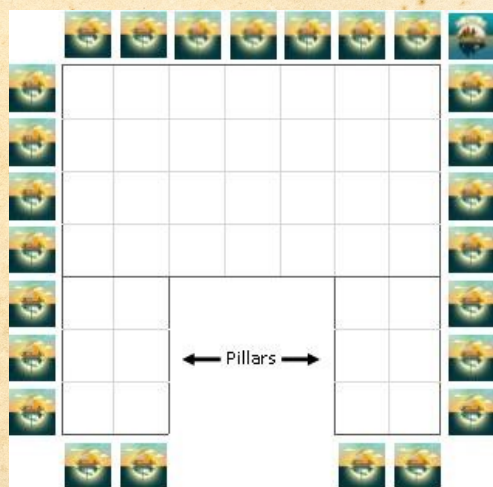




Tranquility variants



The High Arch

The goal of this variant is for the team to complete the arch in full before any player runs out of available actions. All the players win if the arch is filled with a Finish card placed in the top corner. All players lose if a single player can no longer play or discard any cards legally. **Setup:** Use the 25 border cards to form the frame as illustrated to the left. Form the player draw piles as per the standard rules. *Note: Start cards are not used in this variant.*

Phase 1: As with any arch the pillars must be constructed before the arch itself. Each player takes it in turns to play a card into one of the 12 pillar spaces. 1. Each pillar must consist of numbers which ascend through the 6 spaces from bottom left to top right. 2. The two pillars are totally independent of one another and the numbers need not relate in any way. 3. A player can play on either pillar on their turn and need not discard any cards regardless of the value of card they play on the pillar. 4. If a player cannot or does not wish to play on a pillar they must discard two cards. 5. Only when both pillars are

complete can players proceed to phase 2 and play on the grid above the pillars.

Phase 2: Players construct the roof of the arch by filling the 4 x 7 grid using all of the same rules as in the standard game. A Finish card is required to finish the game and is placed in the gap in the top right hand corner of the arch. Players win the game if they successfully complete the arch and place a Finish card before any one player runs out of available actions. Players lose if any player cannot play or discard cards legally as detailed in the standard game.



The Pyramid

The goal of this variant is for the team to fill the Pyramid with Islands cards. **Setup:** Form a grid as illustrated to the left using alternating border cards. Shuffle together six Storms, six Compasses, 5 Sea Monsters, 5 Finish cards, 5 Start cards, 2 Wild cards and the Jagged Rocks card to form a 30-card **Explorer Deck**. Place it to the side of the pyramid with space for a corresponding discard pile. Shuffle all 80 Island cards together to form one stack and split it as equally as possible amongst the players so that each player has their own draw piles.

Players fill the pyramid using the rules detailed in the ordinary game with the numbers ascending from bottom-left to top-right. When a player places an Island on a border card they must draw the top card from the **Explorer Deck** before they discard any necessary cards. They must then resolve that card before discarding the necessary cards and finishing their turn. Cards are resolved as follows:

Start card: No effect; place it in the discard pile. **Compass:** Add to your hand without revealing it to the other players. *Note: Compasses still count as cards in your hand and so count towards your five-card hand limit.* Players may use a Compass card on any Storm in play to remove it. This counts as a player's whole turn and play passes to the next player. **Storm:** Take the Island card played back into your hand. Place a Storm card on top of the border card to indicate that this space cannot be played upon. **Sea Monster:** Remove the Island card that was just played, as well as the Sea Monster, and place them both in the player's discard pile. **Finish card:** Add to your hand without revealing it to the other players. This card now follows the same rules as Finish cards in the standard game. **Jagged Rocks:** Discard a single card from your hand and place the Jagged Rocks card in the player's discard pile. *Note: this discard is in addition to any ordinary discards necessary to play the Island card. If the player needs to discard five cards then they must place the top card of their draw pile on the discard pile without looking at it.* **Wild card:** Add to your hand without revealing it to the other players. This card now follows the same rules as the Wild cards in the standard game.

