

BRUISE



CRUISE

The game where cruise ships
totally fight each other

“RULES”

Prologue

The year is 2042. Due to The Unfathomable Events of 2037, madness reigns across the cruise industry. The four remaining cruise lines now pursue market share through warfare. As a result, cruises are more popular than ever, because everyone is nuts (due to The Unfathomable Events of 2037).

As the Admiral (formerly CEO) of a cruise line, you must send out your fleet of ships to navigate the treacherous waters of the Caribbean, dock at various ports of call, and return to your home port. Along the way, your fleet must avoid getting blown up by rival cruise lines. It's an explode-or-be-exploded world.

Also, you might learn some “facts” about the ports and countries that you visit.

Contents

Game board



Deck of 100 cards



48 cruise line flags (12 for each cruise line)



4 home port markers (1 for each cruise line)



24 ships (6 for each cruise line)



9 anchors



15 torpedoes



18 missiles



24 life preservers (currency)



1 pair of dice



1 scorecard



4 score-keeping tokens



Objective

You win Bruise Cruise by having the most points at the end of the game. This is similar to baseball, football (world, American, Australian rules), basketball, hockey (ice, field, air, sea?), lacrosse, water polo, jai-alai, and possibly some other sports. Points are scored through four different actions: claiming ports, firing torpedoes, firing missiles, and decommissioning ships.

The game can end in two ways:

- An Admiral plants their cruise line's flag in all five regions and decommissions all six ships.
- All cards have been played in a 2-Admiral game, or have been played twice in a 3- or 4-Admiral game.

How to play¹

Game components

Action cards

Each Action card depicts a port (location), engine rating (number), exchange option, region location, and a mostly true "fact." The deck contains two Action cards for each port. The engine rating determines the maximum number of spaces a ship may sail. The exchange option indicates what you may claim (life preservers and weapons) by playing the card. The fact is a gateway into learning about the port or country.

Unfathomable cards

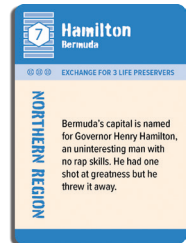
These were created by The Unfathomables, a shadowy cabal of absurdists that took control of all governments following The Unfathomable Events of 2037. There are 18 of these cards and they allow you to do some pretty Unfathomable things.

Ships

You begin the game with one ship and gain the ability to launch a new one each time you claim a port in a new region.

Torpedoes

Fire these at other ships from your ship if you are within three sailing spaces.



One of two Hamilton Action cards



Unfathomable card

¹ Advice: don't. You're just feeding the beast and giving The Unfathomables what they want: giant battles between cruise ships. They have some weird grudge against the cruise industry. I don't understand it.

Missiles

Fire these at other ships from ports. The port must be within three spaces (sailing or land) of the ship and you must hold that port's Action card.

Anchors

These prevent your ship from doing things that ships normally do: sail, raid, fire torpedoes, and claim ports.

Life preservers

The Unfathomables control worldwide production of these. Following The Unfathomable Events,² they declared that life preservers are currency. Exchange one for a missile and two for a torpedo.

Flags

Plant these in ports that you have claimed for your cruise line.

Setup

Each Admiral chooses a cruise line: Peasant, Has-Been, Sørwegian, or Desolation. For obvious reasons, the major cruise lines each underwent a rebranding following The Unfathomable Events of 2037.

Admirals start the game with their cruise line's flagship, their Home Port marker, two life preservers, and one missile.

Shuffle the cards and place them face-down in a spot where every Admiral can reach them.

Each Admiral rolls the dice and the one with the highest roll goes first. Let's suppose that's you, the person reading this manual. Congratulations on your dice-rolling prowess. Play proceeds clockwise.

Deal seven cards face-down to each Admiral.

After examining your cards, choose a Home Port from your hand. Discard the card depicting your Home Port face-up in a pile next to the face-down cards. Place your Home Port marker on the port and your Flagship on top of the marker. Make sure the visible side of the ship says "Flagship," not "Claimed Port." (You will flip the ship after claiming a port with it.) Admirals may not choose a Home Port that has already been chosen by another Admiral.

