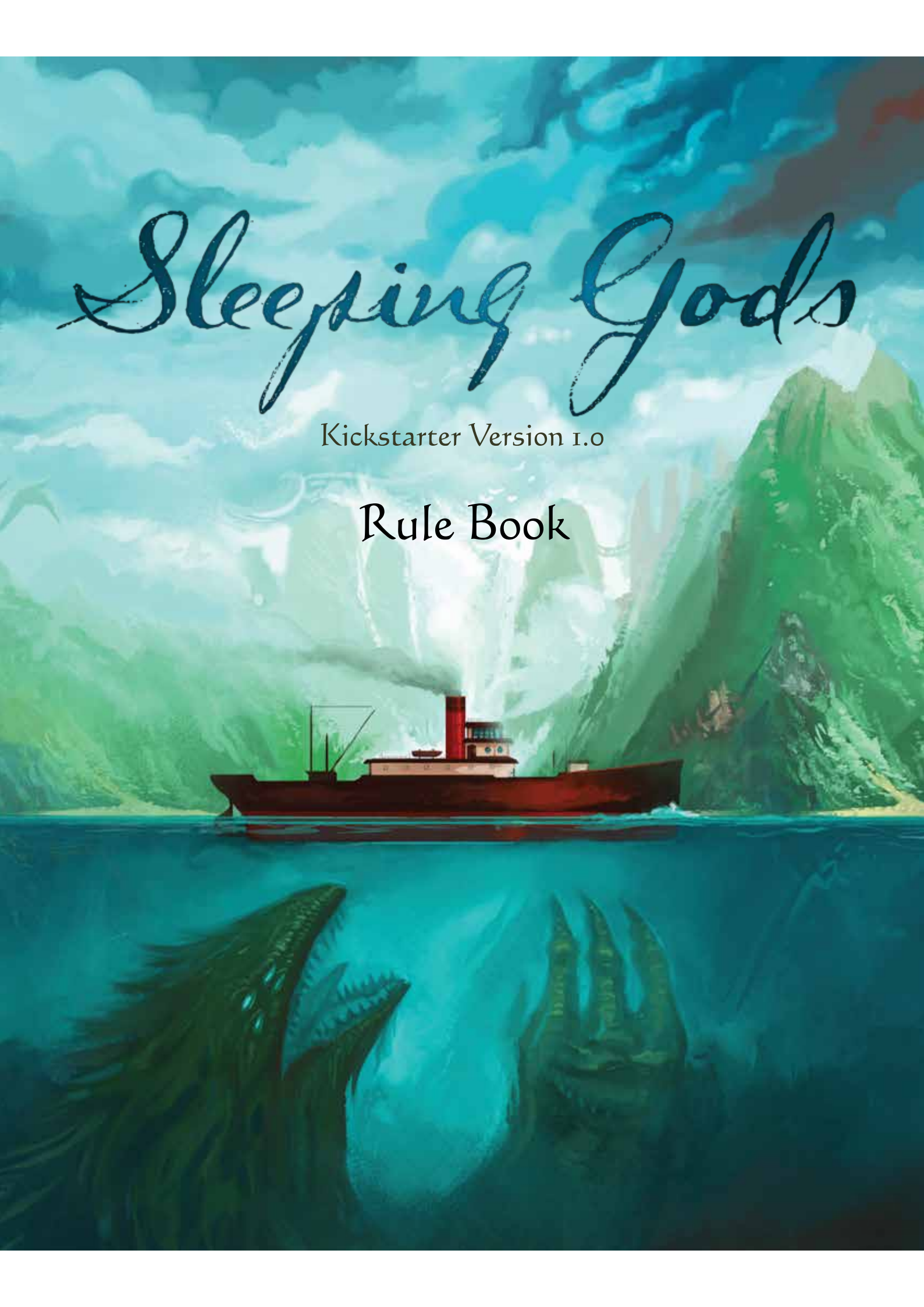# Sleeping Gods

Kickstarter Version 1.0

Rule Book

Overview

"This is the Wandering Sea. The gods have brought you here, and you must wake them if you wish to return home."

In Sleeping Gods, you and up to three friends become Captain Sofi Odessa and her crew, lost in a strange world in 1929 on your steamship, the *Manticore*. You must work together to survive, exploring exotic islands, meeting new characters, and seeking out the totems of the gods so that you can return home.

Sleeping Gods is a campaign game. Each session can last as long as you want. When you are ready to take a break, you mark your progress on a journey log sheet, making it easy to return to the same place in the game the next time you play. You can play solo or with friends throughout your campaign. It's easy to swap players in and out at will. Your goal is to find at least eight totems hidden throughout the world. Like reading a book, you'll complete this journey one or two hours at a time, discovering new lands, stories, and challenges along the way.

Sleeping Gods is an atlas game. Each page of the atlas represents only a small portion of the world you can explore. When you reach the edge of a page and you want to continue in the same direction, you simply turn to a new page and sail onward.

Sleeping Gods is a storybook game. Each new location holds wild adventure, hidden treasures, and vivid characters. Your choices affect the characters and the plot of the game and may help or hinder your chances of getting home!

Welcome to a vast world. Your journey starts now.

Goal

Your goal is to survive the dangers of the Wandering Sea and find eight totems before time runs out and a giant monster, the Hectakron, destroys your ship. The gods of the Wandering Sea have summoned you to find their totems so they can awaken from their centuries-long slumber. The Hectakron, however, does not wish the gods to awaken, and is slowly following you, gathering strength to destroy your ship.

Sleeping Gods is designed to be challenging. It is likely that your first campaign will end in death or failure, but you'll be armed with new knowledge and greater experience that will help you when you start your next campaign.

Component List

Adventure Cards
(Ordered numerically, do not shuffle.)

Market Cards

Quest Cards
(Ordered numerically, do not shuffle.)

Event Cards
(Mild, Perilous, Deadly)

Ability Cards

Enemy Cards
(Ordered numerically, do not shuffle.)

9 Crew Boards

Status Tokens

9 Search Tokens

14 Command Tokens

Damage Tokens

18 Fatigue Tokens
(Tired and Exhausted)

18 Level Cards

Combo Point Card

Journey Log Sheets

Ship Board

Resource Tokens
(Meat, Vegetables, Grain, Materials, Artifacts, Coins)

Enemy Damage Tokens
(Wooden)

Not Pictured:
Atlas
Armor Tokens
Ship Figure
Captain Token
4 Player Cards (Player 1, Player 2, Player 3, and Player 4)
Achievement Sheet
Used Quest Box
Campaign Box
Crew Envelopes
Combo Point Marker

Note: All components are limited, which means that if you run out, you cannot gain or use more, with this exception: damage tokens. If you run out of damage tokens, use something else to keep track.

