "docked" at a port space are safe from Boarding and Pillaging.

If you start your turn in a non-port space with another ship, you cannot Board and Pillage; you must move into that space during your turn.

How the game ends

When the deck runs out, reshuffle the discard pile and continue. If you fall "Over The Edge", you're out of the game.

Play continues with the surviving players until (A) one player's ship makes the voyage back to Home Port, or (B) everyone has fallen off the earth, in which case, nobody wins!

Credits

Game Concept, Design, and Artwork by:

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