A competing cruise line's ships may not enter your Home Port.³ Flags cannot be planted by anyone (including you) in your Home Port.

After each player has chosen a Home Port, the highly implausible battle for cruise line market share begins. That is, implausible prior to The Unfathomable Events of 2037.

² The ones from 2037.

³ If they try, a laser fired from orbit will sink their ship.



2 life preservers
and 1 missile

Legal moves

During your turn, you may perform any two actions from the following list. See the *Details* section for explanations of each action.

1. **Sail any ship exactly one space:** Boring!
2. **Sail any ship by playing an Action card:** Use the Action card's engine rating to make sailing up to seven times more exciting!
3. **Trade life preservers for weapons:** Missiles cost one life preserver; torpedoes cost two.
4. **Play Action cards in exchange for life preservers and weapons:** You can get more stuff, but you have to give up a card.
5. **Claim a port by playing an Action card:** You just scored one point. Huzzah!
6. **Fire a torpedo from one of your ships:** You scored one point by doing this. Is it worth the guilt? Probably.
7. **Fire a missile from a port:** Another point-scoring maneuver. You must play the Action card depicting that port.
8. **Raid another ship:** It's your passengers vs. their passengers in a giant brawl! The Unfathomables love this move.
9. **Battle for a port that a rival cruise line has already claimed:** Score a point for yourself; subtract a point from a rival.
10. **Play an Unfathomable card:** Fine. I don't care. Do it.
11. **Remove an anchor from one of your ships:** Sometimes you get anchored. Not my fault.
12. **Commission a new ship in your Home Port:** You can do this if you have claimed a port in the region depicted on that ship.
13. **Decommission a ship in your Home Port:** You scored a point! Your ship has made it home after successfully claiming another port.

Illegal move

1. **Setting the game board on fire, flipping the table over, making the winner (presumably) of the game walk barefoot and blindfolded across the room over the scattered game pieces and board (which is still on fire, and it's spreading), exiting the room by running through a wall, refusing to pay for a replacement copy of Bruise Cruise:** You cannot take this action during your turn.

Details

When you see the Points indicator: **+1** it's an opportunity to get points.

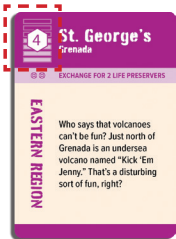
1. Sail any ship exactly one space

Move your ship to an adjacent hexagon. This is the most boring possible move.

2. Sail any ship by playing an Action card

You may sail any ship the number of spaces depicted by an Action card's engine rating. To do this, show the Action card to your fellow Admirals and place it face-up in the discard pile, then sail your ship to the desired space.

Your ships may sail on any "sea space"—that is, a space that contains any amount of water. A ship cannot pass through land without a clear body of water to sail through. Additionally, your ships cannot sail "through" spaces occupied by other ships and cannot finish their journey on the same space as another ship.



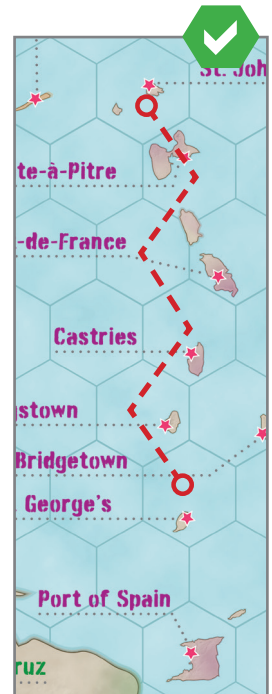
Engine rating



A legal movement from Cape Canaveral to Tampa requires four sailing spaces.



Sailing through the Everglades is not permitted. You have a cruise ship, not a fan boat.



Sailing through islands is permitted.

3. Exchange life preservers for weapons

The Unfathomables have decreed that the official currency of the Caribbean is the life preserver. You may use life preservers to purchase one item from the mysterious gang of Warlords who control the Shady Offshore Bank. Missiles cost one life preserver. Torpedoes cost two life preservers.

Life preservers have no value at the conclusion of the game: use 'em or lose 'em.⁴

4. Play Action cards in exchange for life preservers and weapons

Place the card on the discard pile and take the appropriate number of life preservers from the Shady Offshore Bank or weapons from the Warlords.

