

The background of the cover is a vibrant, painterly illustration of a floating city. In the upper half, two women are featured. On the left, a woman with brown hair and goggles on her head is climbing a wooden ladder. On the right, a woman with long dark hair is looking directly at the viewer while holding a green map and a pair of compasses. The lower half of the cover shows a detailed aerial view of the floating city, with various buildings, docks, and people. The sky is a deep blue with white clouds.

FOR 2
PLAYERS



SEASTEAD

OBJECTIVE

Your goal is to be the best seasteader amidst the floating remnants of civilization. Dive beneath the surface to salvage resources that are in high demand. Build new structures to meet the needs of the growing colony. Clean up the toxic pollutants that choke the waves. With a shrewd eye for commerce and a commitment to your citizens, you will establish the most prestigious home the flotillas have ever seen.

COMPONENTS

2 PLAYER BOARDS



20 DIVE CARDS

4 shallows cards



12 shelf cards

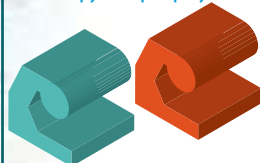


4 depths cards

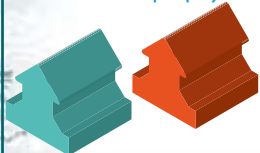


24 BUILDINGS

4 shipyards per player



4 academies per player



4 ports per player



16 SPECIALIST CARDS



16 DECREE CARDS



2 PLAYER AID CARDS



40 RESOURCE TOKENS

10 fish



10 artifact



10 kelp



10 metal



4 FLOTILLA TILES



4 DEMAND TOKENS

fish



artifact



kelp



metal



8 SHIPS

4 per player



20 CLEANUP TOKENS



FRONT

BACK

1 SCORE PAD



12 DOCK TILES



SETUP INSTRUCTIONS

- Each player takes the **player board**, 12 **buildings**, and 4 **ships** in their chosen color.

Place your buildings on the matching spaces of your player board.

Place your ships in front of your player board.

- Separate the 20 **dive cards** into 3 sets: shallows, shelf, and depths.

Shuffle each set of cards separately.

Stack these facedown sets to create a single deck, with the depths cards at the bottom, the shelf cards in the middle, and the shallows cards at the top.

Remove the top 3 cards from the deck and return them to the game box.

Place the facedown deck within reach of both players.

- Place the 4 **flotilla tiles** on the table between the players, separated from each other by a few inches.

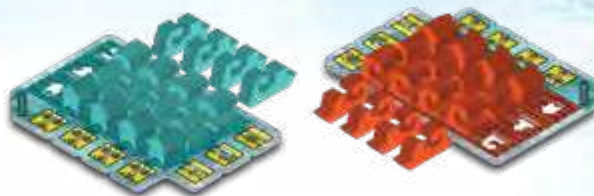
Decide whether you will use all "A" sides or all "B" sides of the flotilla tiles.



Ahoy, cadet! For your first game, I recommend using all "A" sides.

- Assign 1 **demand token** randomly to each flotilla tile, placing the token on the hexagonal space in the center of the flotilla tile.

Make sure that the "resource" sides are faceup and the "locked" sides are facedown.



1



2



3



4

5. Shuffle the 16 **specialist cards** together and place the facedown deck within reach of both players.

Reveal the top 3 cards of the deck and place them faceup in a display next to the deck.



For your first game, use only the "A" cards. Return the "B" cards to the game box.

6. If you're playing with the "B" sides of the flotilla tiles, shuffle the 16 **decree cards** together and place the facedown deck within reach of both players.

Reveal the top card of the deck and place it faceup next to the deck.

If you are not using the "B" sides of the flotilla tiles, skip this step entirely and return the decree cards to the game box.

7. Shuffle the 12 **dock tiles** together and place the facedown stack within reach of both players.

Reveal the top 3 tiles from the stack and place them faceup in a display next to the stack.





8. Place the 20 **cleanup tokens** to form a general supply within reach of both players. Keep the radiation side faceup.