Setup

Follow these instructions if you are starting a new campaign. If you are setting up the game to continue a campaign,

1. Place the atlas in the center of the table and turn to page 2. Place the ship token on the number 2 location.

2. Place the ship board near the atlas. Place the ship damage marker on space 11. Place the morale token on the morale track on space 5. Place 3 coins and 1 grain on the ship board (you start the game with these resources).

3. Place the Captain Sofi Odessa crew board near the ship board, in the center of the table. Distribute the remaining crew boards among the players as evenly as possible. Each player places their crew boards in front of them.

4. Shuffle the ability deck and place it near the atlas. Decide who will be the first player. Draw 3 cards and give them to the first player. Also give the first player the captain token.

5. Shuffle the market deck and place it nearby.

6. Separate the event cards by type (mild, perilous, deadly). Shuffle each pile separately. Draw 6 deadly cards and place them in a new deck. Draw 6 perilous cards and place them on top of the deadly. Draw 6 mild and place them on top of the perilous. You should now have a deck of 18 event cards. Place these on their slot on the ship board. Place the unused cards in the box.

7. Place the starting adventure cards near the ship board. These cards are: Gloria, Soup, Gear, and Flapjacks. Place the deck of undiscovered adventure cards nearby, face down (IMPORTANT: do not change the order of cards in this deck, and do not look through this deck unless instructed).

7

6

Search Market Port 1 Command

8. Place the deck of enemy cards near the board, face down (IMPORTANT: do not change the order of cards in this deck and do not look through this deck unless instructed).

9. Place the deck of quest cards near the board, face down (IMPORTANT: do not change the order of cards in this deck and do not look through this deck unless instructed).

10. Place the combo point card near the board, with the marker on 0. Place all remaining tokens near the board. Place the storybook near the board.

11. Mix up the search tokens, and place them in a stack, face down, near the ship board.

12. Assign player cards depending on turn order (player 1, player 2, player 3, etc).

13. Place the level cards near the ship board (you can look through these at any time).

Game Terms & Concepts

Active Player
When it is your turn, you are the active player.

Command
Command represents your crew's readiness and ability to work together. You must pay command to activate crew abilities, adventure cards, and to equip ability cards to crew members.

Damage
Damage is physical and mental injury to a crew member, represented by damage tokens. When a crew member takes damage, place the indicated amount of damage tokens on the crew board. A crew member cannot hold more damage than their health. The top symbol represents the amount of damage dealt to a crew member or enemy card in an attack. The blood drop is a token that represents the amount of damage a crew member or enemy card has sustained. When you are instructed to "Restore Health" to a crew member, remove the specified number of damage tokens.

When a crew member reaches 0 health, they do not die, but they may not participate in combat or challenges and you cannot use their abilities until they regain at least 1 health. If all crew members reach 0 health, you fail the campaign.

Draw Fate
Draw a card from the ability card deck and check the number in the top left corner. Immediately discard this card. You draw fate for skill challenges, attacks, and more. *Author's Note: In this deck, 1s and 6s are half as common as the other numbers.*

Fate number.

Fatigue
When crew members participate in challenges, they gain fatigue, represented by a fatigue token. Each crew member can hold two fatigue tokens.

If a crew member "gains 1 fatigue", place a "tired" fatigue token on the crew board. The next time this crew member participates in a skill challenge, their skills will be at -1.

If a crew member "gains 1 fatigue" but already has a "tired" fatigue token, place an "exhausted" fatigue token on the crew board. They now deal -1 damage in combat.

A crew member with 2 fatigue tokens cannot participate in challenges. A crew member may not have more than 2 fatigue.

You can remove fatigue by cooking recipes or performing a port action. When you remove fatigue from a crew member, you first remove "exhausted" before "tired."

Hand Limit
Each player has a hand limit of 3 ability cards. Whenever you draw new ability cards, after you have drawn, if you have more than 3 cards in hand, you must immediately discard until you have only 3 (you may choose which cards to discard).

Health
Health is the amount of damage a crew member can take and still function normally. If a crew member has damage equal to their health, they can no longer attack, participate in challenges, or activate any of their crew board abilities.

Journey Log
When you start a new campaign, write your name and date on a new journey log sheet. You use this sheet to track certain information when you save your game during the campaign (and also as a memento of your journey). You can also keep notes on the world map to help you remember important information.

Region

A sea region on the atlas. Regions are separated by dotted lines, land, and the edge of the page. The ship can only reside on sea regions (not on land). The ship cannot move through land.

Repair

Repair refers to removing ship damage. If you "repair 2," you move the marker up on the ship's health track by 2, for example. Ship health can never be higher than 11.

Skills

There are 5 types of crew skills in the game. Most crew members have 4 of the 5 types, in various amounts.

Strength: Anything requiring physical effort or endurance.

Perception: Used to search, notice, see, use hand-eye coordination, detect, or use senses. Also used to hide and sneak.

Savvy: Used when anything requires knowledge, either from study or experience.

Craft: Used when something must be built, repaired, taken apart, maintained, or refined.

Cunning: Used when you must convince, lead, speak, deceive, devise, or plot.

Skill Challenge

A challenge you must overcome, usually when reading from the storybook, but also when you draw event cards. See page x.

Ship Damage

When you take ship damage, move the marker down on the ship's health track equal to the damage. If you reach 0, the ship sinks and you fail the campaign. See page x.

Status

There are four types of status tokens in the game. When a crew member gains a status, place the appropriate token on the crew board.

Venom: The crew member takes 1 damage at the start of each player's turn.

Frightened: The crew member cannot be used for attack actions.

Weakened: The crew member's skills are at -2 each.

Madness: Lose 1 morale when you use this character in a skill challenge or an attack action.

Supply

When the game refers to "the supply", it means the components that you currently do not own. So, for example, if you are instructed to "return a meat token to the supply," you take the token from your ship board and return it to the pile of components off to the side of the board. When you are told to "pay" something, it means to return it to the supply.

World Map and *The Tides of Ruin* Expansion

In *Sleeping Gods,* the atlas includes 9 maps to explore, but if you examine the map on your journey log, you can see that this is only part of the game world. Some areas of the world are unavailable unless you have the *Tides of Ruin* expansion.

