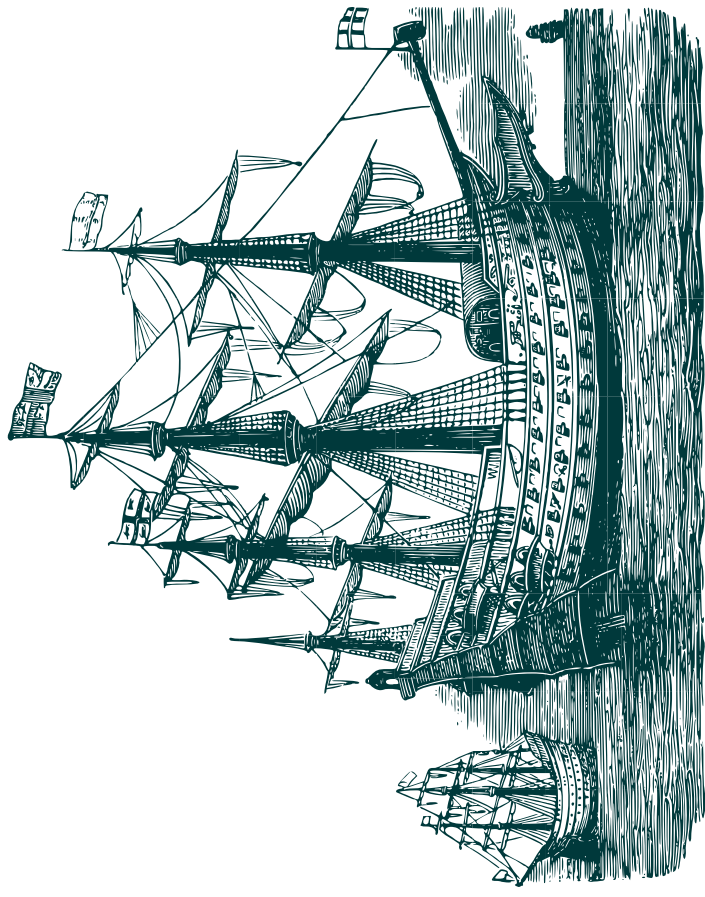


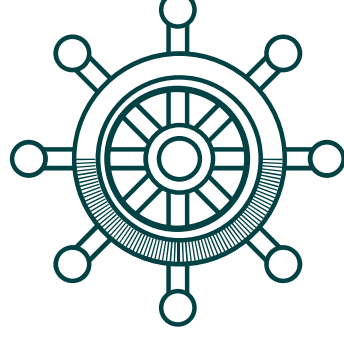
FAIR WINDS AND FOLLOWING SEAS

BY AVEN MCCONNAUGHEY



FAIR WINDS AND FOLLOWING SEAS

*Cross the unpredictable seas with
your unpredictable crew*



HOW TO PLAY - I

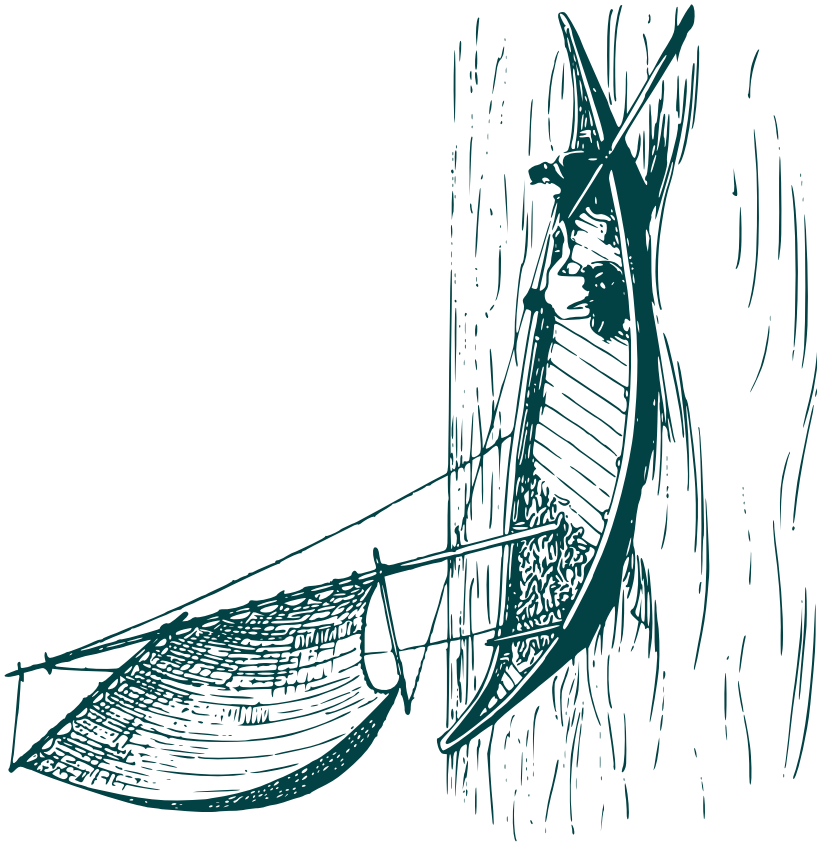
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SHANTY

Now we set out, for the captain to please,
One with the sea and the ship and our mates,
Our pockets are empty but full are our plates.
Pray we'll have fair winds and following seas.

VERSE 1

A dark cloud beneath, I feel my chest seize
What monster or demon has picked up our tail?
What breaches the surface! 'Tis only a whale!
Pray we'll have fair winds and following seas.

VERSE 2

One day we'll return, on a homebound breeze
The wind brings us out on the ocean so wide
We bring ourselves back with our coin and our pride.
Pray we'll have fair winds and following seas.

