

The Sound of Sirens

Once every century, the sirens awaken from their slumber to host a giant music festival, and this edition... will be a smash hit!

The most enchanting singers from four clans of sirens compete in a perilous race. The winner will become a terrifying champion, their legend passed on for the next hundred years...

...by those who live to tell the tale.



GOAL OF THE GAME:

Lure ships onto the cliffs by **summoning sirens** and avoiding **sea monsters**.

The first player to crash their ship by having it reach the finish line, wins the game!



2-4
players

ages
9 - 99+

10 min
per player



WHAT'S IN THE BOX?

4 ships, 6 sail cards, 18 siren cards, 85 action cards



1. SHORT OVERVIEW: HOW SIRENS LURE SHIPS

Players attract ships by playing cards that summon sirens who specialize in 1 of 4 musical genres (because not every sailor is attracted to the same type of music):



Ships are only attracted to 2 genres, shown on the sails, and can only **move forward if they share a genre with the singing siren**, for example:



The siren sings POP: only the ship with sail A can move forward.



The siren duo sings POP & BALLAD: ships with sails B and C could move 1 space, but the ship with **sail A could move 2 spaces because both genres match**. The player who summoned the siren chooses which ship to move.

- o You can **only move 1 ship**, even if the siren matches multiple ships.
- o If a ship cannot move (because of a sea monster or anchor), you **MUST** choose another ship to move forward.
- o If there is a match, **you MUST move a ship**, even if it belongs to one of your opponents.
- o It is possible (but not likely) that no ships can move during a turn. In this case, discard the siren card.

Sirens are summoned using **action cards** (see page 5). Some actions let you reveal the top card of the siren deck (or top 2 cards if you're lucky).



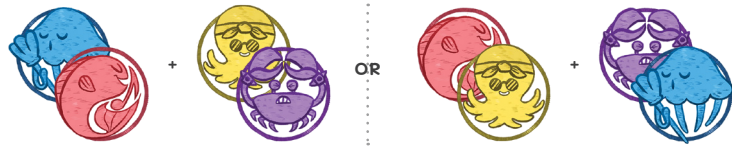
2. SETUP: OCEAN VIEW

This is what the setup looks like from above:



Before starting the game, **each player chooses a ship with a unique sail.**

for a **2 player game**,
include each genre once:



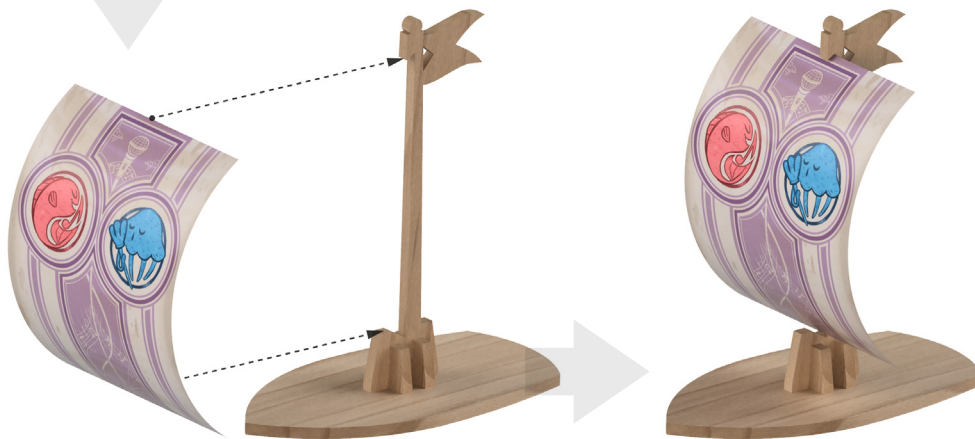
for a **3 player game**,
all 3 sails must share one genre,
with a unique genre for each player:



for a **4 player game**,
include each genre twice:



Hoist the sails by bending the sail cards slightly
and placing them into the mast.