Ship Board

Morale Track

This represents your crew's morale. Move up or down on the track when you "gain" or "lose" morale. While on 3 morale, all fate draws are at -1 (except in combat). While on 1 or 2 morale, all fate draws are at -2 (except in combat). If you reach 0, draw fate. If 1-3, you fail and the campaign ends in a mutiny. If 4-6, move the marker to 1 morale and continue the game.

Ship Health Track

This represents your ship's health. When you take ship damage, move this down. If you reach 0, the ship sinks and the campaign ends in failure.

Place the event deck here.

Reminder of the 4 steps you take on your turn.

- Draw 1
- ⬡⬡
- Event
- 2 Actions

Draw fate, if 1-3, mutiny. −1 to fate. −1 to fate. −1 to fate.

1 2 3 4 5 6 7 8 9

1 5 10 11

Manticore

Travel   Explore   Prepare   Search   Market   Port   1 Command

Reminder of the 7 possible actions you can take on your turn.

Crew Board

Skills

Crew Member Abilities

Name and Origin

Health

Weapon Stats

Laurence Lapointe
Quebec City

Gain 1 meat.

+1 💀

5

+2

Club

Ability Card

This card is worth 5 when you "draw fate."

This card costs 2 command to equip to a crew member.

When equipped, this card gives the crew member +1 savvy.

Triage

Each time a fatigue is removed from this crew member, restore 1 health to another crew member.

When this card is equipped, it gives the crew member this ability (and it costs no command to use once equipped).

Playing the Game

Turn

Starting with the first player, players take turns in clockwise order. Follow these steps on your turn:

1. Draw 1 ability card. If you have more than 3 cards in your hand after you draw, you must immediately discard down to 3.

2. Gain 3 command tokens. You may never give command tokens to other players. If the supply of command tokens runs out, you cannot gain any.

3. Draw an event card and read the effect. Sometimes cards present a choice, and some cards have you complete a challenge (challenges are explained on page x). Event cards are described in further detail on page x.

4. Perform two actions. You may perform the same action twice in one turn. The available actions are explained in detail below.

5. After you have performed your two actions, pass the captain token to the player on the left. That player now starts their turn.

Action: Travel

Move the ship to an adjacent region. Regions are separated by dotted lines, land, and the edge of the page.

Hazards: If you move into a region with a hazard, the hazard's effects activate. You can sometimes avoid the effects of a hazard by discarding a specific ability card from your hand.

Edge of the Map: If you reach the edge of the map and want to keep going in the same direction, you may do so as long as there is an icon indicating which page to turn to (although some pages are unavailable unless you have the *Tides of Ruin* expansion). Follow these steps.

- First, remove the ship token from the map.
- Turn to the page in the atlas as specified on the edge you are crossing and place your ship token on that page.
- You always enter the map on the opposite side of where you left. For example, if you cross the northern edge of the atlas, you enter on the southern edge on the new page, etc. If there are multiple regions on the new edge, you choose which to start on. See the diagrams on the next page.

Author's Note on Travel: The Manticore *has enough coal in its stores to last you the entire trip, so you do not need to worry about fuel.*

Travel Example 1

Zoey moves the ship to a region with the "Ghostly Fog" hazard. She must either lose 1 morale or discard an ability card from her hand with a cunning symbol. She does not have any ability cards in her hand, so she chooses to lose 1 morale.

Travel Example 2

Zoey moves the ship to a region with the "Rocky Shores" hazard. She can choose to either discard an ability card from her hand with the savvy symbol OR she can choose to take a risk and draw fate to see if she takes damage. She decides to draw fate, and the revealed card is a 3. If it had been a 4-6, she would have taken no damage, but because it is below 4, she must take 2 ship damage.

Travel Example 3

Zoey wants to travel to a new map. She decides to move across the western edge of the current map. This leads to page 13 (as indicated by the blue arrow), so she turns to page 13. She must enter on the opposite side of this new map, so she starts on a region bordering the eastern edge. She can choose to start on either region, and she chooses the northern region.

Action: Explore

Explore one of the locations with a red circle outline on the region where the ship is located. You might be required to make choices, complete challenges, and/or participate in combat.

First, open the storybook to the paragraph number listed on the location on the map.

Read the first box of text in the story (read aloud unless you are playing solo). After each box of text, one of the following will occur:

- You must make a choice, listed as *A, B, etc.* Sometimes the choice you make requires you to overcome a challenge or combat (detailed on pages x and x, respectively). After completing the challenge/combat (if any) turn to the listed story number.
- You gain rewards or suffer negative effects. *These are listed in italics.* Rewards and other effects are listed on page x.
- In addition to gaining rewards or applying other effects, the story ends, and you close the storybook, indicated by the phrase, "*Return to the ship.*" When this happens, the active player continues their turn as normal (or ends it, if they have taken two actions).

Story Example

You wake in the cold dirt. Dew drips from your clothes and your hands ache, bound with crude rope.

You take in your surroundings: a wooden hut with an open doorway. Most of the crew lies next to you.

A. Cut the rope bindings on some nearby rocks.
CUNNING 8, fail: health
(Turn to A1)

B. Wriggle free of the rope bindings.
STRENGTH 8, fail: health
(Turn to A1)

Action: Prepare

Remove any command tokens on all crew members and adventure cards you own (adventure card ownership is shared by all players) and return them to the supply.

Action: Search

The ship must be in the same region as a search location (the numbers 1/2 mean nothing for now and are used in a future expansion). Draw a search token and apply the effects immediately. This is the best way to gather resource tokens, although some of the search tokens have negative effects. After applying the effects, discard the search token.

Gain 1 vegetables and 1 meat.

Gain 1 coin OR 2 materials.

Gain 1 meat and take 1 ship damage.

Action: Gain Command
Gain 1 command token.

Action: Visit a Market Location
The ship must be in the same region as a market location. Draw 7 cards from the market deck (market cards are adventure cards that you can purchase). You may purchase any of them (the cost is listed near the name). Place any that you purchase near the ship board, next to your other adventure cards, face up. Place any cards that you do not purchase from the market at the bottom of the market deck.

Market Location

Action: Visit a Port
The ship must be in the same region as a port. First, pay 5 coins to the supply. You may then perform any or all of the following:

Inn: Restore 1 health and remove 1 fatigue from each crew member.

Shipyard: Repair 1 ship damage. At this time you may also pay any number of materials resource tokens to the supply to repair 1 ship damage per materials token you pay.

