

Custom Ocean



This rulebook is an English translation of the Japanese edition of "Custom Ocean," produced by RMBC.

Players



2-4

Time



20-30 minutes

Age



8+



Rules[EN](PDF/Web)

1. Game Objective

A dangerous stretch of sea where the weather can change in the blink of an eye. Beyond these treacherous waters lies a legendary "Treasure Island," said to hold unimaginable riches.

Many factions have set out in search of Treasure Island, but along the way, they were caught in a powerful tornado, leaving their ships battered and broken. Ship parts and crew members are scattered across the sea.

As the **commander** of a fleet, you must gather the scattered ship parts and crew members, building a fleet of your own as you race toward Treasure Island.

Customize your ships by layering **transparent cards** and strengthen your fleet! Master the ever-changing weather and reach **Treasure Island** before your rivals!

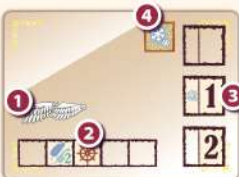
But reaching Treasure Island doesn't mean you're safe. Cannon fire and battles can **force you to retreat**. Stay alert until the very end and claim the treasure for yourself!

2. Components



■ **Ship Cards: 10 cards (10 unique types)**

- ① Ship and Background
- ② Equipment Icon Area
- ③ Sailing Performance



■ **Custom Cards: 70 cards (70 unique types)**

- ① Custom Parts (such as ship parts and crew members)
- ② Equipment Icon Area
- ③ Sailing Performance
- ④ Weather Section



■ **Ability Cards: 10 cards (10 unique types)**

- ① Ship's Sail
- ② Equipment Icon Area
- ③ Unique Ability

■ **Summary Cards: 8 cards (4 colors [red, yellow, white, black] × 2 types)**

♦ **Summary Card A**[Turn Sequence] ♦ **Summary Card B**[Equipment Icon Overview]



■ **Game Board: 1 board (fabric)**



■ **First Player Marker: 1 piece**



■ **Player Pieces: 4 pieces**

(4 colors [red, yellow, white, black] × 1 each)



■ **Ship's Wheel Chips: 20 chips**



■ **Rulebooks: 2 sheets**

3. Game Setup

3-1. Board Setup

Place the **game board** in the center of the table.



3-2. Determine Player Colors

Each player chooses one color from the four available colors [red, yellow, white, black].

Each player takes the **two Summary Cards** and **one Player Piece** of their chosen color.

Return all unused cards and Player Pieces to the box.



3-3. Ship Card Setup

Shuffle the 10 Ship Cards face down and **deal 2 cards** to each player.

Turn the dealt Ship Cards face up and place them in front of you.

Return all remaining Ship Cards to the box.

※ Each Ship Card features a ship and a background.



3-4. Ship's Wheel Chip Setup

Deal 1 Ship's Wheel Chip to each player.

Place the remaining Ship's Wheel Chips together near the game board as the **Chip Supply**.



Chip Supply



3-5. Hand and Field Card Setup

Shuffle the **70 Custom Cards** face down and deal **3 cards** to each player. These cards form your **hand**. Keep your hand so that only you can see the fronts of the cards and the other players cannot.

※ If you are concerned about the transparent cards being visible, you may keep your hand hidden under the table or in another concealed location.

Place the remaining Custom Cards face down near the game board to form the **deck**.

Draw the top **3 cards** from the draw pile and place them face up to form the **display**.

※ If you are concerned about the transparent cards being visible, you may place 1 remaining Ship Card face down on top of the deck to conceal it.



3-6. Determine the First Player

The player who has **most recently been on a ship** becomes the **First Player** (the player who takes the first turn).

You may also choose the First Player by any method, such as rock-paper-scissors. The First Player takes the **First Player Marker** and places it in front of them.

3-7. Player Piece Setup

Place each player's **Player Piece** on a space with a ship shown on the game board. Starting with the **First Player** and proceeding clockwise, place the Player Pieces in order according to the **numbers on the spaces**.



3-8. Ability Card Setup

Decide **how many Ability Cards** to use in the game (**0-2 cards**) and prepare them.

