



NAUTILÙS

The board game
for real sailors

Game instructions



#1 | Historical background

Nautilùs illustrates an old sailor game from the 18th century, which was popular to play amongst sailors during the crossings of the Pacific. The game combines old myths and yarns of the sea. Ahoy!

#2 | Game materials

- 1 Nautilùs board
- 16 marbles (in four colors each) representing your sailors
- 1 Moby Dick marble (white)
- 1 Moby Dick dice
- 104 playing cards
- 4 info cards

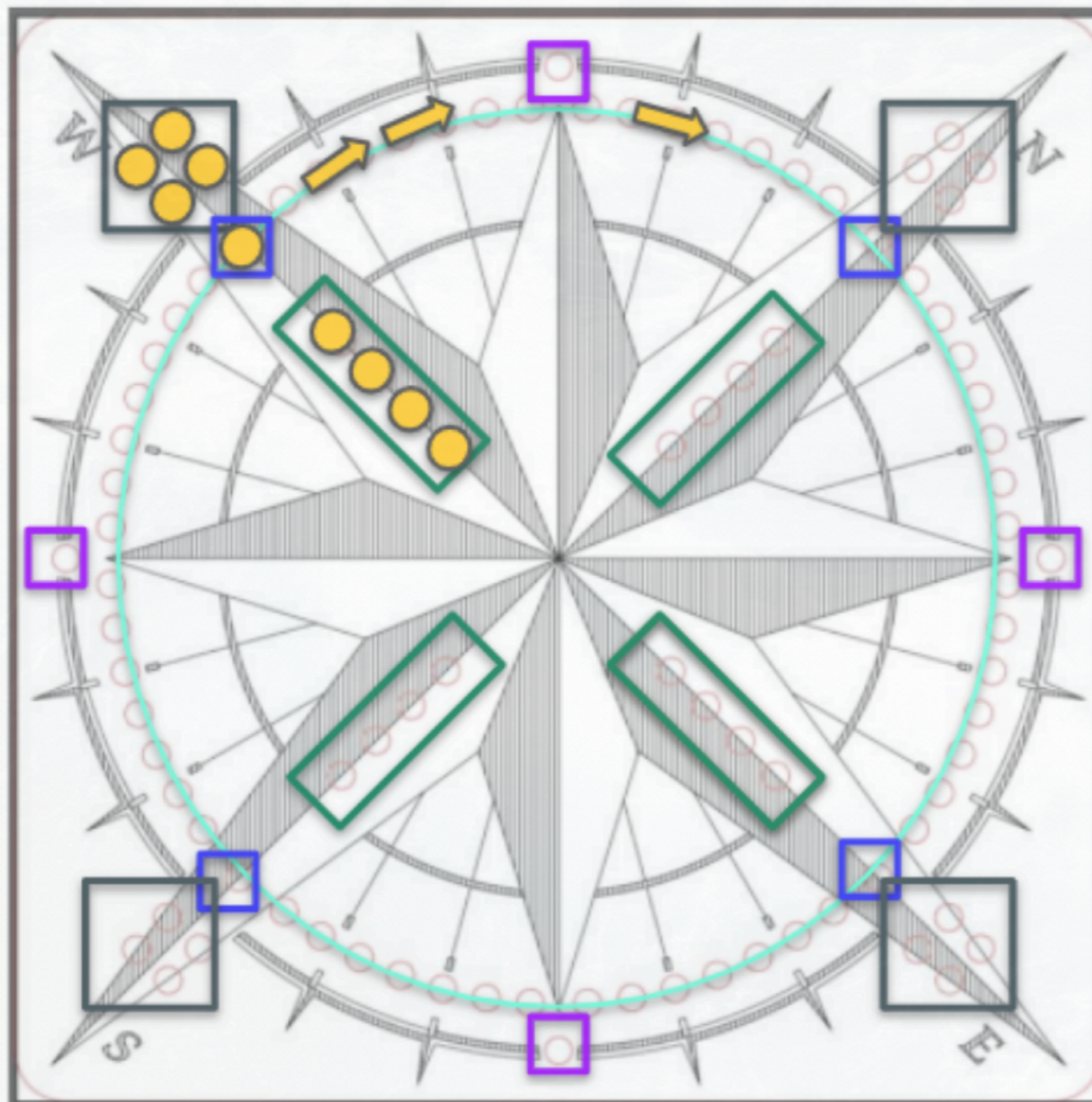
#3 | Game preparation

Nautilùs in its classic version is played with four players, divided into two teams. The two team members sit diagonally opposite each other (one team occupies North and South, the other team the West and East). Each player chooses a color and plays with the corresponding four marbles, which are placed in the whirlpool (see #5). The player who has been at the sea for the last time starts dealing as the dealer.

#4 | Game variants

In addition to the 4-player version, there is also a 2-player version and a fast version to play Nautilùs. You can find the rules for those variants under #11 and #12. If you are playing Nautilùs for the first time, we recommend the (fast) 4-player version.