Spend XP: You may spend XP to purchase level cards for any crew members. See page 27.

Port

XP Cost

Spending Command

Command represents the crew's mental and physical readiness, and their ability to work together.

You may spend command to activate crew abilities or adventure cards at any time, even on other players' turns (with some exceptions, as explained below). You may spend command to do the following:

Train (Equip an Ability Card)

Play an ability card from your hand to one of your crew members. This is known as "equipping an ability." You may *only* do this on your turn. This represents time that the crew member spends training and readying for adventure. Tuck the ability card beneath the bottom edge of the crew board so that the skill icon and any ability is showing. You must pay the listed command cost on the card to the supply.

- You can play the card to any crew member you control, including the captain (all players take turns controlling the captain on their turn).
- Each crew member can have a total of two tucked ability cards at once (not including any level cards or weapons the crew member has). The player that controls the crew member can discard tucked ability cards at any time.
- Each tucked card increases the crew member's skill number by one (in the type on the card).
- Some tucked cards also give the crew member (or player that controls that crew member) an ability. **Most of these abilities do not require you to spend command to use them once they are equipped.** For specific ability descriptions, see page x.

Activate Crew Ability

You may activate a crew ability listed on one of the crew members you control. To activate one of the abilities, place the specified amount of command on the crew board. If there are already command tokens on a crew board, then you cannot activate any of the listed crew abilities on that board until the command tokens have been removed through a "prepare" action.

Activate Adventure Cards

You may activate any of the adventure cards you own (all players share ownership of adventure cards). To activate one of the cards, place the specified amount of command on the card. If there are already command tokens on the card, then you cannot activate it until the command tokens have been removed through a "prepare" action.

- You cannot cook recipes or do things like search or travel in the middle of combat.
- You cannot activate adventure cards that allow you to perform actions like search or travel in the middle of an explore action (although you can cook recipes in the middle of an explore action).

Challenges

A challenge is a test of skill that you must overcome. Each challenge is associated with one of the five crew skills: strength, cunning, savvy, perception, and craft.

A basic challenge looks like this:

STRENGTH 9, fail: health

In this example, you must use the strength skill, and the number you need to reach is 9 or higher. This is followed by a list of consequences you must take if you fail to reach 9 or higher (in this case, *health* loss*).

To overcome a challenge, follow these steps:

1. Decide which of your crew members participate (from crew members that you control and Captain Sofi Odessa). You must give 1 fatigue to each crew member that participates.

If a crew member "gains 1 fatigue," place a "tired" fatigue token on the crew board. The next time this crew member participates in a skill challenge, their skills will be at -1.

If a crew member "gains 1 fatigue" but already has a "tired" fatigue token, place an "exhausted" fatigue token on the crew board. They now deal -1 damage in combat.

A crew member with 2 fatigue tokens cannot participate in challenges and cannot gain more fatigue.

If another player wants to use the crew members they control to participate in the challenge, they must pay 1 command. This cost is the same no matter how many crew members they use.

Example: Tom is the active player and chooses Captain Sofi Odessa to participate. Zoey decides to participate with two of her crew members, and she pays 1 command to do so.

2. Calculate the sum of the appropriate skill from all participating crew members. (Note: crew members that start the challenge "tired" and gain "exhausted" have -1 to their skills).

3. Draw a card from the ability card deck and add the fate number (the number in the top left corner) to the current sum. This is called "drawing fate." Discard the ability card.

4. If the sum of crew members and fate draw is equal to or higher than the required skill number, you succeed. Otherwise, you fail and must take consequences.

Success

If you succeed, ignore any listed failure consequences. Read the next line and follow the instructions.

Failure

If you fail, apply the consequences listed after the word "fail." These are some of the possible consequences:

- Health: You must take crew damage equal to the difference between the required skill number and your final skill number. Damage must be applied to any crew members that participated first. The active player decides where to place damage. *Example: Cid, Jamey, and Zoey achieve a skill number of 6, but the required number was 9. They take 3 damage. They each participated with one of their crew members and decide to split the damage between them. Each crew member ends up taking 1 damage each.*
- Ship Damage: You must take ship damage equal to the difference between the required skill number and your final skill number.
- Turn to X: You must turn to the specified story number, instead of the number listed on the next line (if any).
- Gain Venom/Weakened/Frightened/ Madness: Place the appropriate token on one of your crew members.
- -x Health: Lose the specified number of health. Damage must be applied to any crew members that participated first.

Sometimes there will be a "Failure Description" listed. Read this if you fail.

After applying the consequences for failing, if you were not instructed to turn to a different story number, apply any effects on the next line and continue reading as if you had succeeded.

Designer's Note: Failure doesn't always mean that you aren't able to complete your task. Occasionally it does, but often it just means that you suffer injury or negative consequences in your effort to complete the task.

Failure Example

In the choice below, Tom achieves a skill number of 9, so he must apply the listed failure effects. He takes 3 damage (12-9=3). He also must place a venom token on one of his crew members. He reads the failure description and then turns to 546, continuing as normal.

A. Search for their trail and follow it into the desert.
PERCEPTION 12, fail: health & gain venom
(Turn to 546)
Failure description: The crew runs into and steps on a pack of sand-colored cobras.

Challenge Example

Cid must complete this challenge:

A. Climb the vine-covered cliff.
STRENGTH 9, fail: health
(Turn to 169)

First he chooses to have Laurence and Captain Odessa participate. He places a "tired" fatigue token on both crew boards. Laurence gives 2 strength and Captain Odessa gives 2 strength. Cid then draws fate and the result is 3.

The total now is 2+2+3=7. The number he needs to reach is 9. He could now activate one of his adventure cards that lets him redraw fate, but he wants to save it for later, so he decides to keep the 7. The failure consequence is "health," so he must take health damage equal to the difference. 9-7=2, so he places 2 damage on Laurence. He then continues reading, turning to paragraph 169.

Combat

When a story section ends with the word COMBAT, followed by a list of numbers, you must start a combat and defeat enemies before you continue your story. Follow these steps:

1. Retrieve the listed enemy cards from the enemy deck. The deck should be in order, face down. Look through the cards until you find the listed numbers (do not look at the fronts of these cards, only at the backs). Shuffle these cards and place them in a row, face up, in the center of the table, without any space between the cards. (You can place these on the atlas if there isn't room elsewhere on the table.)