If this is your **first time playing the game**, we recommend playing without Ability Cards (**0 cards**). For subsequent games, try adding Ability Cards.

※ For the unique abilities of each Ability Card, see [6. Ability Card Guide].

★ Ability Card Setup

0 Cards : Return all Ability Cards to the box.
[Beginner Rules]

1 Cards : Shuffle the Ability Cards face down and deal **2 cards** to each player.
[Basic Rules]

Each player chooses **1 card** and places it on top of **either of their Ship Cards**.

Return all remaining Ability Cards and unchosen Ability Cards to the box.



2 Cards : Shuffle the Ability Cards face down, then **reveal 3 cards face up**.
[Optional Rules]

The First Player **chooses 2 of them** and places **1 card on each of their 2 Ship Cards**.

Then, replenish the display to 3 Ability Cards.

Proceeding clockwise, each player follows the **same procedure**, choosing 2 Ability Cards and placing 1 on each of their Ship Cards.

Return all remaining Ability Cards to the box.



※ When placing an Ability Card on a Ship Card, align it with the Equipment Icon Area.

(Example) After Game Setup ※ For a 4-player game (1 Ability Card)



4. Game Flow

The game is played by taking **turns**, with each turn following the sequence of steps described below. The **First Player** takes the first turn, and play then **proceeds clockwise**.

At the **end of a round** (when all players have taken one turn, starting with the First Player), if **any player has reached the Goal**, the **game ends**.

The winner is determined by the **positions of the Player Pieces** at the end of the game.

The player whose turn it is follows the steps below.



4-1. Strengthen Your Fleet

Choose **1 Custom Card** from your hand and place it on top of either of your **Ship Cards**.

※ When placing a Custom Card on a Ship Card, align it with the Equipment Icon Area.
※ There is no limit to the number of Custom Cards that can be placed on a Ship Card.



★ Custom Card Icons

Custom Cards feature the following types of icons.

• **Weather Icons**: [Sunny] [Thunderstorm] [Tornado] [Snow]



• **Equipment Icons**:

[Sword] [Map] [Ship's Wheel] [Feather] [Cannon]



※ If an Equipment Icon has a [2] next to it, it counts as 2 of that icon.
※ During the game, count the total number of Equipment Icons across both Ship Cards.

4-2. Sailing (Moving the Ship)

Refer to the **Sailing Performance** that **matches the weather icon** [] in the **Weather Section** of the Custom Card played **this turn**.

You may **move your Player Piece up to the total value of the two Ship Cards**.

※ You may move to any adjacent space in any direction.
※ You may stop at any point as long as you do not exceed the total value.
※ If the total value is 0, your Player Piece remains on its current space.
※ Any number of Player Pieces may occupy the same space.

Card Played This Turn



The Weather Section of the Custom Card played this turn shows a Tornado [].

The Sailing Performance [] of the two Ship Cards is $[2] + [0] + [2] = 4$, so you may move up to a total of 4 spaces.



★ Shortcuts and Obstacles

✦ Shortcut Using Sword Icons

You may enter a space with a Monster Icon  only if you have at least the number of Sword Icons  shown on that space.

- ✧ You do not need any Sword Icons when leaving a space with a Monster Icon.
- ✧ You may pass through Monster spaces multiple times per turn.

(Example) Shortcut Using Sword Icons



You have 3 or more Sword Icons, so you can enter this space.

✦ No Entry Due to Obstacles

Areas depicting rocks or islands are Obstacles. These areas are not treated as spaces, and Player Pieces cannot enter or pass through them.



4-3. Activate the Space Effect

You may **activate the effect of the space** where your **Player Piece** stopped.

- ✧ You may activate a space effect only once per turn.
- ✧ You may choose not to activate the space effect.

★ Space Effects

✦ Map Space

You may **reposition** your Player Piece onto a Map Space with the same number only if you have at least the number of Map Icons  shown on the space.

(Example) Repositioning Using a Map Space



An icon marked [2] counts as 2 icons. You have 3 or more Map Icons, so you can reposition your Player Piece.

✦ Ship's Wheel Space

Gain 1 Ship's Wheel Chip  from the Chip Supply. Additionally, gain 1 more Ship's Wheel Chip  for each Ship's Wheel Icon .

