The Lonely Ocean

New Bedford Solo Game rules, version 0.3.2

In the Lonely Ocean, players can face off against some of the most talented captains as they attempt to rise to prominence in the town of New Bedford. The Lonely Ocean expansion includes four Captains with individual personalities. Starbuck: skilled in all aspects of the industry. Stubb: the master builder, Flask: the expert whaler, and finally Ahab: the mad captain who is as mighty and unpredictable as a whale.

Each captain has his own board, with an action rondel and a decision tree. Rondels show the basic types of actions in the game: taking resources, preparing and launching ships, collecting money, and building. Decision trees help determine how those actions are accomplished.

Each rondel is unique to the character's goals (*e.g. Flask has more whaling-related actions, and Stubb has more building actions*). Some spaces list two actions, which will change the behavior after a certain round. Each captain also has specific buildings to build and use which complement their personalities.

The decision tree is also unique to the captain's personality (*e.g. Starbuck mostly keeps to himself, while Ahab does whatever it takes to get ahead*). Between the rondel and decision tree, players can see what actions the captains are likely to take, but will not be able to perfectly predict them.

Setup for a solo game.

Select a captain to face off against, and give him $5 to start with. Use the buildings and whale tokens indicated for a two-player game. The player selects resources as normal. Place the captain's token on the leftmost action space, roll the die, and move the captain clockwise around the rondel that number of spaces to determine his starting position.

The captain always takes his turn before the player.

Advanced Setup Variants:
 Captain's Buildings: Use the buildings that the captain's board lists for him to build.
 Random start: Randomly select a starting space on the rondel and place the captain's token there.

Taking a turn for a captain

On the captain's turn, roll a biased die (1,1,1,2,2,3) and advance the token to determine his goal for that turn.

Next, go to the decision tree and evaluate each step in order, A through C or D, until the character can successfully perform an action. Place the character's worker on the space and execute the action. Captains ignore resource costs and do not gain resources; however, captains do track money. Many action spaces give money in place of resources. Refer to the Captain boards and reference board to determine how much money a captain gains from an action.

If the captain tries to perform a building action, build the first building possible in the appropriate list. If all buildings in the list are built, choose a random building and give it to the captain. *The captain pays no resources for the building, but must pay any money listed as normal.* When Stubb builds, roll the die before building, and build a building in the appropriate column, if possible

Each captain has specific actions specified for the 12th round, to be followed instead of using the Rondel.

Track all money gained or lost by the captain. He must pay you to use your buildings, and you must pay to use his. *If the captain has no money, he cannot use an opponent's building.*

When whaling, Captains always take the most valuable whale available to them, and add them to their corresponding ships. When a captain's ship returns, he pays for whales as normal and must sell whales he cannot afford. Captains always sell as to maximize their points gained from whales, including any applicable bonus buildings. (Example, Starbuck has two bowhead whales and one right whale, for a lay of $10, but has only $6. Selling one right whale would only give Starbuck $7 of the needed $8, but selling one bowhead whale gives him $8 of a needed $6, and so Starbuck sells the bowhead.)

Points are totaled as normal, and the player wins if he or she has more points than the Captain.

Adding More Players

More than one Captain can be used in a solo game to add a third or even fourth player. In such case, use the appropriate buildings and whales for the number of players. The captains alternate going first. Each captain treats other captains as normal players, but prefers their action spots in case of a tie with the player.

Captains can even be added to a two or three player game to increase the player count. In cases where the captain has a choice between two players _that is not otherwise resolved by the decision tree_, the current first player decides how to resolve the action.

In games with multiple players, the captain always goes first.