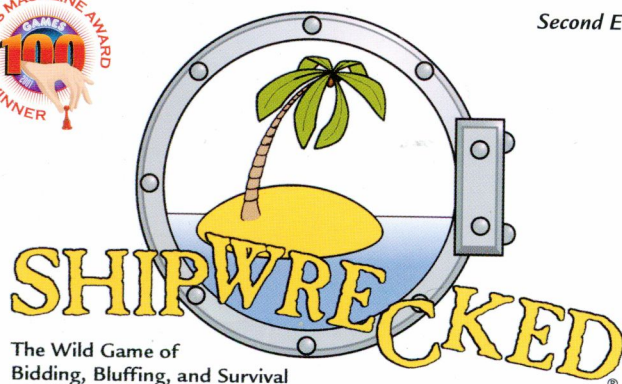




Second Edition



- 2, 3, or 4 Players
- Ages 12 to Adult
- 20-40 Minutes per Game

What's in the Box

• Bid Board

- **24 Bid Cards**, divided by color into four sets.
Each bid set contains three PASS cards, two STOP cards, and one STRIKE card.

- **20 Resource Cards**, divided by color into four groups: FOOD (green), SHELTER (tan), WATER (blue), and FRIENDS (purple).

Each resource group (or color) consists of five cards that are worth 10, 20, 30, 40, or 50 points apiece.

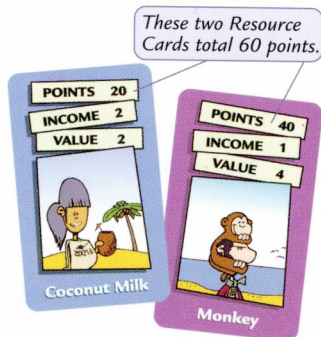
- **4 Hidden Resource Cards**, that are shuffled in with the regular Resource Cards.

- **65 Gemstones**, used to pay for Resource Cards won during the bidding.

• Rules

The Object of SHIPWRECKED®

Accumulate enough points from Resource Cards to win the game. Resource Cards are earned by successfully bidding against the other player(s).



There are two ways to win **SHIPWRECKED**—

- Earn **100 points**, or more, in one resource group
- Earn **150 points**, or more, in any combination of resource groups

Setting Up

1. The bid board is opened and placed in the center of the table.
2. Each player selects a set of Bid Cards in the color of his or her choice. Players may look at their cards.
3. Gemstones are distributed as follows:

2 Players 11 Gemstones each

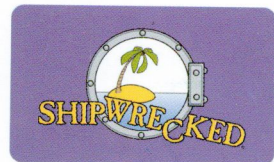
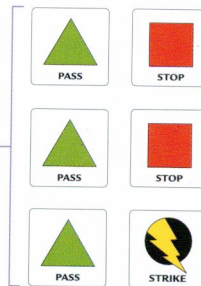
3 Players 13 Gemstones each

4 Players 15 Gemstones each

Leave the remaining gemstones in the box bottom, which will serve as the bank. The bank is where players pay for Resource Cards and take income on their turns. Resource Cards sold to the bank are displayed, face up, in this area.

4. Resource Cards and Hidden Resource Cards are shuffled together. This card stack is placed, face down, next to the player chosen to go first. After each Resource Card is won in a bid, the card stack, and the turn, pass clockwise to the next player.

- The card stack is moved to indicate which player currently has the turn.
- Players must leave all of their Resource Cards and gemstones in view of the other players.



The Sequence of Play

Summary of a Player's Turn—

PAGE

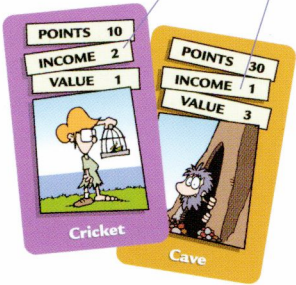
- 1. Collect Income 2
- 2. Put a Resource Card up for Bid 2
- 3. Bid for the Resource Card — All Players 2
- 4. Pay for the Resource Card — The Bid Winner 3
- 5. Pass the Turn Clockwise to the Next Player 4

1. Collect Income

At the beginning of a player's turn, he or she adds the income amounts shown on the Resource Cards currently in his or her possession, and takes that number of gemstones from the bank.

· A player without Resource Cards at the beginning of his or her turn receives no income.

The income from these two Resource Cards equals 3 gemstones.



2. Put a Resource Card up for Bid

On his or her turn, the player puts a Resource Card up for bid using one of the following two options. Everyone will bid for this Resource Card.

