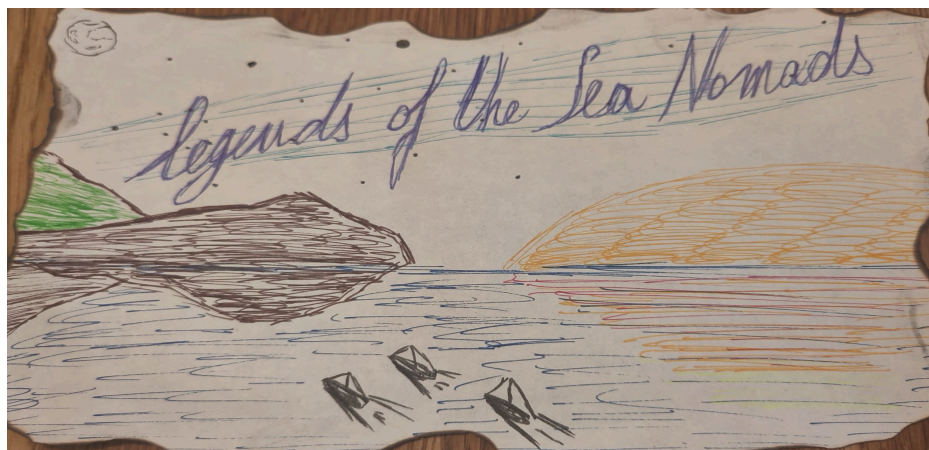


Legends of the Sea Nomads - Chronicles of the Num Oluur II



**“Maybe these maps and legends have been misunderstood”
R.E.M.**

The Gods of the Num Oluur have tamed the Vaal Er Num. But on the Oceans of the Num Oluur, the “People of the Seas”, the nomadic Roc’haman Mohoor tribes, roam freely, unattained by the divinities worshipped on land.

While resisting the God of Winds, and the troubled waters of the Num Oluur, the nomadic sea tribes fight to bring their cultures to life against hostile elements. Building Settlements and spreading Legends, while interacting with neighboring cultures are the path to giving birth to a thriving culture on the Seas of the Num Oluur. Can you be the leader who will build and spread a solid culture for your tribe?

Number of Players

3 to 6

Age

10 years old and above

Contents

- ❖ 50 tiles (sea, coast, islands and fog)
- ❖ 1 6-sided die (numbered 1 to 3 twice)
- ❖ 1 8-sided die for directions
- ❖ 3 settlement pawns for each player
- ❖ 5 Feat cards
- ❖ 1 Wind Compass
- ❖ 30 pawns for each player,
- ❖ 6 Original Myth cards
- ❖ 18 Legend component boats

Setup

- ❖ The Promordial Sea tile is placed at the center of the chosen playing space
- ❖ Original Myth cards and Legend component boats are shuffled and placed face down in two separate decks on the side of the playing space.
- ❖ Players roll the directional die until one player rolls ‘N’. This player will play first.
- ❖ In turn, each player draws 1 of the Original Myths Card. If this game follows a game of Storm of the Gods:
 - the winning player must take the Vaal Er Num card and becomes the God of Winds
 - the winner of the Storm of the Gods will always be last in turn
- ❖ Each player draws 1 Legend boat and keeps the legend hidden from other players

Goal

Each player aims to develop the strongest culture and most widespread culture by:

- ❖ Completing the Original Myth of his people

- ❖ Compiling and spreading additional Legends specific to his people.
- ❖ Building settlements
- ❖ Spreading settlers as widely as possible on the board.

Turns

Each player's turn is divided into the following phases:

1. Dice roll and change of wind direction
2. Movement of Legend boat
3. Interactions with other players
4. Settlement management/legend count

1. DICE ROLL AND MOVEMENTS

Dice roll

After deciding to change, or not, the direction of the dominant wind (see Dominant winds), the player rolls the two dice. He then moves his Legend boat in the indicated direction. When launching a new boat on the board, the Primordial Sea tile does not count as one movement. Tiles are drawn from the pile and added accordingly.

Dominant winds

The direction of the dominant wind can be moved by any player, at their turn, of 1 point towards the direction given by the roll of the dice. This implies the sacrifice of one of the passengers on the player's boat. This passenger is removed from the board and taken back by the player in their pool. The passenger is lost even if the dice roll does not lead to a change of direction. The God of winds does not need to remove a passenger when changing wind direction.

Vaal Er Num

At the beginning of his turn, The God of Winds can choose to summon the Vaal Er Num. In such a case, the Vaal Er Num token will be placed on the Primordial Sea tile. If a boat is present on the Primordial Sea or any tile crossed by the Vaal Er Num, it is put back off the board in the boat pool, and passengers are given back to respective players. During the turn when the Vaal is placed on the board, it must also be moved according to the dice that is rolled after. During all following turns, the God of Winds will choose to either move the Vaal Er Num or his Legend boat according to the dice roll. The choice of which element will be moved is made before the dice roll.

Legend Boats

If a player doesn't have a boat on board, he must launch one. If he has a boat on the board he must move it. When navigating in new directions, players might discover new tiles. These tiles are drawn randomly, as necessary, from the pile.

Legend boats leave the Primordial Sea, or from a player's established settlement with 7 passengers on board. During each turn of play, passengers are lost when the following actions occur:

- direction change: 1 passenger (passenger removed from board)
- Movement to neighbouring tiles (1 passenger left on each tile)
- Fog tile drawn: 1 passenger removed from board

Passengers used for a movement are left on the tiles where the movement occurred, leaving a trace of the legend boat's passage.