2. Retrieve the 4 combat action tokens and distribute them among players.
- Four players: each player gets 1 token.
- Three players: the active player gets 2 tokens, the other players get 1.
- Two players: each player gets 2 tokens.
- One player: the player gets all 4 tokens.

3. Start the first combat round and continue with combat rounds until either all enemy cards are defeated or all crew members have no health. A combat round consists of the following:
- First, players use their combat action tokens in any order. To use a combat action, place it on one of your crew members and perform an attack with one of their weapons. Each crew member has a basic starting weapon and can also equip any number of weapon cards. Attacking is explained in further detail below.
- After all players have used their combat action tokens, any remaining enemies attack the crew and activate their end-round abilities. The active player decides which crew members are attacked by each enemy card. Damage from one enemy card must all go to one crew member. If a crew member runs out of health while taking damage, any remaining damage must be dealt to another crew member, and so on. *Note: Do not apply weapon defense at this point, only defense that applies "during the enemy attack phase."*
- If any enemies remain, players reclaim their combat action tokens and start a new round of combat.

4. When all enemies are defeated, you win the combat. Return the enemy cards to the stack of face down enemy cards (in the correct order) and continue reading in the story book.

Players can give each other unused combat action tokens, but each time a combat action token is given, one of the players must pay 1 command.

Enemy Cards

Enemy Name, Level, and Number

Enemy Basic Attack Damage

Enemy Health & Combo Point (the combo point is the red diamond).

Enemy Defense Number

This is an enemy end-round ability.

Extra enemy attack damage.

Skeletal Warrior		I +💀 5
Level 1		
18		

Flying Eye		2 +💀 5
Level 3		
15		
	Madder	

Attacking

To attack with a crew member, follow these steps:

- First, place a combat action token on a crew member and choose one of their weapons to use.
- Choose an enemy card to be the target of the attack.
- Draw fate and add that number to the weapon's accuracy number. Compare the total to the enemy's defense number. If equal to or greater than the defense, the attack hits. Otherwise, it misses.
- If it hits, place a number of damage tokens on the enemy card equal to the weapon's damage. When placing damage on an enemy card, you must place all damage from the same attack adjacently (think of it as one slash). You cannot place damage diagonally, and each square can only hold one damage token. The damage does not need to be placed in a straight line (you can change directions). If all squares containing a heart symbol are covered, the enemy is defeated. Return the defeated card to the enemy deck and slide any remaining enemy cards together so that they are adjacent.
- If the enemy card you attacked was not defeated, it counter-attacks immediately. It deals its damage to the crew member who attacked. Apply any block from the weapon you used. If the crew member runs out of health, choose another crew member to take any remaining damage, and so on.

Weapon Layout

Block

Damage (Also, if you discard an equipped savvy card from this crew member, you gain +1 damage).

Accuracy Bonus

Missing: If you miss, you still get to deal 1 damage, *after* the enemy counter-attack. Apply weapon block as normal to this counter attack.

Splash Damage: When placing damage on an enemy card, you may place some of it on adjacent enemy cards as long as it follows the damage-adjacency rule and at least half of the damage (rounded up) is dealt to the originally-targeted enemy card. *Author's Note: This is a great way to deal damage to enemies that have a high defense number.*

Enemy Damage: Enemies deal damage equal to their basic damage PLUS any bonus damage on squares. If a square with enemy damage is covered by a damage token, this damage is disabled.

Armor: Some enemy hearts are silver. This is called armor. At the start of combat, place one armor token on each armor symbol on the enemy cards. When you deal damage to a square with armor, remove the token instead of placing a damage token there. All armor tokens must be removed from an enemy to defeat it, but armor symbols do not need to be covered by damage tokens to defeat the enemy.

Flying: Enemies with a wing symbol have the flying ability, which means they have +1 defense against any weapons that do not have the "ranged" attribute.

Crew Member at 0 Health: If a crew member reaches 0 health during a counter attack, they still get to deal 1 damage. After this, the crew member cannot participate in challenges or combat until at least 1 health has been restored.

Combo Points

- Start each battle with 0 combo points.
- Each time you cover an enemy square with a combo point symbol, move up 1 space on the combo point card.
- Any player may return the combo point marker to 0 to activate one of the abilities on the card. When you do this, you can only use one of the abilities, and you must always spend all of your combo points, regardless of how many you have. *Example: Mary uses the "+1 accuracy" ability. The combo point marker is at 4. She returns it to 0 and activates the ability.*
- You must have at least 2 combo points to use the "+1 accuracy" ability. You must have at least 3 combo points to use the "+1 damage" ability. You must have at least 4 combo points to use the "+1 Combat Action" ability.
- If you activate the "+1 Combat Action" ability, you gain the 5th combat action marker to use this round. Once you have used it, return it to the supply.
- The "+1 damage" ability can only be used to add damage to a crew member's attack (it does not inflict 1 damage by itself).
- You can never have more than 4 combo points.

Combo Point Card

Covering Enemy Squares: Each enemy square can only hold 1 damage token. When you place a damage token on a square, all abilities in the square are disabled. *Example: Zoey covers a 1-damage ability, a "madden" end-round ability, and a flying ability on the Flying Eye enemy. Now the Flying Eye deals 1 less damage, does not give a crew member "madness" at the end of the combat round, and does not have +1 defense vs. weapons without the "ranged" attribute.*

Laurence Lapointe
Québec City

Triage

Each time a fatigue is removed from this crew member, restore 1 health to another crew member.

Attack Example

Jamey attacks the Scorpion Squid with Laurence. He places a combat action token on Laurence, then he draws fate. The result is 3. He has +2 accuracy, so 3+2=5, equal to the Scorpion Squid's defense of 5. The attack hits. The club deals 2 damage. Jamey decides to discard his equipped Triage card to gain 1 extra damage, for a total of 3. He must place all of the damage from this attack on adjacent squares. He chooses to place the first damage in the top left square. The second damage goes below it, and for the third damage, he hits the bottom square, but because it has an armor token, he must remove it instead of placing a damage token.

The Scorpion Squid then counter attacks. It does 2 basic damage plus the 2 and 1 uncovered damage abilities on the bottom left and right squares. 2+2+1=5 damage. Laurence's club gives 1 block, reducing the damage by 1, so Laurence takes 4 damage. Jamey places 4 damage tokens on Laurence's crew board.

This enemy attack damage does not count as covered and is active. To disable this damage, you would have both remove the armor token AND place a damage token here.