- ✧ You may have up to 5 Ship's Wheel Chips at the end of your turn.
- ✧ If there are not enough Ship's Wheel Chips, use another item as a substitute.

(Example) Gaining Ship's Wheel Chips from a Space Effect



You have 2 Ship's Wheel Icons, so you gain 3 Ship's Wheel Chips.

✦ Feather Space

For each Feather Icon , you may move your Player Piece 1 space.

- ✧ You may activate only one space effect per turn, so you cannot activate the space you move to.
- ✧ You may stop before using all available movement.

(Example) Movement Using a Feather Space



You have 2 Feather Icons, so you may move up to 2 spaces.

✦ Cannon Space

You may move all other players' Player Pieces up to half the number of Cannon Icons , rounded up. However, each other player may give the active player 1 Ship's Wheel Chip  to **reduce** their movement by 2 spaces.

- ✧ The active player decides where the Player Pieces are moved. They may stop them along the way, but cannot use shortcuts with Sword Icons .

1-2	3-4	5-6	7-8	9-10	...
1 space	2 spaces	3 spaces	4 spaces	5 spaces	...

(Example) Movement Using a Cannon Space



You have 5 Cannon Icons, so you may move other players' Player Pieces up to 3 spaces.



The yellow player paid 2 Ship's Wheel Chips to prevent the movement.
The white player paid 1 Ship's Wheel Chip and was moved 1 space.
The black player was moved 3 spaces without paying any Ship's Wheel Chips.

4-4. Battle

- ① A **battle occurs** if one or more other players' pieces are on the **same space** as or an **adjacent space** to the active player's piece.
- ② If a battle occurs, **all players whose pieces are on the same or adjacent spaces**, including the active player, **compare the number of Sword icons** .
- ③ The player with the **most Sword icons** moves **all other pieces** involved in the battle **2 spaces**.

- ✧ Players with the most Sword Icons do not move.
- ✧ A battle can occur only once per turn.
- ✧ The player with the most Sword Icons decides where the Player Pieces are moved. The player may stop them along the way, but cannot use shortcuts with Sword Icons .
- ✧ If multiple players have the most Sword Icons, the player closest to the active player in clockwise order decides where the Player Pieces are moved.

(Example) Movement Caused by a Battle



A battle occurs because the White and Black Player Pieces are on spaces adjacent to the Red active player's piece.
Comparing the Sword Icons: Red 1, White 1, Black 0.
Red and White have the most Sword Icons, so the Black Player Piece is moved 2 spaces.
✧ The Red player, closest to the active player, decides where it is moved.



4-5. Draw a Card

Draw 1 **Custom Card** from the **deck** and add it to your hand.

- ✧ If the deck runs out, shuffle the discard pile (see below) to create a new deck.



★ Free Action

You may **pay Ship's Wheel Chips**  (return them to the chip supply) to perform the following Free Actions.

You may perform Free Actions at **any time during your turn**, as many times as you can pay the required Ship's Wheel Chips .

Purchase (1 Ship's Wheel Chip)

Discard 1 card from your hand, then draw 1 card from the **display or the deck** and add it to your hand.

- ✧ Place discarded cards face down in a discard pile, separate from the display.
- ✧ Refill the display to 3 cards. If the deck runs out, shuffle the discard pile to create a new deck.
- ✧ If both the discard pile and deck are empty, do not refill the display.

Boost (2 Ship's Wheel Chips)

Move your Player Piece 1 space.

- ✧ If you meet the requirements, you may use shortcuts with Sword Icons  for this movement.

✧ Examples of Using Free Actions

- ① During [4-1. Strengthen Your Fleet], use Purchase and place the card drawn from the display on top of a Ship Card.
- ② During [4-3. Activate the Space Effect], use Boost to move, then activate the space effect. (A space effect can be activated only once per turn.)
- ③ During [4-4. Battle], use Boost to move, then trigger a battle. (A battle can occur only once per turn.)

End of Turn

The turn ends, and play passes to the next player clockwise. At the end of your turn, if you have 6 or more Ship's Wheel Chips , perform **Free Actions** or **return Chips** to the chip supply until you have 5 or fewer.

