

FLOTILLA FAQ

CORRECTIONS:

On page 5, step 11, the text should read:

Starting with the Speaker's Guild's Crew cards, shuffle the Tier 2 Crew and place them Sinkside  faceup onto the card-shaped space on the Guild board, above the **Speakers'** Guild icons. Then shuffle the **Speakers'** Guild Tier 1 Crew cards, and place them on top of those Tier 2 Crew (also with their Sinkside faces up). *(All crew cards should go in the spaces matching their guilds).*

On page 5, there should be two additional steps:

20: Place your Guild Influence Disks at the topmost space of each guild ring track.

21: Place your Outposts in the indicated spots on your player board.

On page 16, the symbol for dropping off resources should be .

FAQ:

What does  mean on the Hub Board?

The "=" means that all influence you gain through this bounty in a single research action must apply to the same guild.

The previous player used a Scholar as a Founder. If I play the Dredger, does that player's topside Scholar count as a Delver?

Yes! Scholars count as all guilds for all purposes.

If I play the Translator and discard 2 other speakers to gain extra influence, which card is topside?

The Translator. The card you are playing and resolving is always discarded last.

What happens if you max out your toxicity tracker?

Nothing. Your toxicity remains at the maximum spot no matter how much additional toxicity you receive. The Clinician can still reduce your Toxicity Scoring Penalty by one step.

When scoring built tiles, can the score ever be zero?

No. A is always at least one, as population dials start at one, and B is always at least one, as the tile you are placing counts as one contiguous tile of that district.

Does the value of a resource decrease as you sell them?

No. You wait until you have completed all of your transactions before adjusting the market.

If I have to place a depletion token, can I get my resources from it first?

Yes. You choose the order in which your dice results resolve.

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You may unload your skiffs on this space.



Place newly acquired skiffs on this space.



This tile produces resources of this color.



The icon under the resource barrel indicates that the skyside of this ocean tile has a building on it.



Greenhouse (Traders).



Refinery (Speakers).



Habitat (Founders).



Factory (Delvers).



Available space for an outpost.



1 toxicity.



2 toxicity.



Take the top crew card from any Guild's slot. When in the Guild Ring Track, take the top crew card from that Guild's slot.



(Skyside Only) build a file.



Draw a single tile from the bag. If Sinksides, only if this icon appears without a place icon, you place it as well (if you have no valid spot, return it to the bag). If Skysides, add it to your reserve.



(Sinksides Only) draw the first amount of tiles, and place the second amount of tiles. Return the extra, and any that you did not place, back to the bag.



Gain the indicated amount of currency.



Move your ships a total of this many spaces.



Dive (roll one Dive dice for each skiff on an undepleted tile, matching the depth indicated by each skiff's tile).



Gain influence with any guild of your choice.



All influence must be gained at the same guild.



Each amount of influence must be gained at different guilds.



Make the indicated number of transactions.



A sinksides opponent's topside card.



Discard crew cards of the indicated type.



Retire this card, returning it to the game box instead of placing it into your discard pile.