9. Place the 40 **resource tokens** (sorted by type) to form a general supply within reach of both players.



9



10. Reveal the top card of the **dive deck** and place it faceup next to the deck as the start of the discard pile.

Orient the card so that the colored arrow on the card points toward the player with the matching color.

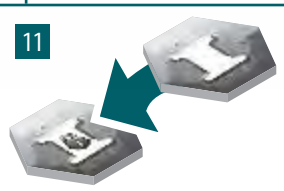
Each player takes **starting resources** from the supply, as indicated by their half of the card.



10



11



11. Flip 1 of the 4 **demand tokens**, as indicated by the shallows dive card, so that it is now "locked" side up.

GAME SEQUENCE

The game is played in a series of rounds. Each player gets one turn per round.

The start player is indicated by the direction of the arrow on the shallows dive card. The start player takes the first turn of each round, then the other player takes their turn. This sequence continues until the end of the game is triggered.

When it is your turn, you choose to either **dive** or **build**. If you cannot legally build, then you have no choice; you **must** dive.



1



2



3

4



5



Pest! Hey you!
There are lots of treasures from
the old world down below.
And they only get better
the deeper you go!
A good seasteader knows
how to split the loot but
keep the good stuff.

DIVE

1. Reveal the top card of the dive deck.
2. Orient the card so that one half faces you and one half faces your opponent. You decide which half faces which player.
3. You take resources from the supply as indicated by your half of the revealed dive card.
4. Your opponent takes resources from the supply as indicated by their half of the revealed dive card.
5. Place the revealed dive card faceup in the discard pile next to the dive deck.

DIVE CARD ICON KEY



A resource of
your choice:
kelp, metal,
fish, or artifact.



One set of 2 identical
resources and another set
of 3 different resources.
The current player chooses first.



For example: You take
2 kelp. Your opponent takes
1 kelp, 1 metal, and 1 fish.



Each set must have 2 different
resources. The sets may not
have matching resources. The
current player chooses first.



For example: If you take 1 kelp
and 1 metal, your opponent
must take 1 fish and 1 artifact.

BUILD

1. Choose an **available building** from your player board.

You may choose any building type unless you have built all of your buildings of that type.

Always build the leftmost available building from the matching row of your player board.

2. Choose an **available location** where you would like to build.

You may choose any location, on any flotilla tile, that does not already have a building there, either yours or your opponent's. (You may build on a *ship's* location. » [SHIP DISCOUNTS: p.9.](#))

Place the chosen building on that location.

3. Pay the **build cost** by spending resources of the demanded type (indicated by the demand token) and quantity (indicated by the chosen location).

Spent resources must be returned from your personal reserves to the general supply.

4. Resolve the **building effect** of whichever type of building that you just built.

The building's effect is shown with icons on the player board as a reminder, but all building effects are explained in detail later in this rulebook. » [BUILDING TYPES: p.8.](#)

Building effects are always mandatory.

5. Resolve the **location effect** of the location where you just built.

The location effect is shown with icons next to the location as a reminder, but all location effects are explained in detail later in this rulebook. » [LOCATION EFFECTS: p.16.](#)

Location effects are usually optional, though some are mandatory.



Supplies are tight here. Pick the right spots for your infrastructure to get the most out of your resources. Setting up a thriving flotilla is all about location, location, location.



1



2



3



4



5

BUILDING TYPES

There are 3 different types of buildings: **ports**, **academies**, and **shipyards**. Each type of building has unique effects and bonuses.

PORTS

Building Effect: When you build a port, choose a dock tile from the display.



Place that dock tile so that it connects to the port's location.

Then reveal a new dock tile from the stack and add it to the display (if possible).



Dock Tiles: Dock tiles remain where they have been placed for the rest of the game and cannot be moved.

During final scoring at the end of the game, each dock tile will be evaluated, allowing its owner to score points by spending resources and allowing both players to score points for their own buildings on that flotilla tile. » **END OF THE GAME: p. 11.**

Row Bonus: Immediately after you build your last port, you may choose one of your dock tiles and take 1 cleanup token from the supply for each of your resources that matches that tile's resource scoring condition (to a maximum of 3).