5. Game End and Results

5-1. Game End

At the end of a round (when all players have taken a turn, starting with the Starting Player), the game ends if:

- Any player has **reached the Goal**.
- The deck is empty at the end of the round.

- ✧ If the deck runs out, shuffle the discard pile to create a new deck. The deck is considered empty only when both the deck and discard pile are empty.

★ Goal and Spaces After the Goal

After reaching the Goal, you may continue moving through the **Spaces After the Goal**.

However, the **final space is a dead end**, so **movement ends when you reach it**.

※ Spaces After the Goal are treated as part of the Goal, and Player Pieces on them are considered to have reached the Goal.



Player Pieces that have reached the Goal are **still moved** by Cannon Space effects and Battles, just like pieces on normal spaces.

Even if a player has reached the Goal, the game **does not end** if their Player Piece has moved back before the Goal by the end of the round.

5-2. Game Results:

After the game ends, determine the **rankings**. Players are ranked by **how close** their Player Pieces are to the **final space**.

- ※ If Player Pieces are on the same space, the player with more Sword Icons [] ranks higher.
- ※ If the number of Sword Icons is also tied, the player with more Ship's Wheel Chips [] ranks higher. If all are tied, the players share the same rank.

(Example) Game End and Results



At the end of the round, the Red and White Player Pieces had reached the Goal, so the game ended.

The rankings were determined by how close each Player Piece was to the final space:

- 1st: Red
- 2nd: White
- 3rd: Yellow
- 4th: Black

6. Ability Card Guide



This section introduces the unique abilities of the 10 Ability Cards used in the game.

- ※ Unique abilities can only be used by the player with the corresponding Ability Card.
- ※ Unique abilities are always considered active, regardless of which Ship Card the Ability Card is placed on.

① Merchant's Sail

If a Player Piece is repositioned by a Map Space effect, you may move it 2 additional spaces.



② Scholar's Sail

At the start of the game, draw 2 additional cards and start with 5 cards in your hand.



③ Pirate's Sail

Pay 2 Ship's Wheel Chips to move all other Player Pieces 1 space.

- ※ This ability can be used as a Free Action.
- ※ The active player decides where the Player Pieces are moved.
- ※ When moving the Player Pieces, shortcuts with Sword Icons [] cannot be used.



④ Adventurer's Sail

During a Battle, if you have the most **Sword Icons**, move your Player Piece additional spaces equal to the difference from the fewest Sword Icons.

- ※ This ability works even in a tie for the most Sword Icons.
- ※ This ability works outside your turn after a battle.
- ※ This movement occurs after the battle.

(Example) Movement by Sword Icon Difference

$$\text{Sword Icon} = 4 - \text{Sword Icon} = 1$$

Sword Icon difference: [4] - [1] = 3, so move 3 spaces after the battle.



⑤ Mechanist's Sail

During Strengthen Your Fleet, if you place a card with [Thunderstorm] or [Tornado] in the Weather section on a Ship Card, gain 1 Ship's Wheel Chip.



⑥ Cook's Sail

You may use the Free Action [Boost] by paying 1 Ship's Wheel Chip.



⑦ Wingfolk's Sail

When your Player Piece is moved by a Cannon Space effect or battle, you may reduce the movement by 1 space.

- ※ This ability does not reduce movement caused by the unique ability of [Pirate's Sail].



⑧ Witch's Sail

If your Player Piece stops on a space adjacent to a Feather Space, you may activate the Feather Space effect instead of the effect of the space you stopped on.



⑨ Royal Sail

During Strengthen Your Fleet, if you place a card with [Sunny] or [Snow] in the Weather section on a Ship Card, treat each Equipment Icon as +1 for that turn.



⑩ Naval Sail

When you activate a Cannon Space effect, you may move your Player Piece additional spaces equal to half the number of Cannon Icons, rounded up.

- ※ This movement occurs after the Cannon Space effect.

	1~2	3~4	5~6	7~8	9~10	...
	1 space	2 spaces	3 spaces	4 spaces	5 spaces	...



Produced by RMBC

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※ For questions about this game, please contact RMBC via X or email.

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