Players win the game if they successfully complete the pyramid and place a Finish card at its summit before any one player runs out of available actions. Players lose if any player cannot play or discard cards legally as detailed in the standard game.

Make the game harder... by adding a one-card discard penalty when drawing a Start card. This is the same consequence as drawing Jagged Rocks. **Make the game easier...** by replacing Sea Monster cards in the Explorer Deck with leftover border cards when setting up the game.

Day & Night

To win this variant, the top three rows of cards need to be filled with the day side facing upwards while the bottom three rows must be filled with the night side facing upwards. Setup: Shuffle together all the Island, Finish and Compass cards and split them as equally as possible amongst the players so that each player has their own draw piles. Each player then draws five cards and shuffles one Start card into their draw pile as per the standard rules. Players must take care to ensure that the orientation of the cards in their hand has the day side facing upwards.

The normal 6 x 6 grid is set out. If playing without the playmat, rotate the bottom 12 cards so that the night side of the card is facing upwards to act as reminder of the orientation required for both halves of the grid. If playing with the playmat, players can add six border cards to the extra column to the left of the playing area in the correct orientation instead.

The game is played as per the standard rules. Players may play cards anywhere in the grid; however, they must ensure that the cards are played in the current orientation within their hand. At the beginning of the game this means that all cards must be played with the day side facing upwards. Whenever a player draws a Compass card, all players must immediately rotate their hand 180 degrees. The player must then immediately draw another card so that they again have five cards in their hand. Cards played into the grid must now be played with the new orientation (in this case night side up). The next Compass card would then change the orientation again, and so on.

Players now have a new action available to them: discard one card from their hand in order to rotate one card in the grid 180 degrees.

The Start and Finish cards are played as per the standard rules and their orientation has no impact on the game. All players win if they have filled the grid with cards in the correct orientation and a Finish card has been played before any player cannot play or discard cards legally as detailed in the standard game.

Competitive (1 vs 1)

Setup: Shuffle the Island cards; no additional cards are added to the deck. Each player is dealt a starting hand of five cards and the remainder of the cards are placed in a single deck of cards. The first five cards are placed face-up in a row next to the deck along the side of the grid. Players choose the orientation for the cards they'll be playing into the grid.

A player's turn follows the standard rules: they may either play a card into the grid or discard two cards. Players must ensure that when playing into the grid the card is orientated the correct way round.

When refreshing their hand, a player must always draw their new cards from the face-up row starting with those furthest from the deck. The cards are then pushed down to fill the gap or gaps that have been created and cards are drawn from the deck to replace the gaps closest to the deck. There should then be five face-up cards for the next player's turn. *Note: If a player cannot legally play a card into the grid then they may instead reveal their hand to their opponent to prove this, discard their entire hand and then take all of the face-up cards.*

A player may never play a card which creates a mathematical impossibility. For example, it is not permitted to play the 78 four spaces from the top-right as there are not enough cards in the game to complete the grid. Players may, however, create gaps that they know cannot be filled due to cards having previously been discarded.

The game ends once either a) the grid is completely filled or b) both players have either one or zero cards remaining in their hands.

Players score two points for every card they have placed into the grid but lose 1 point for every card discarded. Players also score bonus points for having placed a run of three or more adjacent cards which can include a sequence on multiple rows: A run of three cards = 3 points, 4 cards = 4 points etc.

The winner is the player with the most points. In the event of a tie, the player who played the most cards into the grid is the winner. If there is still a tie, the player who discarded the fewest is the winner. If there is still a tie (!) then the player with the longest run of adjacent cards wins. If the players are still tied then they should think about their life choices, or maybe play again.

Final note

These variants were designed by James Emmerson and are intended to offer yet more variety and replayability. They each pose different challenges and levels of difficulty. They are not intended to be used in conjunction with the Stormy Seas mini-expansions.

We would also welcome any fan-made variants and would encourage players of Tranquility to have fun and explore new ideas.