ACADEMIES

Building Effect: When you build an academy, choose any 1 specialist card from the display.



Place the chosen specialist card faceup in your player area.

Then reveal a new specialist card from the deck and add it to the display (if possible).



Specialist Cards: These cards come in 3 types as denoted by the icon on the upper right corner of the card: specialists that are used while diving, used while building, or used while either diving or building.



Using Specialists: You may exhaust any number of faceup specialist cards in your player area and in any order, even if you just acquired it. When you exhaust a specialist, use its ability and flip the card facedown. Each specialist card that is faceup at the end of the game will be worth the indicated number of points.

Exception: The Investor and Agent can be used out of turn because their abilities are triggered by your opponent's actions.

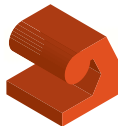


Row Bonus: Immediately after you build your last academy, you may refresh any 1 exhausted specialist card in your player area by flipping that card faceup again.



SHIPYARDS

Building Effect: When you build a shipyard, take a ship from next to your player board and resolve a **ship placement** with that ship.



Ship Placement: Choose a flotilla tile. Place the ship on the cheapest empty location on that flotilla tile. (A location is "empty" if it has no buildings or ships.)

If there are multiple empty locations tied for the cheapest, choose one.

If there are no empty locations on any flotilla tile, return the ship to the game box instead and take 1 cleanup token from the supply for doing so.



Row Bonus: Immediately after you build your last shipyard, you may freely rearrange any number of your ships that are in play. You may move them, one at a time, from their current locations to any other empty locations on any flotilla tiles.



Oh! Did you want to build here? How about we make a deal? My ship can help build out your little project. I get a small fee paid by the flotilla. It's a win-win, friend!

SHIP DISCOUNTS

All **ships** (both yours and your opponent's) provide a discount of 1 resource when you build on their locations.

2



This location's build cost is 2 resources.

The ship reduces the build cost by 1.

SHIP OWNER'S BONUS

After your opponent builds on a location that has one of your ships, you may take any 1 resource from the supply.

2



Blue builds on this location. Because this is Orange's ship, Orange takes any 1 resource.



SHIP MOVEMENT

When you build a building on a location that has a ship, the ship's owner moves that ship after the build action is complete, following normal ship placement rules.

2



Blue builds on this location. Orange moves their ship, following normal ship placement rules.

MOVING BUILDINGS

The Wrecker and Architect specialists let you move academies or shipyards (not ports).

When you move a building, if there is a ship at the new location, the ship's owner resolves a ship placement with that ship after the move is complete. However, the ship's discount and owner's bonus do not apply.

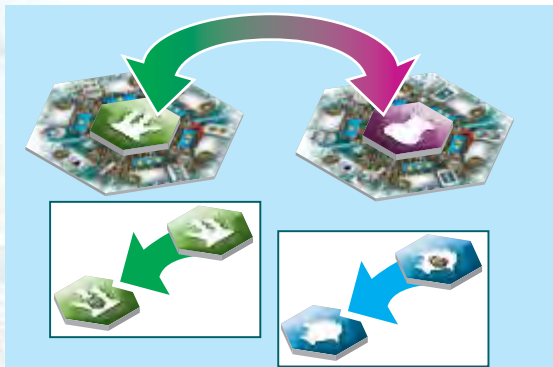


COLUMN BONUSES

Each time that you clear an entire column on your player board by building a complete set of different buildings (i.e., 1 port, 1 academy, and 1 shipyard), you trigger a column bonus. Each player can trigger up to 4 column bonuses total.



When you trigger a column bonus, you may swap the positions of 2 demand tokens that are not locked. After swapping them, flip 1 of those 2 demand tokens to its "locked" side and flip the demand token that was previously locked back over to its "resource" side.



SUPPLY LIMITS

Resource Tokens: If there are not enough resource tokens available in the supply when you would take more, you may only take what is available. The rest is forfeited. When both players would take resources, the current player takes theirs first, then the other player takes theirs last. This applies to dive actions, the effects of specialist cards, and decree cards.