Scorpion Squid
Level 3
6

Weaken

Scorpion Squid
Level 3
6

Weaken

Combat Example

Cid and Zoey are attacked by a Skeletal Warrior and a Flying Eye. They start the first combat round. They each have two combat action tokens.

Cid goes first. He places his combat action token on Gregory and chooses to attack the Skeletal Warrior. He draws fate and adds the number to Gregory's accuracy of +2, for a total of 7, greater than the skeleton's defense of 5. He then places two damage tokens on the skeleton, covering a heart and a blank square. The skeleton then immediately counter-attacks, dealing 2 damage (1 basic +1 uncovered damage ability).

Zoey attacks next. She places her combat action token on Captain Odessa and chooses to attack the skeleton. She draws fate and adds the number to Captain Odessa's accuracy of +0 for a total of 2, less than the skeleton's defense of 5. She misses, so the skeleton counter-attacks immediately, hitting her first. The skeleton deals 2 damage, but Captain Odessa's weapon has 1 block, so she only takes 1 damage from the skeleton (2-1=1). Captain Odessa then deals only 1 damage to the skeleton (because she missed), but it covers the skeleton's last heart, enough to defeat it. Zoey removes the skeleton card from the combat and returns it to the enemy deck. (Note: Had Zoey hit the skeleton, she would have defeated it before it could have counter-attacked, and she would have taken no damage).

After Cid and Zoey each use their remaining combat action token, the eyeball enemy remains and the enemy attack phase begins. The eyeball attacks for 2 damage. Zoey is the active player, so she decides to place the damage on Mac. The eyeball also activates its end-round ability, "give madness". Zoey places a madness token on Rafael.

Cid and Zoey then reclaim their combat action tokens and a new combat round begins.

For more details about specific combat and enemy abilities, see page x.

Remember: return enemy cards to the enemy deck in order.

Quest Cards

When the storybook says "Gain quest x," retrieve the appropriate quest card from the quest deck and place it face up near the atlas.

When the storybook says "Lose quest x," or "Complete quest x," place the specified card in the used quest box. Once quests are in this box, you cannot retrieve them (unless you are reseting the game for a new campaign).

Keywords

Sometimes, a story will require you to have a keyword in order to read it. Or you will need a specific keyword to make a choice.

Keywords are located on quest cards that you own. If you own the quest card, you have the keyword.

If a story says, *If keyword X, turn to X,* then you must follow these instructions if you have the listed keyword.

If a choice says *Requires keyword X,* then you do not need to choose it even if you have the keyword.

Quest Card Number

Atlas Page Number

Keyword

Campaign Failure

If playing on **normal mode** (page 26), there are several ways that your campaign can end in failure.
- If the ship's health reaches 0, the *Manticore* sinks. Read paragraph x in the storybook.
- If each crew member's health is reduced to 0, read paragraph x in the storybook.
- If you reach 0 on the morale track, draw fate. If 1-3, the crew mutinies and you fail. Read paragraph x in the storybook. If 4-6, move the morale track token to the 1 space.
- If you run out of event cards, the Hectakron has gathered enough strength to sink the ship. Read paragraph x in the storybook.

If you are playing on **easy mode** (page 26), follow these instructions if any of the following happens:
- If the ship's health reaches 0, you must limp back to port. Move the ship to the nearest port. Discard 1 card from the event deck, +1 card for each region you must move to get there. Return the ship's health to 2.
- If each crew member's health is reduced to 0, discard 2 event cards and return each crew member to 1 health.
- If you reach 0 on the morale track, draw fate. If 1-3, the crew is angry and you must discard 2 event cards to calm them down. Move the morale track marker to 2. If 4-6, move the morale track token to the 1 space.
- If you run out of event cards, the Hectakron has gathered enough strength to sink the ship. Read paragraph x in the storybook.
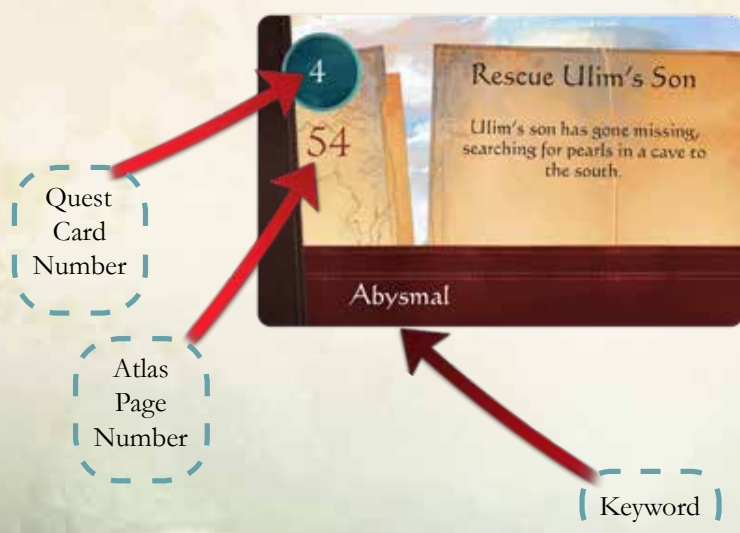
Event Decks

Each campaign, you go through the event deck 3 times. Each time you reach the end of the event deck, follow these instructions:

First Time

After you have drawn all cards from the event deck, finish the current player's turn. At the end of the turn, the Hectakron appears and attacks you. Begin combat with enemy card 10.

If you win the combat, make a new event deck, following the same instructions on step 6 of setup on page 3 (using new event cards from the box). Place this new event deck on the ship board.

Mark on the journey log sheet that you have been through the first event deck.

Now all crew members must discard any ability cards that they have. Any level cards remain.

Pass the captain token to the next player and continue playing.

Second Time

After you have drawn all cards from the second event deck, finish the current player's turn. At the end of the turn, the Dream Guardians attack you, intent on stopping your quest to wake the gods. Begin combat with enemy cards 50, 53, and 55.

If you win the combat, make a new event deck, following the same instructions on step 6 of setup on page 3 (using new event cards from the box). Place this new event deck on the ship board.

Mark on the journey log sheet that you have been through the second event deck.

Now all crew members must discard any ability cards that they have. Any level cards remain.