There can be a maximum of 2 boats on a single tile. If the die roll directs a player's boat on a tile already occupied by 2 boats, this player must leave his boat on the adjacent tile he is on and remove as many passengers from his boat as possible moves he can't make.

Effect of a boat crossing a trace

When a boat crosses a tile where lost passengers were left, the player who's boat is on the tile can choose to bring one passenger on their own boat in replacement for one of their own passengers.

SETTLEMENTS

Creating a settlement

When a player's boat arrives on a tile with land or an island, he has the opportunity to create a settlement. Creating a settlement is done in place of a player's movement of the boat at his turn. Transforming a Legend boat in a Settlement allows the player to claim that legend component and place it in front of him.

When creating a settlement, the players position a settlement token on the land tile. This token represents both the settlement itself and 3 passengers. If a player has more than 3 passengers on his boat, he can choose to leave additional passengers on the settlement or to leave them on the boat for further travels. If the player does not have 3 passengers on his boat, all remaining passengers are removed to the player's pool.

A settlement will remain in the player's ownership as long as no other tribe has more settlers in it than all the other tribes combined in the settlement. Ownership is marked by a settlement pawn of the player's color.

Settlement pollinisation

Leaving a passenger in another player's settlement allows pollinisation and increases the cultural reach of your tribe and point count at the end of the game.. A player creating a settlement can choose to place other tribes settlers in order to reinforce and protect his settlement. Other players can choose to leave passengers in a settlement when their boat is present on that settlement's tile.

INTERACTIONS BETWEEN TRIBES

3 types of interactions are possible during the game:

- ❖ A boat lands on a tile with passengers from a boat trail
 - Taking one passenger from another player's trail is possible
 - One passenger must be left behind when departing that tile.
 - If a player no longer has the majority on his boat, that boat sinks and is put back in the pool, all passengers returned to their respective players.
- ❖ A boat arrives on a tile where another boat is already present:
 - Exchange: players can choose to exchange passengers (including from tribes other than theirs), and/or exchange boats. When proceeding to a boat exchange, players can agree to disclose to each other what legend component the boat carries. The exchange can also be 'blind'.
 - Attack: On the turn a player's boat arrives on an already occupied tile, this player can choose to attack the boat initially present on the tile. The attacker chooses how many passengers he wants to sacrifice. The other player loses the same amount of passengers. If this leads to a boat losing all its passengers, the boat's legend component can be claimed by the player winning the battle.
- ❖ A boat arrives on another player's land settlement:
 - Legends can be exchanged between players with passengers present in the settlement, either blindly or by legend disclosure.
 - Attack is not possible but a player can choose to leave passengers on the settlement. When doing so, he can choose to take an equivalent number of settlers on his boat.

LEGENDS AND FEATS

Completing a legend

A legend is completed when a player has secured 3 different components: A character, a location, and an action.

A component is secured when:

- ❖ A boat reaches a newly discovered land and a settlement is created
- ❖ A boat reaches a settlement own by the same player
- ❖ An exchange takes place when a player's boat reaches another player's settlement
- ❖ A player sinks another player's Legend boat

A completed legend must be immediately disclosed by the player and all 3 components shown.

Feats

Some extraordinary events can be accomplished by players. These increase the prestige of a player's tribe and will count towards the final victory count. Each Feat card can only be earned by one player during the game.

- ❖ Crossing a Vaal Er Num storm
 - When a boat moves from a tile where the Vaal Er Num is present towards a 'free space' and still has at least one passenger present on board
 - To determine the number of navigators lost in the crossing, the 6-sided die is rolled
 - If a boat remains empty after the storm, it is placed back in the pool.
- ❖ Naval Battle
 - When boats from 2 different players are on the same tile and the last arrived player successfully attacks and sinks the other player's boat.
- ❖ Crossing the Fog
 - If a player draws a 'Fog' tile, his ship stops before this tile and he loses a navigator. If a player still has 1 tile to go after the fog (according to dice roll), he draws an additional tile.
 - If a new fog tile is drawn, the player must sacrifice a new passenger.
 - If the new is an ocean he can occupy it with his boat earning the Crossing the Fog feat card.
 - All following players will follow the same rules to cross the Fog, but will not earn a crossing the Fog card if it has already been won.

Circulation of legends

Legend components can be shared between tribes. This can happen when a player navigates his boat to a settlement controlled by another player. A boat can be exchanged for another boat, or players can choose to add passengers to that exchange at conditions they both agree upon. An exchange must happen during the turn on which the player's boat reached the settlement.

END OF THE GAME

The game ends after one of the following events happened:

1. A player completes three legends
2. All territory tiles have been placed on the board
3. All legend component boats have been consumed (aka put on the board)

Once one of these events has happened, all players can play one last turn.

VICTORY

Victory is decided by the number of points within each of the categories below.

If only one player has his Original Myth completed, he wins. If several players have completed theirs, points in the Legendary category are counted. If there is still a tie, the builders category is counted, then the Nomads if there is still a tie.

Mythical People	Legendary Travellers	Ancients Builders	Local Nomads
1: if the Original Myth is completed 0: if the Original Myth is not completed	3: per Legend completed 1: per Feat accomplished	1: per existing Settlement (owned by the player) 1: per Legend component (unfinished legends and boats on the board)	1: per passenger on the board (excluding own settlement tokens)
Tie breakers: 1.Count all the covered squares between the furthest passengers on the board. All squares within this perimeter are counted and the largest number (widest area) wins. 2. If players are still tied. Tied players take turns rolling the dice to move the Vaal Er Nuum. according to rules in the "Storm of the Gods". As soon as one of the counting elements is impacted, points are recounted.			