Option 1—

Turn over the top Resource Card and place it, face up, on top of the card stack.

· If a Hidden Resource Card is turned over, players bid for the next face down card in the stack, without knowing which Resource Card it is.

· If, after the bid, the hidden resource turns out to be another Hidden Resource Card, simply turn over the card(s) until a Resource Card is revealed. Hidden Resource Cards are set aside after use.

Option 2—

Select a Resource Card that was previously sold to the bank, and put it up for bid.

- At the start of the game, there are no Resource Cards in the bank.
- If the Resource Card stack is depleted, this is the player's only option.
- It is often to a player's advantage to select a Resource Card from the bank. Since these cards are already visible, the player can choose the one most likely to help him or her win the game.

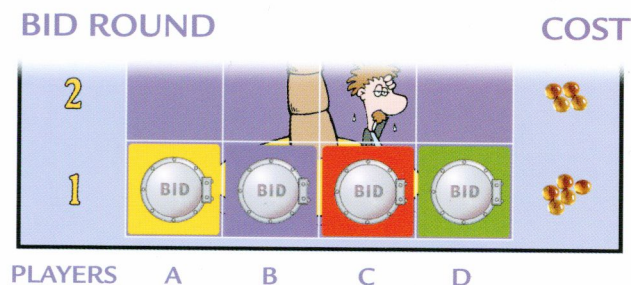
3. Bid for the Resource Card

To determine the winner of the selected Resource Card, all players compete in a bid that will take from one to six rounds. The number of rounds needed to win the bid determines how many gemstones the Resource Card will cost the winning bidder.

BID ROUND		COST				
Bidding Direction ↑	6	SHIPWRECKED				
	5	FREE				
	4	1 gemstone				
	3	2 gemstones				
	2	3 gemstones				
	1	4 gemstones				
		PLAYERS	A	B	C	D

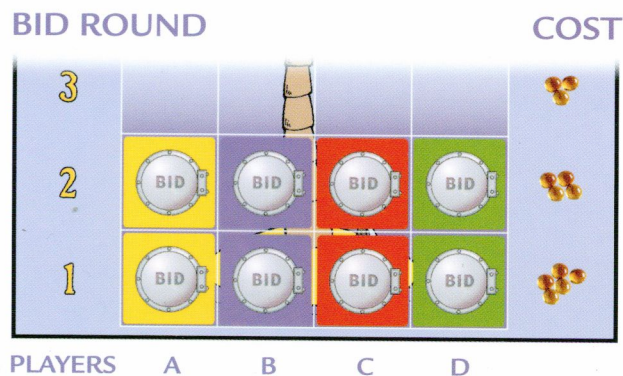
In *SHIPWRECKED*, the cost of a Resource Card for the winning bidder actually decreases with each round. For example, a Resource Card costs 5 gemstones if it is won in the first round, 4 gemstones if it is won in the second round, and so on, until the cost falls to zero in the sixth and final round.

In the first round of the bid, each player chooses one of the six Bid Cards from his or her hand and places it face down, forming the first row of cards. **(The choice of which card to play is explained in detail on page 4.)**



At this point, anyone who played a STOP card in the first row of cards may announce that they are stopping the bid. If the bid is stopped, all cards in this row are turned face up to determine who will win the Resource Card. **(See Steps to Determine the Bid Winner, page 5–6.)**

If no one stops the bid, the first row of cards remains face down. A second row of cards is now formed as players place one of their five remaining Bid Cards face down, just above their first card.



In each new round of bidding, a new row of cards will be placed just above the cards played in the last round.

Anyone who played a STOP card in the second row of cards may now announce that they are stopping the bid. If the bid is stopped, all cards in the second row are turned face up to determine who will win the Resource Card. **(See Steps to Determine the Bid Winner, page 5–6.)**

Rounds of bidding continue as described above until a player stops the bid, or until the bid reaches the sixth round, where bidding stops automatically. In either case, the last row of cards played is always turned face up to determine who wins the Resource Card.

Stopping the Bid

- Only a player who plays a STOP card in the current round may stop the bid.

However, stopping the bid is optional. For strategic reasons, a player may choose to allow the bid to quietly pass into the next round after playing a STOP card.

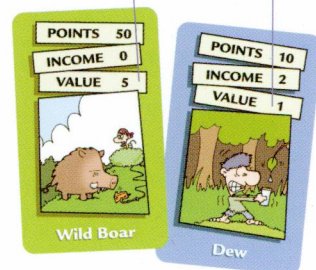
- Between bid rounds, players must be allowed enough time to decide if they are going to stop the bid (about 5-10 seconds).