Pass the captain token to the next player and continue playing.
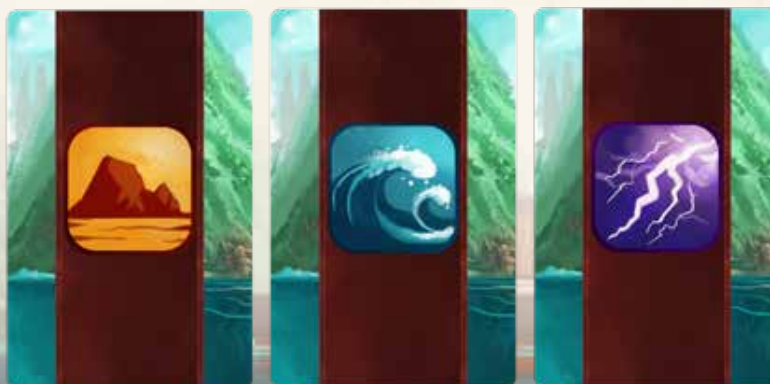
Third Time

After you have drawn all cards from the event deck, finish the current player's turn. At the end of the turn, the Hectakron appears and attacks you, but this time he is too strong and destroys your ship instantly. The campaign ends in failure. Read paragraph D1 in the storybook.

Mild

Perilous

Deadly

Totems

Each time you find a totem, shuffle the mild event cards from the box and **place 2 of these cards on top of the current event deck**. Finding totems increases the time you have to find a way home.

When you find 8 totems, you can decide to end the campaign at any time before the event deck runs out. When you decide to do this, turn to paragraph F1 in the storybook.

Cook a recipe with one fewer ingredient.

Meecra's Salt

Totem: Meecra
3

Adventure/Market Cards

Command cost to activate the card.

Fisherman *(Passive)*: When you search, may trade 1 food for meat.

Alexei Bespalov

Passenger
7

You can activate this card to either gain 3 Savvy during a challenge (AFTER drawing fate) OR gain 2 block during combat. This card also has a "passive" ability, which means that it is always active and you do not need to spend a command to use it.

Card type and adventure card number.

Gear

Equipment
Starting

This adventure card lets you redraw fate and keep the highest result.

+3   2 +   I
+1 damage vs. Zarg Rats.

Parin Spear

Weapon
31

This is a weapon. You can equip this to a crew member at any time outside of combat.

Soup
Recipe
Starting

This is a recipe. When you activate this card, you can pay 3 of any type of food (meat, grain, vegetables) to remove 3 fatigue from crew members and gain 1 morale.

Zokmere Gloves
Equipment

When you activate this card, it gives a crew member +1 temporary block. You can only use block in combat.

Flapjacks
Recipe
Starting

With this recipe, you must pay 3 grain. You may remove 3 fatigue and restore 3 health.

Lukran Fishing Pole
Equipment

Gain 1 meat.

Market cards have a cost in the bottom right corner. Market cards are adventure cards that you can purchase using a "Visit a Market" action.

Eye of Wisdom
Equipment

Remove madness.

When you activate this card, you may remove madness from any crew member OR gain +3 Savvy during a challenge.

Campaign

When you start a new campaign, write the players' names on a new journey log sheet. Also write down if you are playing **normal or easy mode**. Use this sheet throughout the campaign to write down when you gain experience points (XP), feared/revered points, and when you need to save the game.

On the back of the journey log is a map of the wandering sea. You can write notes on this map to help you remember things, such as where you've been, where you want to return, and more. If you know that a certain location requires a keyword, you can write this down as well so you know where to return when you gain the keyword later.

Journey Log

Sleeping Gods can only support one campaign at a time. This is because you need to keep track of which quest cards you have completed, current crew health and status effects, adventure cards you own, and more.

You may reset the campaign at any time by following the steps on page 28.

Saving the Game

At the start of any player's turn, you can decide to stop playing and save your game. You only need to do this if you want to pack up the game. This is simply a way to keep track of your progress so you can continue another time. A campaign takes around 10-20 hours to complete, so if you have a dedicated space to keep the game set up, you do not need to save the game.

To save the game and pack up mid-campaign, follow these steps:

1. On the next available line on your journey sheet, write down your ship's location, the ship's current health, and crew morale. Also write down which ability cards each player has in their hand, and how many unspent command tokens they have.

2. Place each crew board and all associated damage, status tokens, ability cards, level cards, and equipped weapons in a separate crew envelope.

3. Place all of your resources, coins, adventure cards, ability cards in hand, unused command tokens, and quest cards in the campaign box. When placing adventure cards in this box, put any that have command tokens on them face-down in the pile. Place the current event deck in this box as well.

4. Place the ability card draw deck in the ability card tuck box. Place the ability card discard pile face up in the box (keep the draw deck face down).

5. Clean up the rest of the game components.

Setting Up a Saved Game

1. Place the atlas in the center of the table and turn to the page of the location indicated on the most recent save line on the journey log sheet. Place the ship token in the region.

2. Place the ship board near the atlas. Place the ship damage marker on the number indicated on the most recent save line of the journey log. Place the morale token on the morale track as indicated on the most recent save line of the journey log. Place any resources and coins from the campaign box on the ship board.

3. One by one, remove the crew members and all associated tokens and cards from the crew envelopes. Keep all associated tokens and cards with each respective crew member. Place the Captain Sofi Odessa crew board near the ship board, in the center of the table. Distribute the remaining crew boards among the players as evenly as possible. Each player places their crew boards in front of them.

4. When you last saved, the ability card draw deck was placed in the tuck box face down, while the discard pile was placed face up. Now place these two decks near the atlas (keep them separate).

5. Shuffle the market deck and place it nearby.

6. Place the event deck from the campaign box on the ship board.

7. Place your adventure cards near the ship board, face up. Place a command token on all adventure cards that were face down in the deck in the campaign box. Place the deck of undiscovered adventure cards nearby, face down (IMPORTANT: do not change the order of cards in this deck, and do not look through this deck unless instructed).

8. Place the deck of enemy cards near the board, face down (IMPORTANT: do not change the order of cards in this deck and do not look through this deck unless instructed).

9. Place the deck of quest cards near the board, face down (IMPORTANT: do not change the order of cards in this deck and do not look through this deck unless instructed). Place all of your current quest cards near the ship board.

10. Place all remaining tokens and dice near the board. Place the storybook near the board.

11. Place the search tokens in a stack, face down, near the board.

12. Decide who will be first player. Give the starting player the captain token. Assign player cards depending on turn order (player 1, player 2, player 3, etc). Give each player their hand of ability cards and command tokens according to the most recent save line on the journey log (player 1, player 2, etc).