VERSE 3

What calls in the dark? What obscure mysteries
Wrack our minds with the promise of secrets long lost?
Dare we quest for the truth? Can we handle the cost?
Pray we'll have fair winds and following seas.

VERSE 4

Dreams of bubbling pots, some stale bread or hard cheese
Do plague our dear captain, who'd eat his own thumbs.
We've eaten our lot, and we're near down to crumbs.
Pray we'll have fair winds and following seas.

VERSE 5

We pull and we groan and we heave and we wheeze
When the ocean won't listen to man or to gods
We make our way home despite all the odds
Pray we'll have fair winds and following seas.

VERSE 6

HOW TO PLAY

Fair Winds and Following Seas is a game about sailing the seas with a small but competent crew. The game takes place over a series of **Voyages**. Each Voyage should take about 30 minutes to play and you can play any number of Voyages in a session.

The core experience of the game should be calm and contemplative. There is little at stake for each Voyage: your crew will complete their Assignment, no one will be lost, and the world will continue as it always has. Play should be focused on the sensory experiences you encounter on your travels.

There is not a strictly defined setting, time period, or ship for this game. Your ship is probably made of wood, primarily propelled by sails, and requires a moderate crew. The world has multiple sovereign nations, some of which have royalty. Details can be established for your play-through and your group.

To play you will need:

- these rules, printed
- the print and play cards
 - the Employer deck
 - the Assignment deck
 - the Destination deck
 - the Shanty deck
- six tokens that need not match
- writing implements.

If you do not wish to print the rules or cards, you can use the tables at the end of the rules to generate the details of your Voyage and loose leaf paper for characters.



SETTING SAIL:

Each player should choose a Role. If your character has not been given a name, come up with one and write it on the sheet. The Roles have no mechanical effect, but they will accumulate memories from each Voyage they are on. No one plays the Captain, though they may show up at some point to complicate your voyage. The Captain primarily exists as a demand on your time, attention, and energy.

ROLES:

- Sailor
- First mate
- Doctor
- Quartermaster
- Navigator
- Helmsperson

If this is your crew's first Voyage, draw a card from the Destination deck. Write Home Port in a Detail space on the card. This is where your crew originates from and where your families are located, if you have them. This is also where your crew is when you begin your first Voyage.

To create a Voyage, draw a card from the **Employer**, **Assignment**, and **Destination** decks. This establishes who has hired you, what they have hired you to do, and where you have to go. Write a detail about the Employer in one of the blanks on the card (if available). Answer the question on the Assignment card. Arrange the **Shanty deck** in order, so that, when placed face down, the top card is 1 and the last card is 6.

Each Voyage consists of six Watches. Each player should take at least one Watch. After everyone has taken a Watch, any remaining Watches may be taken by any player.



DESTINATIONS:

1. Coast of Highest Tides
2. Golden Scales Reef
3. Nina's Outpost
4. Gloriana Piers
5. The Elephant Garden
6. Temple of Health and Wellness
7. Pine Needle Island
8. South Hallston Sandbar
9. Geistfeld Key
10. Sister Cities of the Queen's Strait

EVENTS:

1. Caught in bad weather
2. Discover cargo is not what you thought
3. Ships suffers damage
4. Familiar route you could sail in your sleep
5. Encounter royalty
6. Breathtakingly beautiful weather
7. Find local residents in need of assistance
8. Crew struck by illness
9. Stumble into a mystical realm
10. Crew member injured
11. Captain announces side mission
12. Captain makes an unreasonable demand
13. Discover shipwreck
14. Encounter another ship
15. Arrive ahead of schedule
16. Come across the lair of a sea monster
17. Merpeople approach with a request
18. Unexpected discovery
19. Low on supplies
20. Discover stowaway



EMPLOYERS:

1. Merchants of the Blessed Light
2. Jack's Privateers
3. Their Majesties of the High Court
4. Silvercoat Patrols
5. The Society of Truth
6. Docks and Locks
7. College of Hypathia
8. The Altholm Family
9. Seekers of the Elephant Garden
10. Helena's Shippers & Handlers

ASSIGNMENTS:

1. Deliver letters and packages
2. Transport diplomat
3. Gather and deliver resources
4. Recover lost cargo
5. Deliver building supplies
6. Escort merchant vessel
7. Cart around scientist
8. Assist town struck by misfortune
9. Investigate the disappearance of another ship
10. Pursue bounty

TAKING WATCH:

To take a Watch, one crew member should select one of the spaces on the Sense Map, then describe a part of the journey in a way that relates to that sense. For the purposes of this game, the senses are **Seeing, Touching, Hearing, Tasting, Smelling, and Feeling (emotionally)**. Each Watch should describe a new sense from the map. As each sense is described, add a token to the Sense Map to keep track. You can describe objects and people that are present in the world, but you should do so in a way that focuses on the sense you've chosen. There is also a list of prompts next to the Sense Map if you're having trouble deciding what to describe.

There is no set order for Taking Watch. If you are feeling inspired, take the next Watch. If you are having trouble but you're the only one who hasn't gone, feel free to ask your fellow crew for inspiration.

After you describe your Watch, draw the next card from the Shanty deck and read the text aloud. Everyone who has drawn a card from the Shanty deck should join in for the last line of the verse.

SPECIAL WATCHES:

There are two special kinds of Watches during the game:

- **The 1st Watch:** Draw a card from the Event deck. This is something that will occur during your journey and should be referenced in the 2nd or 3rd Watch.
- **Going Home:** If your destination is your Home Port, the final Watch should describe a detail relating to what it is like to come home.