It is OK for a player to ask if anyone is going to stop the bid before laying a card in the next bid round. However, play can also proceed from round to round in silence, as players try to outwit and bluff their opponents.

4. Pay for the Resource Card

When a player wins a Resource Card in a bid, he or she must pay the bank the cost indicated for the bid round in which it was won. If at any time a player is unable to pay for the Resource Card with gemstones on hand, he or she must sell a previously won Resource Card(s) to the bank. Each Resource Card sold to the bank is

These two cards could be sold to the bank at any time for their total value of 6 gemstones. Or, they could be sold individually, for their respective values.



worth the value, in gemstones, listed on the card. These gemstones can be used to pay for the new Resource Card. However, if a player is unable to pay for a Resource Card that they have won, either with gemstones on hand, and/or by selling Resource Cards to the bank, they are bankrupt, and officially out of the game. The new Resource Card, and any remaining Resource Cards and gemstones from that player, immediately become the property of the bank.

Resource Cards sold to the bank are displayed face up, and may be put up for bid in lieu of flipping over a card from the draw pile. *(See Put a Resource Card up for Bid, page 2.)*

Resource Cards cannot be traded, bought or sold between players, or purchased directly from the bank.

A player who loses all gemstones and Resource Cards, but who is not bankrupt, is still in the game and must continue to bid. *(The player could still win a Resource Card at no cost in the sixth round and recover from this position.)*

5. Pass the Turn Clockwise to the Next Player

The turn and the draw pile, pass clockwise to the player on the left. Play continues following STEPS 1–5 until someone has earned enough points to win the game.

Winning the Game

There are two ways to win *SHIPWRECKED*—

- Earn **100 points**, or more, in one resource group
- Earn **150 points**, or more, in any combination of resource groups

Etiquette

- Experienced *SHIPWRECKED* players may wish to use the bid process to determine who goes first at the start of the game.
- After a bid has been stopped, players are only required to reveal the Bid Cards that are necessary to determine the winner of a Resource Card.

For strategic reasons it is usually wise to conceal bid strategies from the other players!

The Bid Cards

Players bid for the Resource Card using their six Bid Cards. The three types of Bid Cards each have unique characteristics. The choice of which card to play in a particular round depends upon what the player *thinks* his or her opponent(s) are going to do next. It also depends upon what he or she *believes* has been played in the previous bid round(s).

BID CARD	Can it STOP the Bid?	Can it WIN the Bid?	Play this card when ...
	NO	YES <i>If it is the only STRIKE card played in the last round of bidding.</i>	• You <i>want</i> the Resource Card • And the current cost is <i>OK</i> • And you <i>think</i> another player will stop the bid
	• If there is more than one STRIKE card in the last round of bidding, they cancel each other out.		
	YES	YES <i>Unless a single STRIKE card was also played in the last round of bidding.</i>	• You <i>want</i> the Resource Card • And the current cost is <i>OK</i> • And you <i>don't think</i> a STRIKE card or another STOP card will be played
	• A tie between winning STOP cards requires a tiebreaker. When ties cannot be broken it is called a BIDLOCK . The players in the BIDLOCK must pay for the Resource Card, and then bid for the same card again.		
	NO	NO	• You <i>don't want</i> the Resource Card • Or the current cost is <i>too high</i> • Or you want to save your STRIKE or STOP cards for later • Or you want to improve your chances of winning a tie
	• PASS cards can reduce the cost of a Resource Card, by adding rounds to the bid. • PASS cards are used to break ties between winning STOP cards.		

Steps to Determine the Bid Winner

Immediately after a player stops the bid (or if the bid reaches the sixth round*), the cards in the last round of bidding are turned face up. The following steps determine the winner of the bid and the Resource Card.

STEP 1

A single STRIKE card in the last round of bidding always wins the bid. Multiple STRIKE cards cancel each other out. If there is not a STRIKE card in the last round of bidding, **or** there are multiple STRIKE cards, go to STEP 2. (*For bids that reach the 6TH round, see note.)

In the following example, Player B wins the bid because he or she played the only STRIKE card in the last round of bidding. Since the bid was won in the third round, Player B pays 3 gemstones to the bank, takes the Resource Card, and the turn passes to the next player.

