



## Tsuro of The Seas

Product Information

*Tsuro*<sup>™</sup>  
*of the seas*

<b>Title:</b>	<b>Tsuro of the Seas</b>
Expected Release:	August, 2012
<b>Unit Stock Number:</b>	<b>CLP119</b>
UPC:	8 45866 00119 4
ISBN:	978-1-936055-41-8
Box Weight:	Approx ~2.3 lbs
Box Size:	9.75" W x 9.75" H x 2.5" D
Case Stock Number:	CLP120
Case Pack:	6
Weight Per Case:	Approx ~14 lbs
Case Size:	10.625" W x 10.625" H x 16.5" D



### Product Description

In Tsuro of the Seas you will sail the treacherous waters of the Mystic Seas in an engaging game of adventure and suspense! As the captain of one of the Emperor's mighty Red Seal ships, you will navigate the seas by placing Tsuro wake tiles to direct your vessel. Take great caution to avoid your opponents' ships ... and those mysteries lurking on the horizon and under the sea. Guide your ship with a steady hand and be the last captain sailing to survive the mystic seas and win!

Tsuro of the Seas is an enjoyable experience that will entertain 2 to 8 players ages 8 and up and it plays in 20-40 minutes.

Set sail at once! You have a mighty quest to fulfill for the Emperor!



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## Contents

- 1 game board
- 56 wake tiles
- 10 daikaiju tiles
- 8 Imperial Japanese Red Seal Ships
- 2 dice (1 gold, 1 blue)
- Rules

## Game Play

In Tsuro of the Seas players compete against each other and the game board! The same, easy to use Tsuro tiles are used as wakes for ships' movement.

The Tsuro of the Seas game board is slightly bigger and played on a 7x7 grid with coordinates designated along the top and left side. Each set of coordinates is represented by a gold and blue die; gold across the top and blue along the left side.

Located randomly on the board are giant monsters called daikaiju. Each of daikaiju tiles will have arrows numbered 1-5 on each side plus a rotation arrow in the right hand corner.

On the active players turn he/she will roll both dice. If the result is a 6, 7, or 8 the daikaiju will move. With all other die rolls the daikaiju remain stationary. When the daikaiju move, the active player will roll a single die that will determine which order and direction the daikaiju move. Should a daikaiju hit another daikaiju, wake tile, or ship that game component is removed from the board. If it's a player's ship that is hit, that player is out of the game.

The last player remaining on the board is the winner!



# Calliope Games™

## Consumer Benefits and Appeals

- **Fun, Fast, and Exciting:** Tsuru of the Seas is filled with action and excitement created by the unknown! An average game only takes 20 - 40 minutes to play.
- **Familiar Game Design:** The Tsuru tiles used in Tsuru of the Seas makes it easy to learn and a blast to play!
- **Gorgeous Artwork:** In traditional Tsuru fashion, Tsuru of the Seas pulls the players into the game's world and can easily be left out on any recreation room table for all to enjoy.
- **Strategic Game Play with Random Elements:** Players can easily see and plan for the dangers ahead... however; they never know when danger will strike!
- **Great Entertainment Value:** Simply put, the replay value of Tsuru of the Seas is exceptional! This action packed game will entertain 2-8 players and will never play the same.

## Retailer Benefits

- **Easy to Demo:** Utilizing the classic Tsuru style game tiles, Tsuru of the Seas is fun to demo and is easily understood within 5 minutes!
- **Stunning Packaging:** The beautiful look of Tsuru of the Seas will captivate the consumers interest and make it stand out on the shelf. The "Back of Box Demo" is easily done with large clear images of the game in play.
- **Brand Awareness:** With over 100,000 units of Tsuru sold, consumers will recognize and request Tsuru of the Seas!
- **5 Languages:** Box rules are translated into five languages: English, Spanish, German, French, and Italian.

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