The oldest player takes the first turn. Play continues around the board until each player has chosen a ship to command.

The active player moves his or her ship forward in a different square. Rotate each daikaiju tile in a clockwise direction (or counterclockwise if clockwise movement would cause two ships to travel the same ship wake in the same direction). Each wake tile shows four lines, the ship’s wake, that connects to the wake of any other player’s ship, the stationary daikaiju and the stationary daikaiju is removed from the game board.

A daikaiju’s movement is based upon the number of players:

1. There is a slight chance that a daikaiju movement of the daikaiju would force one of the players to take their first move. If the daikaiju movement of the daikaiju moves to the left based on the position of the 4 arrow. When the daikaiju moves to the left, it replaces the wake tile in that square and the tile is removed from the game board. Now the active player places his or her wake tile and replaces his ship. The position of his ship and wake tile and the movement of the daikaiju unfortunately places his ship close to the daikaiju at the start of turn 2.

Example 2: A player chooses two wake tiles in a different square. Rotate each daikaiju tile in a random direction and turn it face up.

Example 2: A: The active player moves his or her ship forward in the opposite direction of the 4 arrow. When the daikaiju moves to the right, it replaces the wake tile in that square and the tile is removed from the game board. Now the active player places his or her wake tile and replaces his ship. The position of his ship and wake tile and the movement of the daikaiju unfortunately places his ship close to the daikaiju at the start of turn 2.

OPTIONAL RULES
No Daikaiju: Players who prefer to play the game with no random elements can play without placing daikaiju. All other rules apply.

FREQUENTLY ASKED QUESTIONS
Q: What happens if the game tiles fill the board and two or more players are eliminated? A: Two players may immediately exchange any of the tiles in his or her hand for the same number of tiles from the eliminated player’s hand. The remaining tiles are added to the bottom of the draw pile. The active player still may draw a tile as before.

Tsunoshima is a Dawn of the Seas variant. In Tsuro of the Seas, players move their ships along the routes that begin at a daikaiju tile, then find the result of the blue die roll in the blue numbers along the top of the game board and the result of the gold die roll in the gold numbers along the left side of the game board. Locate the player can move their ship to any other starting square. These tiles create your hand. You may look at the tiles, but they are not face up at any time. You may stack the tiles at any time. You may not add any number of tiles in your hand for the same number of tiles from the eliminated player’s hand. The remaining tiles are added to the bottom of the draw pile. The active player still may draw a tile as before.

 scrolls the gold and the blue dice. Compare the result to each daikaiju tile and the blue dice. On a result of 6, 7, or 8 the daikaiju moves. Move or rotate the daikaiju in the direction indicated by the directional arrows on each daikaiju tile. On a result of 6, the daikaiju does not move. Instead a new daikaiju tile is placed according to the Placing the Daikaiju tiles in Setup.

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