#5| Spielziel



 = Whirlpool (sailors are being placed here at the beginning of the game)

 = Starting position

 = Cave

 = Safe harbour

#6 | Game objective

The goal of Nautilùs is to bring all eight (two times four) sailors from the whirlpools to the safe harbors as a team. At the same time you try to beat the sailors of the other team and prevent them from reaching their safe harbors - and also Moby Dick will interfere with you on the way. You move your sailors with the playing cards (see #8). Numerous special cards allow the players a variety of further actions. The team that is the first to place its eight sailors in their safe harbor wins the game.

#7 | Gameplay

1. **Dealing:** Before the game begins, the 104 playing cards (not including info cards) need to be shuffled. Each player receives five cards, which are being used to play one round of the game.
2. **Exchange 1 card with your team partner:** After the cards have been distributed to the players - and before the start of the round - each player needs to say out loud if he or she has a card in his or her hand to bring one of his or her sailors to the starting field (i.e a "1" or a "12", read more about it in section #8) or not. (Each player says either "I can bring a sailor to the starting position." or "I cannot bring any of my sailors to the starting position."). After this has happened the team partners exchange a hand card face down with each other. Important: You are not allowed to agree on which card you will exchange or which card you would like to receive.
3. **The game round:** Nautilùs is played clockwise. The player sitting to the left of the dealer starts the game. Each player can play only one card at a time in his or her turn (unless a specific card requires otherwise). One round ends when all players have played their five cards.
4. **Moby Dick:** As soon as any player plays a Nautilùs card for the first time during the game, Moby Dick is placed one step behind the starting position of that player. From that moment on, Moby Dick is part of the game and at the end of each round, a die (1-6) is rolled (you decide who rolls) and Moby Dick then moves the corresponding steps clockwise. Any sailors that are in the way of Moby Dick's movement are placed back in the whirlpool.

Remaining gameplay: In each of the following rounds, the dealer changes to the next player clockwise and five cards from the deck (now with 20 fewer cards) are distributed to the four players again. This process is repeated until the deck is empty. Important: In the fifth round, six cards are dealt to each player instead of five (the first dealer, therefore, deals two rounds until all cards have been used). After that, the 104 cards are shuffled again and the rounds start over from the beginning. Continue now with „#9 - Important rules" and you are ready for your first Nautilùs game!

#8 | Playing cards

Name	# in deck	Explanation
1	11x	Place one of your sailors on the starting field or move 1 field forward.
2	7x	Move one of your sailors 2 steps forward.
3	7x	Move one of your sailors 3 steps forward.
4	7x	Move one of your sailors 4 fields backwards.
5	7x	Distribute 5 steps between your sailors and / or the sailors of your team partner.
6	7x	Move one of your sailors 6 fields forward.
7	8x	Move 7 steps forward. All sailors on the way (including your own) are sent back into the whirlpool.
8	7x	Move 8 steps forward or force the next player to skip their turn (he or she must then discard a card from the hand).
9	7x	Move one of your sailors 9 steps forward.
10	7x	Move one of your sailors 10 steps forward.
12	11x	Place one of your sailors on the starting position or move 12 steps forward.

Name	# in deck	Explanation
Nautilus	4x	The last turn of the previous player is undone and the same card needs to be used by the player who played Nautilus (if possible). When the Nautilus card is played for the first time, Moby Dick comes into the game and is placed one field behind the starting field of the player who played the first Nautilus card.
Compass goes crazy	7x	Swap the places of any two sailors (including your opponents' or Moby Dick) on the board.
Look through the TELESCOPE	1x	All players but you have to play with open cards until the end of the round.
STORM approaches	1x	Each player passes their cards to the player to the right of them. The player who played STURM now plays another card.
Rogue COMMAND-DEERING	1x	Look at the cards of the player to your left and play the turn for him or her.
Time for SEE TRADE	1x	Exchange a card with your teammate (card must be traded face down)
MOBY DICK appears	3x	Clockwise, Moby Dick moves forward to the next sailor, takes his place and sends him back into the whirlpool.

#9 | Important rules

1. A sailor cannot be skipped by another sailor (except with a "7") - not even those of the team partner or your own. However, Moby Dick can be skipped by sailors.
2. If you land on a field with another sailor, you hit this sailor and send it back into the whirlpool (also your own ones or those of your team partner).
3. Cards **must** be played if this is possible (even if you hit your own seafarers in this case). Also special cards must be played if possible.
4. If it is not possible to play a card, you pick a card and discard it from your hand.
5. If you land on the field with Moby Dick, you "ride" on it to the next sailor clockwise and hit him. This sailor is sent to the whirlpool and Moby Dick is placed on that same field where that sailor was placed. Then your sailor, which rode on Moby Dick, is placed one field behind Moby Dick.
6. A cave can be used to protect a sailor from Moby Dick (Moby Dick is never allowed to enter the cave, he only moves on the circle). It also allows you to let other sailors pass by. However, sailors can be beaten in the cave if another player moves into the same cave. The cave cannot be used as an intermediate step, it is only allowed to reach it with your last step of your movement. Sailors in a cave can still be exchanged with a compass.
7. In the safe harbor, sailors cannot be skipped either. It is therefore a good idea to "clean up" the harbor with a 5, for example. As soon as a sailor reaches the final position (the last free space) in the safe harbor, the sailor may no longer be moved from there.
8. As soon as you have all your four seafarers in the harbor, you continue playing with your team partner's sailors.
9. If you don't have a suitable card to move your seafarer to the safe harbor, you may have to move it beyond the starting field and the sea journey starts again from the beginning.
10. The last sailor of a team (the 8th sailor) must be moved exactly to the last free position in the safe harbor (you must reach that position with the last step of your movement. E.g. a 5 might not work in this case if you would have steps left).