+1 5. Claim a port by playing an Action card (1 point)

If you sail to a port and possess the Action card depicting that port, you may claim it for your cruise line.⁵ To claim the port, show the Action card depicting that port to your fellow Admirals and discard it.

When claiming a port, you receive rewards:

- **A flag:** Plant one of your cruise line's 12 flags in the port. As long as you continue to hold this port, having your flag planted is worth one point at the conclusion of the game.
- **Ability to decommission your ship:** In order to be decommissioned, a ship must claim a port. Flip the ship over to indicate that it has claimed a port and can now be decommissioned, if the right conditions are met.
- **An additional ship:** If you have claimed a port in a new region (Northern, Southern, Eastern, Western, Central), your cruise line adds a new ship to its fleet. Place the ship with the appropriate region on your Commissionable ships stack. To begin sailing the ship, you must add it in a separate action. Once you have a ship, it cannot be taken away, even if you lose all of your claimed ports in a given region. See section *Commission a new ship in your Home Port* for details.

Your cruise line has 12 flags that you may plant in a total of 12 unique ports that have not been declared Home Ports. You must have flags planted in all five regions before you can decommission any ships. See section *Decommission a ship in your Home Port* for details.



Exchange card for value indicated



Port, country, and region depicted

⁴ The Unfathomables claim to have invented this phrase in 2037, but evidence shows it's at least as old as 2014.

⁵ Holding this Action card is like official naval paperwork or something.

+1 6. Fire a torpedo from one of your ships (1 point)

Torpedoes can be purchased from the Warlords for two life preservers. They are used to annoy (but not destroy)⁶ your enemies.

Torpedoes are fired from ships at other ships. If your ship is within three sailing spaces of another Admiral's ship, you may fire torpedoes at it. Torpedoes cannot pass through land, but they can curve around it.⁷

An Admiral whose ship has been struck by a torpedo surrenders one life preserver to the Shady Offshore Bank. (They don't actually have to physically place it on the Bank. Shady Bankers can access life preservers from anywhere.) If they do not have a life preserver, they must surrender one weapon of their choice to the Warlords (likewise, they don't have to place it on Warlord Island). If they have neither life preservers nor weapons, The Unfathomables drop an anchor on their ship from space. If their ship is already anchored or all anchors are in use, nothing happens.⁸

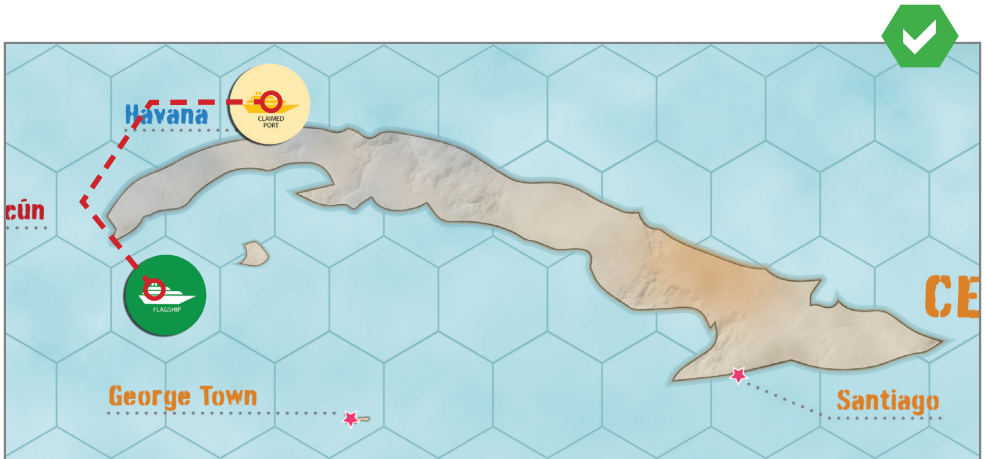
A ship that is anchored may not sail, claim a port, fire torpedoes, initiate a raid, or be moved by an Unfathomable card. An Admiral must use one of their actions to remove the anchor.

