

Every island demands its cargo.

2–5 players | 10+ | 25–35 min

Seven voyages, says Sinbad, and every one made and unmade my fortune. A ring of islands, a ship, a hold full of cargo: every port demands the goods it craves, serpents guard the richest crates, and profit or not, you sail on.

COMPONENTS



Spice red | Pearls blue | Silk green | Amber yellow

- **40 cargo cards**: four cargoes numbered 1 to 10, the number and symbol in all four corners so a sideways card still reads.
- **Serpents**: one on every 1, two on every 10. 12 in the deck.
- **8 island cards**, two per cargo.
- **5 ships** and a **score pad** (bring a pencil).

HOW IT WORKS

The Voyages of Sinbad is a must-follow trick-taking game with a twist:

- Your ship is moored at an island. If you can't follow the led suit but hold **that island's cargo**, you must **trade**: play one sideways. It counts as the led suit.
- Only a **clean follow** - a serpent-free card of the led suit - keeps your ship in port. Any other card **sails** it one island clockwise.
- Tricks are worth a point each, but every serpent in them bites you for one.

Play one voyage per player. The highest total wins.

YOUR ISLAND



Charles's cargo: Silk

The island your ship is moored at is **your island**; its cargo is **your cargo**.

Everyone can see your cargo at a glance. And because sailing is always one island clockwise, everyone can see your whole future route too.

Ships never block: any number may share an island.

SETUP

Before the first voyage

1. Write each player's name on the **score pad**.
2. The player who has travelled furthest from home is the first **dealer**.

At the start of every voyage

3. **Map.** Shuffle the 8 island cards and lay them face up in a circle: this voyage's islands. Any order - two islands of the same cargo may touch.
4. **Deal.** Shuffle all 40 cargo cards and deal by the table below. Set the rest aside, face down and unseen.
5. **Moor.** Look at your hand. Then, starting left of the dealer and going clockwise, each player moors their ship at **any island**.
6. The player to the dealer's left **leads the first trick**.

Players	Deal each	Set aside	Tricks	Voyages
2	13	14	13	4
3	13	1	13	3
4	10	–	10	4
5	8	–	8	5

PLAYING A TRICK

The **leader** plays any card face up: its cargo is the **led suit**. Then, clockwise, everyone else plays one card, by the **first rule that applies**:

1. Follow

If you have a card of the led suit, you must play one.

2. Trade

Otherwise, if you have a card of **your island's cargo**, you must play one of those - your choice which - laid **sideways**. A trade **counts as the led suit** and can win.

3. Discard

Otherwise, play any card. It can't win.

4. Win

There is **no trump**. The highest card **counting as the led suit** wins the trick. On a tie, the card played **first** wins.

5. Take

The winner takes the cards. **Serpent cards (1s and 10s) lie face up** in a row in front of the winner until the voyage ends; the rest go face down onto their won pile. The winner leads the next trick.

6. Sail

A **clean follow** - a 2 to 9 of the led suit, leads included - **stays moored**. Everyone else now moves their ship **one island clockwise**, never more than one: every trade, every discard, every **serpent card** (any 1 or 10). Sailing is mandatory and never blocked.

THE ISLAND DEMANDS ITS CARGO

- The trade is **mandatory**. While you are void in the led suit, you can never throw your island's cargo away as a discard: the island makes you trade it.
- Only the **rank** is your choice: duck low, or win high.
- A trade can be forced to win - even your 10, serpents and all.
- A lead follows itself: a clean lead stays, **a serpent lead sails**.

ON THE MOVE

- Trade and **win**? You still sail, and lead the next trick from your new island.
- Several ships sailing in one trick all move one island; order never matters.
- If your island's **twin** sits next door, sailing keeps your cargo: the same trade can be forced again.

A TRICK, PLAYED

EXAMPLE: THE TRADE AND THE SAIL

This voyage's ring, clockwise (and from island 8 back to 1):



Loretta (A) at Spice, Charles (B) at Silk, Jean (C) at Pearls, Alan (D) at the other Silk. Loretta leads.

Loretta →		1 leads
Charles →		2 follows
Jean →		3 discards, sails
Alan →		4 **trades, sails**

1 Loretta leads the **Spice 4**: **Spice** is the led suit. It is her own cargo too, but a lead follows itself: she stays put.

2 Charles holds Spice, so he must follow: **Spice 7**, highest so far.

3 Jean has no Spice, and no **Pearls** (her cargo), so she may play anything. Her **Amber 10** can't win - but its two serpents turn the trick sour.

4 Alan has no Spice but holds the Silk 5 and 8: **Silk** is his cargo, so he **must trade**. He chooses the **5**, laid sideways: it counts as Spice, and ducks under Charles's 7.

Charles wins: 1 trick, 2 serpents. The Amber 10 lies face up in front of him. Jean sails to island 4, Alan to island 8 - both Amber, in plain sight of all. Charles leads.

EXAMPLE: THE FORCED WIN



Had Alan's only Silk been the **10**, he would have been forced to play it: it counts as Spice, beats Charles's 7, and wins him the trick - Jean's two serpents and his own two included. The island demands its cargo; it doesn't ask whether there are snakes in the crate.

END OF A VOYAGE

The voyage ends when hands are empty. Each player scores:

- **+1** for each trick won;
- **−1** for each serpent on their face-up cards.

Voyage scores may be negative. Write each score and running total on the pad.

EXAMPLE: SCORING A VOYAGE

Charles took 4 tricks, and 3 serpents arrived in them: 4 − 3 = **+1**. Jean took 2 tricks, all clean: **+2**. Alan took 2 tricks but 5 serpents: **−3**.

COUNTING SERPENTS

The deck holds exactly **12 serpents**: one on each 1, two on each 10. Every serpent taken lies face up, so what each player has eaten - and what is still out there - can be read off the table. (With 2 or 3 players, the set-aside cards may hide a few.)

NEXT VOYAGE

1. Gather all 40 cargo cards, including set-aside and face-up ones.
2. Take every ship off the ring.
3. The deal passes to the left. Start again at Setup, step 3: a fresh ring, a fresh deal, fresh moorings.

END OF THE GAME

The game lasts **one voyage per player**, so that everyone deals once - except with 2 players, who play 4 voyages.

The **highest total wins**. **Ties:** the tied player with the most points in the **final voyage** wins. Still tied? Share the win.

EXAMPLE: FINAL SCORES

	Loretta	Charles	Jean	Alan
1	−1	2	−1	−2
2	−1	1	1	−3
3	1	−1	0	−2
4	−2	0	2	−2
Total	−3	2	2	−9

Charles and Jean tie on 2. In the final voyage Jean scored 2 to Charles's 0: **Jean wins**.

MOORING WELL

Your moor is your route: island 3 today is islands 4, 5 and 6 tomorrow, in that order. Some bearings:

- A **long cargo** is a safe harbour: trades will come cheap, and you choose which.
- The island of your **10's cargo** is a trap you can see coming - and so can everyone else.
- Only a clean follow keeps you parked: voids sail you, and so do your serpent cards - your 1s are a rudder you choose when to spend.

THE VALLEY OF DIAMONDS

On his second voyage Sinbad is stranded in a valley carpeted with diamonds - and with the serpents that guard them. The merchants above hurled joints of meat into the valley so that diamonds stuck fast, and eagles carried meat, stones and all, up to their nests. Treasure and serpent travel in the same crate: that is the whole game.

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Rule book v7 · 18/11/2026 · Prototype art