Cleanup Tokens: If the last cleanup token is taken from the supply, the end of the game is triggered. » *END OF THE GAME: p. 11.* However, if there are not enough cleanup tokens available when you would take more, record the extras on your score pad instead.



Some flotillas really want you to construct certain buildings. They'll even cut you a deal for them! You just have to find the right location. If you're savvy, you can even get some help from a ship.

LOCATION DISCOUNTS

Some **locations** provide a discount of 1 resource when you build a building of a certain type there. This is indicated by a "price tag" graphic in the center of the location showing the type of building and the discounted cost.



Building a shipyard on this location costs 1 less resource than normal.



Building an academy on this location costs 1 less resource than normal.



Building a port on this location costs 1 less resource than normal.

COMBINING LOCATION AND SHIP DISCOUNTS

It is possible, by stacking both types of discounts, to reduce the build cost to zero (but never below zero) for some locations.



Building a port here costs 1 resource.

The ship reduces the cost to 0 resources.

DECREE CARDS

Decree cards are only used if you are playing with the “B” sides of the flotilla tiles. If you’re not playing with the “B” sides, you can set the decree cards aside; they will not be used.

Decree cards change or alter the main rules of the game in some way. Each decree card introduces a new rule that applies to both players at all times.

When the game begins, 1 decree card is already in play. New decree cards are put into play via the effects of certain locations. When you build at one of these locations, you draw 2 decree cards from the deck and put 1 into play.

When a new decree card is put into play, its effect is immediately active as it covers the the previous decree card. There can only be 1 decree card in play at a time.



Read the fine print.
Yes, it's nice when you can persuade the flotillas to enact new laws in your favor.
Just be careful that your rivals do not gain an even greater advantage!

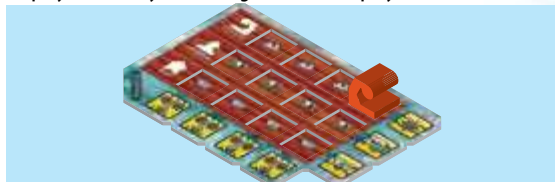
END OF THE GAME

The end of the game is triggered when at least one of these conditions occurs:

- All locations on any 1 flotilla tile have buildings on them.



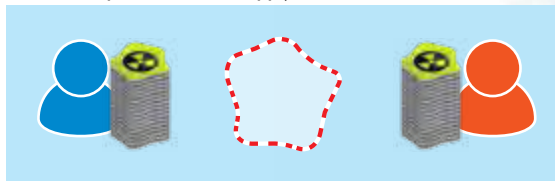
- A player has only 1 building left on their player board.



- A depths card **back** is visible. (i.e. when the last shelf card is drawn.)



- The cleanup tokens in the supply run out.



When this happens, finish the current round and play one more round after that. Then tally final scores for both players.

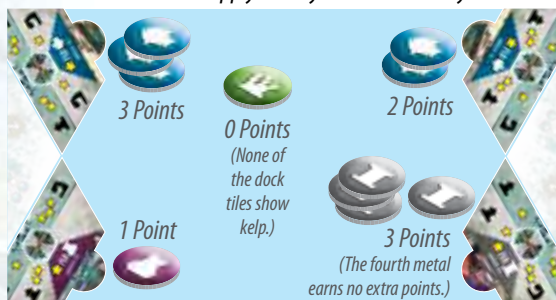
FINAL SCORING

Each player tallies their final score on the score sheet. To tally your final score, count the points that you have scored in these 5 categories:

RESOURCES MATCHING DOCKS

Each player evaluates the resource scoring conditions of **their own** dock tiles. Each dock tile allows its owner to score 1 point for each resource they have of the indicated type (max. 3). Each individual resource can only be counted for 1 dock tile.

Return resources to the supply as they are used this way.



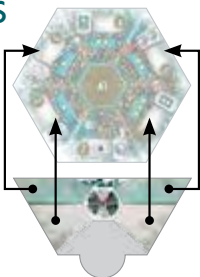
BUILDINGS MATCHING DOCKS

The four sections of the dock tile represent the two locations on either side of the dock tile when it's placed on a flotilla.