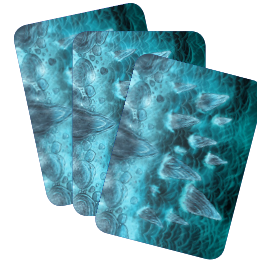
The player with the most angelic voice starts the first turn.
Afterwards, players **take turns clockwise**.



3. HOW TO PLAY

A. TIME FOR ACTION!

Each player receives **3 action cards** at the start of the game. During their turn, players can use as many action cards as they want (usually it's best to play as many as possible, but you call the shots).



At the end of your turn, discard all the cards from your hand that you didn't or couldn't use, and draw 3 new cards from the action deck. If the deck runs out, shuffle the discard pile to create a new draw pile.



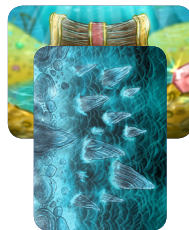
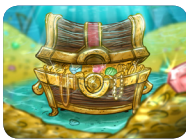
You can only play action cards during your own turn, unless the card shows a **lightning symbol**, which means you can play them **at any time**.

Lightning actions are perfect for **sabotaging opponents** (see page 8) so don't forget to draw new cards at the end of your turn!

B. TREASURING CARDS

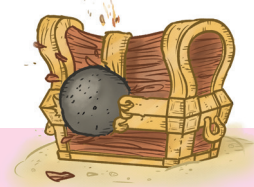


As mentioned above, you must discard all unused action cards at the end of your turn. The only way to **hold onto action cards** for later, is by stashing them in a treasure chest. Each treasure chest can only hold 1 action card. You may only have a maximum of 3 treasure chest in front of you at all times.



Play a treasure chest by placing it face-up in front of you, and fill it by placing an action card face-down underneath. You can fill the chest right away or during a later turn.

You may **use treasured actions cards as if they were in your hand** (play regular action cards during your turn, play lightning actions at any time). Once you use the action card, the empty treasure chest remains in play for later use.



Treasure chests are nifty, but your **opponents can steal or destroy** treasures, so don't be a hoarder!



C. MONSTER MASH!

At the start of the game, the finish line is guarded by terrifying sea creatures (one for each player). **Ships cannot move through monsters**, so you will need to get rid of them to win.



There are action cards that **destroy a sea monster** (move it to the discard pile) and allow you to draw an extra action card as a reward for your legendary deed.



Other action cards **move a sea monster** to any empty space. Put them directly in front of an opponent's ship if you're feeling wicked.

If you draw a sea monster from the action deck, you may place it on an empty space of your choice, including the finish line.

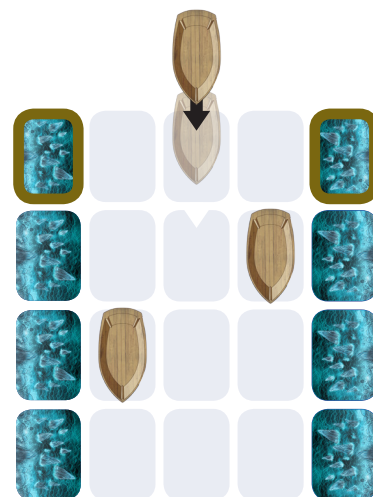
If you're stuck, and none of the cards in your hand can help, you may **skip your turn to destroy a sea monster** by discarding your hand and drawing 3 new action cards.

But remember: as soon as you play any action card during your turn, even from a treasure chest, you can no longer skip your turn to destroy a monster!

D. FLANKING CARDS BOOST

The face-down action cards on both sides of the play area act as a catch-up mechanism for the player in last position.

When a ship is the last to reach a row, that ship's player may look at both flanking cards, choose one to keep (or play immediately) and one to discard.



This happens instantly when the ship reaches the row, no matter whose turn it is.