BID ROUND				COST	
3	 PASS	 STRIKE	 STOP	 STOP	
	 BID	 BID	 BID	 BID	
	 BID	 BID	 BID	 BID	
PLAYERS	A	B WINNER	C	D	

*NOTE: For Bids that Reach the 6TH Round

Because the bid automatically stops in the sixth round, it is possible that a STOP card was not played in the last round of bidding. In this rare case, unless a single STRIKE card won the bid in STEP 1, all players immediately rebid for the same Resource Card without paying any gemstones.

STEP 2

If a single STRIKE card did not win the bid in STEP 1, then **a single STOP card in the last round of bidding now wins the bid.** If there is more than one STOP card in the last round of bidding, there is a tie. Go to STEP 3 to determine which of these STOP cards wins the bid.

In the following example, Player C wins the bid because he or she played the only STOP card in the last round of bidding, and no STRIKE cards were played. Since the bid was won in the first round, Player C pays 5 gemstones to the bank, takes the Resource Card, and the turn passes to the next player.

BID ROUND					COST
2					
	 PASS	 PASS	 STOP	 PASS	
1					
PLAYERS A B C D					
WINNER					

In the following example, Player A wins the bid because he or she played the only STOP card in the last round of bidding, and the multiple STRIKE cards cancel each other out. Since the bid was won in the second round, Player A pays 4 gemstones to the bank, takes the Resource Card, and the turn passes to the next player.

BID ROUND				COST
2	 STOP	 PASS	 STRIKE	 STRIKE
	 BID	 BID	 BID	 BID
1				
PLAYERS				
A				
WINNER				
B				
C				
D				

STEP 3

If a single STOP card did not win the bid in STEP 2, then those who played STOP cards turn over all of the Bid Cards they played in previous round(s). **The player who reveals the most PASS cards wins the bid.** If there is an equal number of PASS cards, go to STEP 4.

*In the following example, Players C and D tied because they both played STOP cards in the last round of bidding, and no STRIKE cards were played. **Player D wins the tie-breaker** with three PASS cards played in the first four rounds, compared to only two PASS cards for Player C. Since the bid was won in the fifth round, Player D pays 1 gemstone to the bank, takes the Resource Card, and the turn passes to the next player.*

BID ROUND		COST			
		A	B	C	D
5		PASS	PASS	STOP	STOP
4		BID	BID	PASS	PASS
3		BID	BID	STOP	PASS
2		BID	BID	STRIKE	PASS
1		BID	BID	PASS	STRIKE
		A	B	C	D WINNER

STEP 4

If STOP cards involved in a tie each have the same number of PASS cards played in previous rounds, then there is a **BIDLOCK**, and no one wins the Resource Card. As a penalty, each of the players involved in a BIDLOCK must pay the bank the cost of the last round played, and then bid again for the same Resource Card. Only the players involved in a BIDLOCK participate in the rebid.

*In the following example, Players B and C tied because they both played STOP cards in the last round of bidding, and no STRIKE cards were played. Since they each played a PASS card in the first round, the tie remains unbroken, **and they are now BIDLOCKED**. Since Players B and C BIDLOCKED in the second round, they each pay 4 gemstones to the bank as a penalty, and then rebid for the same Resource Card. Players A and D do not pay the penalty, nor do they participate in the rebid.*

BID ROUND		COST			
		A	B	C	D
2		PASS	STOP	STOP	PASS
1		BID	PASS	PASS	BID
		A	B — C BIDLOCKED	C	D

Original Concept and Prototype Matthew Kirby
 Lead Game Designer Mark Alan Osterhaus
 Game Play Design Team Ellen Osterhaus, Max Osterhaus
 Illustrations and Graphic Design John Kovalic
 Production Graphics & Layout Cathleen Quinn-Kinney
 Product Development Al Waller, Cathleen Quinn-Kinney
 Playtesters Leah Osterhaus, The Waller Family

**OUT
OF THE
BOX®**

You can play!
 otb-games.com

Out of the Box Publishing Inc.
 P.O. Box 14317
 Madison, WI 53714
 Phone 800-540-2304
 Fax 800-637-4201
 E-mail info@otb-games.com

©2002 Out of the Box Publishing Inc. All rights reserved. *Shipwrecked®*, *Award Winning Fun®*, *You can play!* and *Out of the Box®* are trademarks of Out of the Box Publishing Inc. Specifications subject to change without notice.

Second Edition ~ Printing 10 9 8 7 6 5 4 3 2 1



WARNING!

Choking Hazard. Small parts. Not for children under 3 years.