After using a torpedo, place it on your Deployed weapons stack to indicate that it cannot be used again. A deployed torpedo counts for one point at the conclusion of the game.

You cannot fire torpedoes at your own ships.⁹



If you have nothing left to give up when you are hit by a missile or torpedo, your ship is anchored.



Torpedoes can be fired a maximum of three sailing spaces.

⁶ During their brief metal phase, The Unfathomables wrote a song called "Destroy (and also Annoy)!" It was terrible.

⁷ See any physics textbook for details.

⁸ Their life is difficult enough already.

⁹ As you know, The Unfathomables have outlawed all forms of political protest, including suicide.

+1 7. Fire a missile from a port (1 point)

Missiles have the same effect on ships as torpedoes, but are deployed differently. They are launched from ports by surrendering that port's Action card.¹⁰ A missile can reach any ship within three spaces. Unlike torpedoes, missiles may pass over land to strike their target.

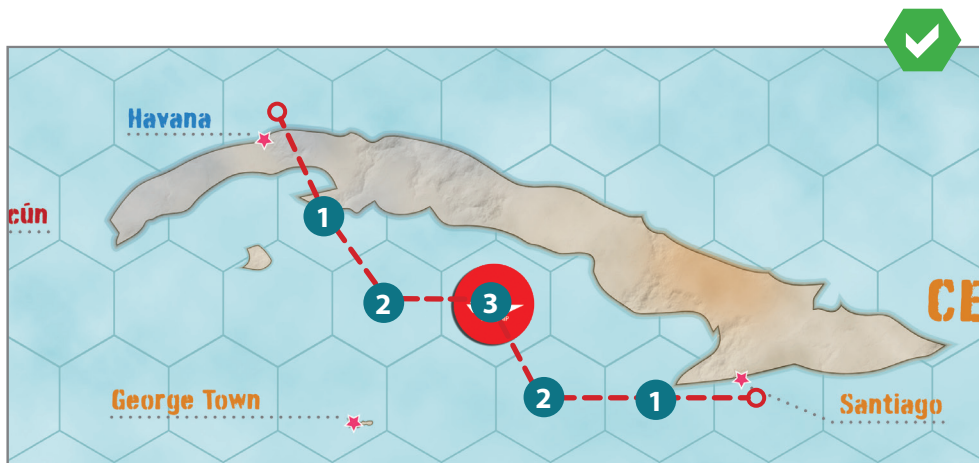
You do not need to claim the port for your cruise line before firing a missile from it—in fact, the port may have already been claimed by a competing cruise line, or have a ship sitting in the harbor, or be a Home Port.

An Admiral whose ship has been struck by a missile surrenders one life preserver to the Shady Offshore Bank. If they do not have a life preserver, they surrender one weapon of their choice to the Warlords. If they have neither life preservers nor weapons, The Unfathomables drop an anchor on their ship from space. If their ship is already anchored or all anchors are in use, nothing happens.

A ship that is anchored may not sail, claim a port, fire torpedoes, initiate a raid, or be moved by an Unfathomable card. An Admiral must use one of their actions to remove the anchor.¹¹

After using a missile, place it on your Deployed weapons stack to indicate that it cannot be used again. A deployed missile counts for one point at the conclusion of the game.

As with torpedoes, you cannot fire missiles at your own ships.



Missiles can travel three spaces over land or sea. Missiles fired from Havana and Santiago (and George Town) can reach this ship.

¹⁰ You call up the local teen punks in that port and ask them to kindly assist you in blowing some stuff up. They're down with it because they are teen punks.

¹¹ You may be experiencing rulebook déjà vu right now.

8. Raid another ship

If your ship is adjacent to another ship, you may initiate a raid on that ship.¹² The raid involves a gigantic, poorly organized brawl between passengers on the two ships.¹³ The purpose of a raid is to steal stuff from your opponent. The poorly organized brawl serves as a diversion.

Raid outcomes are determined by dice rolls. Each Admiral rolls a single die. The higher number wins, and the attacking Admiral wins if the rolls are equal.¹⁴

If you initiate a raid and win the die roll, the raid is successful and you may steal one missile, torpedo, or life preserver from the Admiral you attacked. To make a getaway, you may then immediately sail up to three spaces away (or stay put) without using an additional action.