When you take a "Visit Port" action, you may pay **XP** (experience points) to buy level cards for your crew members. Each crew member has specific level cards. You may look through these cards at any time.

Keep track of XP you gain on your journey log sheet. Cross off or mark when you spend these points buying level cards.

When you buy a level card, immediately equip it to the associated crew member. This card remains equipped for the remainder of the campaign (you do not shuffle it into the ability deck when you run out of cards in the event deck). Level cards do not count toward the 2-card ability card limit for each crew member.

Adding/Removing Players

You can add or remove players at the end of any turn.

Follow these steps to add a player:

1. After the current turn ends, split up crew boards and assign them to each player as evenly as possible (except Captain Odessa, which is always controlled by the active player).

2. Reassign player cards depending on turn order (player 1, player 2, player 3, etc).

Follow these steps to remove a player:

1. After the current turn ends, reassign crew members to players as evenly as possible (except Captain Odessa, which is always controlled by the active player).

2. Reassign player cards depending on turn order (player 1, player 2, player 3.)

3. The player that is leaving must discard 1 command and all of their ability cards but 1. The active player decides how to distribute the remaining card and command tokens to the other players.

Resetting the Game for a New Campaign

To reset the game for a new campaign, follow these steps:

1. Return all adventure cards to the adventure deck. Make sure all cards in this deck are in numerical order (starting with 1 when face down).

2. Return all quest cards to the quest deck (including quest cards from the used quest box). Make sure the cards are in numerical order (starting with 1 when face down).

3. Return all level cards to the supply.

4. Return all tokens to the supply.

Changes for 1 or 2 Players

If playing with 2 players, apply this rule: You must pay 1 command to use a crew member to attack a second time each combat round.

If playing solo, apply these rules: You must pay 1 command to use a crew member to attack a second time each combat round. Also, each time a crew member loses all health, also lose 1 morale.

Variant: Temporary Boost

If playing with this variant, you may spend cards from your hand to gain a temporary skill boost.

When participating in a challenge, AFTER you draw fate, you may pay 1 command and discard a card from your hand to gain 1 of the matching skill. If it on another player's turn, you must also lose 1 morale. You may do this multiple times for the same challenge.

Ability Clarifications

General Crew Board Ability Rules

+1 Damage: This can only be added to an attack the crew member performs. The damage cannot be dealt by itself, and it cannot be added to another crew member's attack.

Block: You cannot use this to block damage dealt to another crew member.

+1 Accuracy: You cannot use this on another crew member's attack.

Remove Status: This can be used to remove status from any crew member.

+1 to fate: This can be used on any fate card draw.

General Ability Card Rules

Abilities on ability cards generally only apply to the crew member to which they are equipped unless otherwise specified on the card.

If an ability description says "you", it means the player that controls the crew member to which the card is equipped.

Enemy Abilities Clarifications

Adjacent (Name) Attack +1/+2: This activates at the end of each combat round. Any adjacent enemy cards to this card deal +1/+2 damage during their end-round attack.

Adjacent Regen 1: This activates at the end of each combat round. Remove 1 damage token from each enemy card that is directly adjacent to this enemy card (the active player chooses).

Discard Skill: This activates at the end of each combat round. Discard 1 equipped ability card from a crew member (the active player chooses).

Envenom: This activates at the end of each combat round. One crew member gains a venom status token (the active player chooses).

First Strike: This ability is active until disabled. Any time a crew member attacks this enemy, the enemy counter-attacks first.

Frighten: This activates at the end of each combat round. One crew member gains a frightened status token.

Lose 1 Resource: This activates at the end of each combat round. Return 1 resource to the supply.

Madden: This activates at the end of each combat round. One crew member gains a madness status token (the active player chooses).

-1 morale: This activates at the end of each combat round. Lose 1 morale.

Regen 1: This activates at the end of each combat round. Remove 1 damage token from this enemy card (the active player chooses).

Remove Weapon: This activates at the end of each combat round. Remove 1 equipped weapon card from a crew member (the active player chooses).

Resist 1: This enemy blocks 1 damage for each attack until this ability is disabled.

Weaken: This activates at the end of each combat round. One crew member gains a weakened status token (the active player chooses).

Achievements

Whenever you find a totem, mark the appropriate box on the achievement sheet. When you complete alternate endings, you also mark certain boxes on the achievement sheet. As you complete certain achievements, you can unlock new game modes.

Credits

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Writing
Ryan Laukat, Brenna Asplund, Malorie Laukat
Rulebook and Storybook Editing
Malorie Laukat
Game Development
Ryan Laukat & Malorie Laukat
Consulting
Alex Davis, Brenna Asplund, Dan Thurot
Playtesters
Malorie Laukat, Brenna Asplund, Alex Davis, Dan Thurot, Kelly Ricks, Geoff Goins, Jeremy Tritchler, Shaun Tritchler, Shaun Bevan, Hilda Vazquez-Bevan, Laura Williams, Spencer Williams, Wesley Tomlin, Tom Aleman, Perry Kleinhenz, Alex Montgomery, Daphne Marchant, Royce Severson, Tim Fowers, Jeff Beck, Jeff Krause, Eric Dodds, Thomas Thompson, Susie Gottlieb, …, Suzanne Sheldon, Ronnie Norton

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Special Thanks to Dan Thurot for writing advice.

Thanks to Richard Ham for many end-of-development contributions.

Index

Icons

Attack Damage: The amount of damage tokens dealt to a crew member or enemy.

Block: Ignore this amount of damage from an attack.

Accuracy: Add this number to your "draw fate" when you attack.

Armor: Place an armor token on this symbol on enemy cards at the start of combat. You must remove all of these tokens to defeat an enemy.

Health: If on an enemy, you must cover each heart symbol with damage to defeat it.

For crew members, this represents the amount of damage tokens they can hold. If a crew member's damage is equal to their health, they cannot participate in combat or challenges, and you cannot use their abilities until you restore at least 1 health.

XP Cost: The number of experience points you must pay to buy this card. **(Pg. 27)**

Flying: While uncovered, this enemy has +1 defense vs. weapons that do not have the "ranged" attribute.

Morale: Represents your crew's general happiness and courage. Move up or down on the morale track when instructed.

Craft Skill

Cunning Skill

Savvy Skill

Perception Skill

Strength Skill

Redraw Fate

Remove Fatigue

Command Cost to Activate

Ranged Weapon Attribute

Coin Cost

Grain (Food)

Vegetables (Food)

Meat (Food)

Food (Any type)

See Index on pg. 33.