#10 | FAQs

1. **What happens if after a Nautilùs card a second or even third Nautilùs card is played?**

This is best explained by an example: Player A plays a 12 and places a sailor on the starting field, player B plays the Nautilùs card, reverses player A's action and places his or her own sailor on his starting square. Now player C plays another Nautilùs card and reverses player B's action, thus putting back player B's sailor's and restoring player A's action. Player A's action is restored, i.e. the navigator is placed back on the starting field. Now player C must use the function of the 12 for him - or herself and moves a sailor 12 steps or places a sailor on the starting field.

2. **Can I move backwards into the safe harbor with a 4?**

Yes, a 4 can be used to move your sailor backwards into the safe harbor as soon as you have passed the starting position (a sailor cannot be moved directly from the starting position into the safe harbor unless it has already been moved from there before). However, you cannot move backwards out of the safe harbor with a 4.

3. **Can you be beaten in the cave?**

Yes, but only if another sailor lands exactly on the cave as describe in #9. You can not use the cave as an intermediate step to beat a sailor.

4. **Can Moby Dick move into the cave?**

No, Moby Dick always stays on course and cannot be switched into the cave by a compass.

5. **Where does Moby Dick appear for the first time?**

Moby Dick appears one step behind the starting position of the player who played the first Nautilùs card. If Moby Dick is not yet on the board, a Moby Dick card, or the die, has no effect.

6. **What happens if you are riding Moby Dick, but there are no other sailors on the board?**

In this case, you ride Moby Dick once in a circle (60 steps) and then place your sailor one step behind Moby Dick.

7. **What happens if a Nautilùs card is played after a Moby Dick card?**

The Moby Dick action of the previous player is canceled, but the Moby Dick card must be used by the player who played the Nautilùs card. Therefore, the initial situation does not change.

8. **What happens if Moby Dick is on the starting position of a player and this player play a 1 or 12 to place a sailor on the starting position?**

As usual, you ride with Moby Dick and beat the next sailor.

9. **Can sailors be removed from the safe harbor?**

No, once in the harbor, a sailor cannot be removed or exchanged. However, the turn in which you brought a navigator into the safe harbor can be reversed by a Nautilùs card (unless it was the eighth sailor if the team, then the game ends immediately).

#11 | 2-Player Mode

Nautilùs can also be played with only two players. In this variant, both players start with 8 sailors each in two opposite whirlpools (one player chooses north and south, the other player west and east). Each player chooses two colors and receives the corresponding eight marbles and places them in the whirlpools. The player who has been at the sea for the last time begins dealing as the dealer.

Changes to the 4-Player Mode:

1. **Dealing:** Before the game begins, the 104 playing cards (not including info cards) are shuffled well. Each player receives eight cards, which are then used to play a round. If a player does not have 1 or 12 in his or her hand, he or she may shuffle his or her cards back into the deck and draw eight new cards.
2. **Game round:** The player sitting to the left of the dealer begins. Each player can only play one card at a time card at a time. The round ends when all players have played their eight cards.
3. **IMPORTANT:** You can divide your cards among your eight sailors as you wish. It is not necessary to alternate colors.

Rest of the game: In the following rounds, the dealer changes between the two players and eight new cards are drawn from the deck (now with 16 fewer cards) and the next round begins. This process is repeated until there are no cards left in the deck. In the seventh round, the remaining eight cards are distributed to the players (each player receives 4 cards). Then the remaining 96 cards are shuffled and another eight cards for the round are taken from the shuffled pile of cards. The rounds continue with the reshuffled deck.

Änderung - Aktionskarten:

Name	Anzahl	Erklärung
Time for SEA TRADE	1x	Swap a card with your opponent. The player who plays SEEHANDEL asks for the desired card and the opponent answers if he or she has this card in his or her hand ("Do you have a 7?", "No". "Okay, then do you have a Nautilùs card?" and so on, until a card is chosen that the opponent can give him).

#12 | Quick game

For a quick round of Nautilus, all four players start with only three sailors each. The goal is still to bring all seafarers in the team to the safe harbor. IMPORTANT: the game is not won until ALL the sailors of a team are in the final position at the safe harbor. In addition, you may not move your teammate's seafarers until your seafarers are in their final position (i.e. they must be "cleared"). Otherwise, the same rules apply as in the 4-player variant.



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www.nautilusgames.de