4. THE ACTION CARDS IN DETAIL



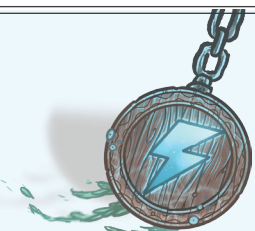
Summon Siren (20 in total)

Reveal the top card of the siren deck.
You **MUST** move a ship that matches a genre
1 space forward, 2 spaces if both genres
match.



Summon 2 Sirens (6 in total)

Reveal the top 2 cards of the siren deck and choose 1
to activate.



LIGHTNING ACTION: play at any time

Silence Siren (6 in total)

Cancel the effect of 1 revealed siren card.



Stop the clock! (3 in total)

Stop or reverse the effect of **any action card**.



Double speed (2 in total)

Play only when a ship is moving. Double the total
number of spaces that ship would move.



Anchor (4 in total)

The target ship cannot move **until the next
player starts their turn**, under any
circumstance.



Move Ship (4 in total)

Choose any ship to move 1 space
forward or backward.





Sea Monster (8 in total)

The sea monster acts as a regular action card. You may place it on any empty space. Ships cannot move through monsters. Destroy or move monsters using action cards, or **skip your turn to remove one**.



Destroy Monster (4 in total)

Remove a sea monster from play and put it on the discard pile. Draw 1 action card.

Move Monster (4 in total)

Move a sea monster in play to any other empty space.

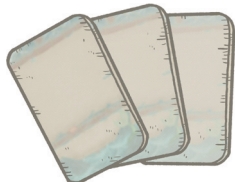


Steal card (2 in total)

Without looking, pick 1 random card from any opponent's hand.

Destroy card (2 in total)

Choose an opponent. That player must choose and discard 1 card from their hand.



Bounty (2 in total)

Draw the top 3 cards from the action deck and add them to your hand.



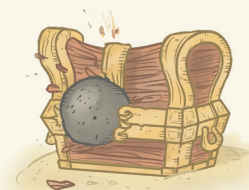
Treasure Chest (10 in total)

Place face-up in front of you. You may put 1 action card from your hand face-down underneath it. You may play that card as if it were in your hand. The treasure chest card remains in play after you've used its content. Maximum of 3 treasure chests per player at any given time.



Destroy Treasure (3 in total)

Move an opponent's treasure chest and its content to the discard pile.



Steal Treasure (4 in total)

Place an opponent's treasure chest (along with its content) in front of you. You may use it immediately.



5. SOME FREQUENTLY ASKED QUESTIONS

Q: My opponent used a Lightning Action on me. Can I counter this with one of my own Lightning Actions?

A: Yes, you can! Players can keep stacking Lightning Actions as long as they have them. Just remember that a Lightning Action only affects the card that was played immediately before it.

Q: I only had anytime cards in my hand and I've played them all on my opponents. Now it's my turn and I don't have any cards. Can I still skip my turn to destroy a sea monster?

A: Yes you can, because you haven't performed any actions during your own turn.

Q: Can I first treasure the cards in my hand and then skip my turn to destroy a sea monster?

A: No. Treasuring a card counts as an action.

Q: Can I freely swap the cards from my hand with the cards in my treasure chests?

A: Yes, you may freely exchange cards from your hand with cards in your treasure chests, choosing which cards to keep for future turns. Just remember you can only do this on your own turn, and that it counts as an action.

Q: My own ship is blocked and both symbols on the siren I summoned match my opponent's ship. Do I have to move their ship twice?

A: Unfortunately for you, yes you do.

Q: Both symbols on the siren I summoned match my ship. Can I use the "Double Movement" Lightning Action to move 4 spaces in one go?

A: Yes, you can!

The more our game gets played, the more questions might rise to the surface. To find an FAQ list that's always up to date, or to ask your own question, be sure to visit www.monkeyshinegames.com/sound-of-sirens-faq/