If you lose the die roll, the raid has failed and the defending ship may immediately sail up to three spaces away (or stay put) without using an action. The defending Admiral cannot steal any items from you.

+1 9. Battle for a port that a rival cruise line has already claimed (1 point)

If another cruise line's flag is planted in a port, you may attempt to take control of that port, but you'll have to fight for it.¹⁵ To do so, sail into the port and play that port's Action card, just as if you were claiming the port. Roll one die against the current port owner using the same rules outlined above for ship raids: the higher number wins and a tie goes to the attacker.

If you win, plant your cruise line's flag in the port and claim your rewards, as outlined in the *Claim a port by playing an Action card* section. The former port owner surrenders the port by removing their flag. Removed flags may be planted again in other ports. If their cruise line no longer has any flags planted in ports in that region, the losing Admiral must plant their cruise line's flag in another port in that region to be eligible to decommission ships. However, they do not lose the Commissionable ship they gained when they first planted a flag in this region.

If you lose the battle, your ship remains on the port space, but your cruise line cannot claim the port.

¹² Soooooo metal!—*The Unfathomables*. (I can't believe we put them in charge of Earth. What were we thinking?)

¹³ The raid typically devolves into people throwing shuffleboard pucks and hitting each other with instruments stolen from the ship's generic, non-threatening musical act.

¹⁴ It is thus advantageous to pick fights! Yeah!!

¹⁵ Metal metal METAL!—You know who.

10. Play an Unfathomable card

These permit you to do all manner of implausible and/or horrible things, as you would expect, given the group that created them.

11. Remove an anchor from one of your ships

Hey, sorry The Unfathomables dropped an anchor on your ship from space. Try not to be so poor next time.

When you remove an anchor from your ship, it may begin sailing, claiming ports, firing torpedoes, and raiding other ships again. The anchor is placed back on the anchor pile and can be reused.

12. Commission a new ship in your Home Port

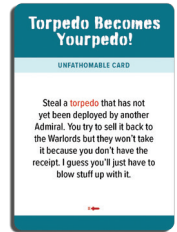
Congratulations on claiming a port in a new region. You may now place the ship depicting the new region on your Home Port space with the region side facing up. Note that this is a separate action from claiming the port—the ship is not automatically commissioned after you claim the port.

+1 13. Decommission a ship in your Home Port (1 point)

When your cruise line's flag is flying at ports in all five regions (Northern, Southern, Eastern, Western, Central), you may recall your fleet to your Home Port to be decommissioned. To be decommissioned, a ship must claim at least one port (in any region).¹⁶

A decommissioned ship is removed from the game and may not re-enter. Decommissioning a ship adds one point to your score.

A ship can return to its Home Port at any time, but it cannot be decommissioned until the cruise line has control of at least one port in each region.



An implausible thing

¹⁶ Your passengers will mutiny if you just sail around aimlessly without taking them to any tourist traps.

Card replenishment

Following your two actions, you may select up to two cards from the top of the deck. You may hold a maximum of seven cards in your hand.

If you hold:	Select:
4 or 5 cards	2 cards
6 cards	1 card
7 cards	0 cards or 1 card after discarding 1 card

After selecting your cards, the next clockwise Admiral begins their turn.

After the final card in the deck has been selected, Admirals must play at least one card during each turn.

Card shuffling (3- or 4-Admiral game)

If playing a 2-Admiral game, when the final card has been played, the game ends. In a 3- or 4-Admiral game, shuffle the discarded deck when there are no cards remaining to be selected. The game then ends when all of the cards are depleted a second time, or an Admiral decommissions all six ships. See section *End game* below.

End game

The game can end in two ways:

- You plant your cruise line's flag in all five regions, then return all ships to your Home Port and decommission them while still having at least one flag planted in each region. If you have only claimed one port in a region and that port is overtaken by a competing cruise line, you must once again take control of a port in that region before continuing to decommission ships.
- All cards have been played (twice for a 3- or 4-Admiral game). Remember: when there are no cards left to draw, Admirals must play at least one card during each turn. This prevents an Admiral from sailing one space twice each turn and driving everyone bonkers in an attempt to force a stalemate.