Players evaluate the building scoring conditions of **all** dock tiles. Each dock tile allows both players to possibly score points for their buildings on that flotilla tile.

For each building on the marked location, relative to that dock tile, the building's owner scores the indicated number of points.

Remove dock tiles from play as they are scored.



LOCATIONS

Players score points for the locations where their own buildings are. The point value of each location is printed above it in a blue bar on the flotilla tile.



Remove buildings from play as their locations are scored.

SPECIALISTS

Players score points for the faceup specialist cards in their own player area. The point value of each specialist card is printed on the card itself.



Note: Facedown specialist cards are not worth any points.

CLEANUP TOKENS

Flip your cleanup tokens so that the point side is faceup. Each player scores 1 point for each cleanup token they have.



VICTORY

The player with the higher final score wins!

If there is a tie, the victory goes to the player with more buildings left on their player board. If there is still a tie, the victory goes to the player with more cleanup tokens.

Otherwise, both players share the victory.

ADVANCED RULES

For veteran players, these two rules changes, which can be implemented individually or in combination, will alter the dynamics of play.

- Instead of using all "A" sides or all "B" sides of the flotilla tiles, use a combination of "A" sides and "B" sides, provided that you use no less than two "B" sides.
- Instead of selecting the initial decree card randomly, pick a decree card of your choice (provided that both players agree). Then shuffle the rest to form the decree deck.

EXAMPLE SCORING



Resources: 8 pts

4 pts for fish (max 3 spent at one dock and 1 at the other)

3 pts for artifacts

1 pt for metal

no pts for their fourth and fifth artifacts because they don't have a second artifact dock.

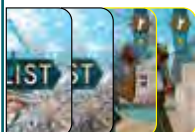
Locations: 19 pts

top left flotilla: 3 pts

top right flotilla: 2, 3 pts

bottom left flotilla: 1, 2, 2, 3 pts

bottom right flotilla: 0, 1, 2 pts



Specialists: 2 pts

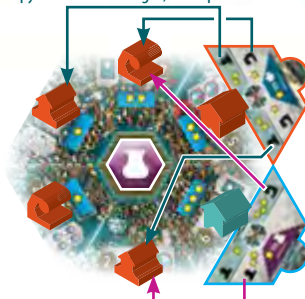
2 faceup specialists

Cleanup: 3 pts

3 cleanup tokens

Buildings Matching Docks

Orange's fish dock gives Orange 5 pts: 2 pts for the academy on its far right, 1 pt for the shipyard on its near right, and 2pts for the academy on its far left.



Blue's artifact dock gives Orange 5 pts: 2 pts for the academy on its near left and 3 pts for the shipyard on its far right.

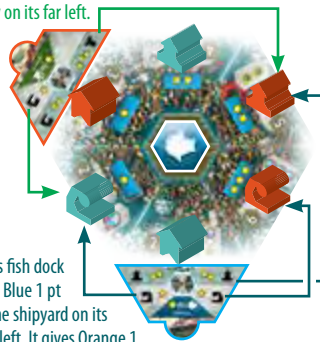


Blue's fish dock gives Blue 2 pts for the academy on its near left.

Blue's metal dock gives Blue 1 pt for the academy on its far left.



Orange's kelp dock gives Blue 1 pt for the shipyard on its near right. It gives Orange 3 pts for the academy on its far left.



Blue's fish dock gives Blue 1 pt for the shipyard on its near left. It gives Orange 1 pt for the shipyard on its near right and 2 pts for the academy on its far right.



Resources: 6 pts

3 pts for fish

3 pts for kelp

no extra pts for fourth kelp

no pts for artifacts or metal because they don't own the matching docks

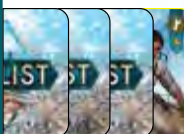
Locations: 14 pts

top left flotilla: 0, 1, 1, 2, 2 pts

top right flotilla: 1 pt

bottom left flotilla: 1 pt

bottom right flotilla: 1, 2, 3 pts



Specialists: 1 pt

1 faceup specialist

Cleanup: 1 pt

1 cleanup token

	BLUE	ORANGE
RESOURCES		
FISH	4	3
METAL	1	0
KELP	0	3
ARTIFACT	3	0
SUB TOTAL	8	6
DOCK TILE 1	0	5
DOCK TILE 2	0	3
DOCK TILE 3	0	3
DOCK TILE 4	1	0
DOCK TILE 5	1	0
DOCK TILE 6	2	N/A
DOCK TILE 7	N/A	N/A
DOCK TILE 8	N/A	16
SUB TOTAL	3	16
FLOTILLA 1	3	1
FLOTILLA 2	3	6
FLOTILLA 3	3	1
FLOTILLA 4	8	14
SUB TOTAL	19	1
SPECIALISTS	2	1
CLEANUP TOKENS	3	1
TOTAL	37	38



Download more
score sheets at
wizkids.com/seastead



SOLO MODE: THE REBEL SEASTED

Ha ha ha! I'm the Boss around here!
You think you can take over **my** flotillas?
We'll see about that!

In this mode, you compete against a wealthy, powerful Boss. You should be familiar with the regular game rules before you try this solo variant.

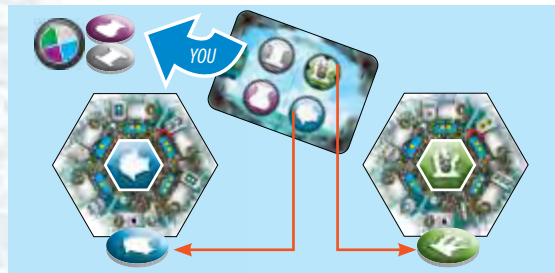
SETUP INSTRUCTIONS

Prepare the game as normal with the following differences:

1. You're the blue player. Return the following components to the box: depths cards, decree cards, the Founder, Trawler, Investor, and Agent specialists, and the orange ships.



2. Use all "A" sides of the flotilla tiles.
3. When you reveal the top card of the dive deck, ignore the colored arrow and orient it however you wish.
4. When you take starting resources from the supply, take 1 additional resource of any type.
5. Place the Boss's starting resources on flotillas with matching demand tokens, at the cheapest location with a discount tag.



GAME SEQUENCE

The Boss is not a player. He never takes an active turn. He never gains a row bonus, column bonus, building effect, location effect, dock tile, or specialist card. He operates by different rules, as explained below.

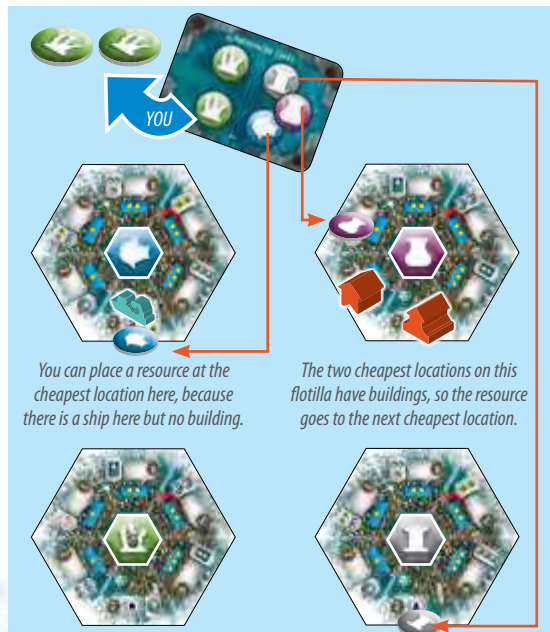
You take consecutive turns, choosing to dive or build, until the game end is triggered.

When you take a specialist card or dock tile, you must also discard one of the remaining cards or tiles from the display before you refill it.

DIVE ACTION

When you dive, take resources from the supply as normal.

Then place the Boss's resources at the flotilla tiles with the matching demand tokens, at the cheapest location that does not have a building.