Points are then added up and the winner is declared. While not required, it is recommended that players keep track of their points using the scorecard. This leads to better strategies and more exciting finishes.

STRATEGY TIP:
Once the deck is gone, try to avoid using two cards in a single turn. If you have no cards to play, your turn is skipped!

STRATEGY TIP:
Decommissioning the final ship in your fleet is not advised if your deficit is greater than one point, as you will lose the game.




Scoring

For each:	Score:
Flag planted in a port	1 point
Deployed torpedo	1 point
Deployed missile	1 point
Decommissioned ship	1 point

If you end the game by decommissioning your final ship and are tied for the lead, you win the game. If the score is tied when no cards remain to be played, the Admiral with the shortest total sailing distance of their ships to their Home Port is the winner. In the extremely unlikely event that the game is still tied, roll dice to determine the winner.¹⁷

¹⁷ The *Unfathomables* believe that a “Feats of Strength” competition is preferable in this situation. You decide.

Action summary

Action	Requirements	Results
Sail one space	A ship	Congratulations. You moved your ship one space.
Sail multiple spaces	An Action card	Sail up to n spaces, where n is the Action card's engine rating.
Trade in life preservers	1 or more life preservers	Exchange 1 life preserver for a missile or 2 for a torpedo
Exchange Action card for items	An Action card	Play an Action card in exchange for the items depicted on the card
 Claim port	Play Action card of a port while one of your ships is on that port space	Plant a flag (1 point at game's end if still flying); turn ship over to "Claimed Port" side. If claiming a port in a new region, Admiral is now permitted to commission a new ship.
 Fire missile from port to ship	Play Action Card of a port that is within three spaces (land or sea) of a ship	<i>Attacker:</i> Place missile on Deployed weapons stack (1 point) <i>Defender:</i> Surrender 1 Life Preserver to Shady Off-shore Bank (or weapon to Warlords if unavailable); if no items available, attacked ship immobilized by anchor.
 Fire torpedo from ship to ship	Your ship is within three sailing spaces of your opponent's ship	<i>Attacker:</i> Place torpedo on Deployed weapons stack (1 point) <i>Defender:</i> Surrender 1 Life Preserver to Shady Off-shore Bank (or weapon to Warlords if unavailable); if no items available, attacked ship immobilized by anchor.

Action	Requirements	Results
Raid another ship	Your ship is adjacent to another ship; roll die to determine winner (highest wins; tie goes to the attacker)	<i>Attacker wins:</i> Attacker steals 1 life preserver or 1 weapon of their choice and may immediately sail up to 3 spaces. Defender stays put. <i>Attacker loses:</i> Defender may immediately sail up to 3 spaces. Attacker stays put.
+1 Battle for a claimed port	Play Action card of a port while one of your ships is on that port space; roll die to determine winner (highest wins; tie goes to the attacker)	<i>Attacker wins:</i> Attacker follows “Claim port” results. Defender removes their flag from the board. <i>Attacker loses:</i> Ownership of the port does not change and the attacker’s ship remains in the port.
Play an Unfathomable card	An Unfathomable card	All manner of unfathomabilities
Remove an anchor	An anchor is on one of your ships	Your ship may resume sailing, firing torpedoes, claiming ports, etc.
Commission a new ship	You have claimed a port in a new region (Eastern, Central, etc.)	Place ship region side up on your Home Port. It is now part of your fleet.
+1 Decommission a ship	You have flags flying in all five regions. Ship has claimed at least one port and returned to Home Port.	Place ship on Decommissioned ships stack (1 point)

Acknowledgements

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You know who you are.

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Sincerely,
Rob Liebscher and Lisa Flosznik
Creators of Bruise Cruise

Get messages from the year 2042

How? By subscribing to our mailing list. You'll be the first to hear about expansion sets, sequels (what!?!), occasional updates from The Admiral and angry screeds from The Unfathomables, and everything that's going on in the Bruise Cruiseiverse.

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