If you reveal a dive card that allows you to take 1 resource of your choice, you must choose that side of the card and give the Boss the 2 resources on the other side.

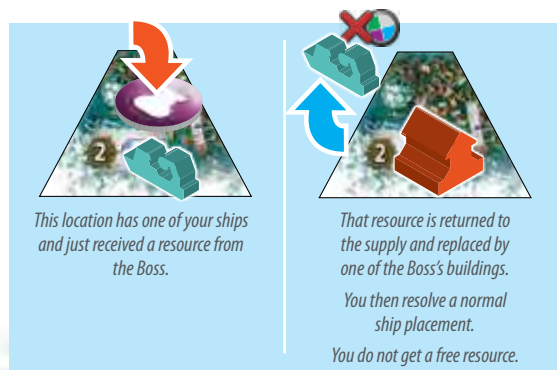


When an empty location receives its first resource from the Boss, there is no effect.

When a location receives its second resource from the Boss, return all resources from that location to the supply and place one of the Boss's buildings on that location. The building type does not matter.



When a location that has one of your ships receives any resources from the Boss, place one of the Boss's buildings on that location. The building type does not matter. Then move your ship as normal but **do not** take a free resource.



BUILD ACTION

When you build on a location that has a resource, return that resource to the supply. Location discounts do not apply for build actions, but ship discounts still do.



ROW BONUSES

Row bonuses can only be gained by you, never by the Boss.

COLUMN BONUSES

Column bonuses can only be gained by you, never by the Boss. When you swap the positions of 2 demand tokens that are not locked, return any resources present on those 2 flotilla tiles to the supply.



END OF THE GAME

The game is over at the end of the turn when at least one of these conditions occurs:

- All locations on any 1 flotilla tile have buildings on them.
- There are no buildings left on 1 player board.
- The dive deck is empty.

FINAL SCORING

Tally your score following the normal scoring rules.

The Boss scores **20 points** plus **3 points** for each building they managed to construct, regardless of its location.

If your score is higher than the Boss's score, then you are the winner!

LOCATION EFFECTS REFERENCE

You may take 1 cleanup token from the supply.



You may take 2 cleanup tokens from the supply.



You may spend any 1 resource to take 1 cleanup token from the supply.



You may spend any 1 resource to take 1 cleanup token from the supply. You may repeat this effect once.



You may spend any 1 resource to take any 1 resource from the supply. You may repeat this effect once.



You may spend any 1 resource to take any 2 resources from the supply.



You may take 1 resource from the supply of a type that does not match this flotilla tile's demand token.



You may take 2 resources from the supply of types that do not match this flotilla tile's demand token.



You may take 3 resources from the supply of types that do not match this flotilla tile's demand token.



Each player must discard resources of their choice until they have no more than 4 resources left in their reserves.



You may resolve the effect of a different location that has one of your buildings. Treat the effect as if the new building had been built on that location instead.



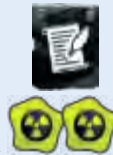
You may take resources from the supply as indicated by your half of the revealed dive card. Ignore any conditional arrow related to the other half of the card.



You may take all of the resources indicated by the revealed dive card from the supply.



Draw 2 decree cards from the deck. Put 1 card into play and return the other card to the bottom of the deck. You may then take 2 cleanup tokens from the supply.



Draw 2 decree cards from the deck. Put 1 card into play and return the other card to the bottom of the deck. You may then spend any 1 resource to take any 3 resources from the supply.



You may exhaust one of your faceup specialist cards to take any 2 resources from the supply.



You may take 1 resource from the supply that does not match this flotilla's demand token for each port located on this flotilla tile.



You may take 1 resource from the supply that does not match this flotilla's demand token for each academy located on this flotilla tile.



You may take 1 resource from the supply that does not match this flotilla's demand token for each shipyard located on this flotilla tile.



You may take 1 cleanup token from the supply for each port located on this flotilla tile.



You may take 1 cleanup token from the supply for each academy located on this flotilla tile.



You may take 1 cleanup token from the supply for each shipyard located on this flotilla tile.



CREDITS

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