DEAD MAN'S DOUBLOONS

Rules v2.0

INTRODUCTION

Welcome to Dead Man's Doubloons, where players take on the role of a legendary pirate ship captain, hell-bent on winning the race to endless riches of buried treasure. Fragments of treasure maps, gold doubloons, and precious jewels can all be stolen, as can rival ships! Once the treasure has been dug up, ship captains return to their vessels to engage in a final epic battle on the high seas!

OVERVIEW

Dead Man's Doubloons is an action-packed board game for 2 to 6 players, playable in 30 to 45 minutes.

As the game begins, pirate ships skirmish with one another while navigating the reefs surrounding a mysterious island, desperately searching for treasure map fragments and pillaging whatever they can. Meanwhile, the ships' captains and their landing parties follow one of several possible paths leading to the buried treasure, discovering additional riches and perilous obstacles along the way. Only the savviest of captains will manage to locate and dig up the legendary treasure.

Having collected their precious loot, the captains return to their vessels to engage in the final battle. Defeated vessels become ghost ships with cursed treasure, though with careful planning they may still emerge victorious. Once the captains have laid waste to their enemies and exhausted their options, the game will end, and the richest pirate is the winner!

COMPONENTS

STANDARD GAME COMPONENTS

- 1 standard game board
- 48 doubloons
- 18 jewels (8 emeralds, 6 rubies, 4 diamonds)
- 56 action cards (41 normal cards, 15 captain cards)
- 18 map tiles (12 map fragments, 6 special)
- 12 water tiles
- 26 landmark tiles (9 blue path, 9 yellow path, 8 red path)
- 12 pillage tokens
- 12 pirate ship figures (1 normal ship of each color and 1 ghost ship of each color)
- 6 pirate ship placemats
- 6 captain meeples
- 12 marker discs (2 per player)
- 24 crew markers (4 per player)
- 2 Protection Orb tokens
- 1 velvet treasure bag
- 6 player reference cards
- 1 attack die
- 1 initiative token
- 1 rulebook

OPTIONAL MODULE COMPONENTS

BLACK JEWEL

- 2 black jewels
- 1 red landmark tile ("Obsidian Cradle")

ALTERNATE ISLAND ADVENTURE

- Back side of the standard game board
- 4 normal action cards (green top)
- 6 green path landmark tiles
- 24 relic tokens (10 totems, 14 shells)
- 6 relic tracker tokens

IMPORTANT: The main part of this rulebook assumes you will not be playing with any of the optional modules (we recommend leaving them out for your first game). Separate out all components related to the optional modules (reference the Components list above) and leave them in the game box when setting up the game. Then once you are ready to add more depth to the game you can read the optional module rules located at the back of this rulebook.

Perform the following steps to setup a new game:

- Place the standard game board in the center of the table, with the side containing the single beach area face up..
- Place the doubloons in a pile next to the game board. Each player takes 2 doubloons to start.
- Place 2 pillage tokens per player next to the game board (return the rest to the game box – they will not be used for this game).
- Put all the jewels in the velvet bag and place it beside the game board.
- Set the captain cards aside for later, and shuffle the remaining action cards.
- Shuffle the 3 sets of landmark tiles and place them in separate stacks near the game board.
- Draw and place a random water tile from the appropriate group face up in the corner of the each water region, starting with the beach region and working clockwise, according to the following chart (return the rest to the game box – they will not be used for this game):
  - **2 players**: Group 2, group 3, group S, group 3
  - **3 players**: Group 1, group 3, group S, group 3
  - **4 players**: Group 1, group 2, group 3, group 2
  - **5 players**: Group 1, group 2, group 1, group 3
  - **6 players**: Group 1, group 2, group 1, group 2
- The player who can most convincingly say the phrase "Ahoy Matey!" like a pirate takes the initiative token – if no one agrees, fight it out like pirates (or roll randomly)! Starting with the player with the initiative token, proceeding clockwise, each player chooses a captain as follows:
  - Choose a captain for the game. Take the captain's meeple and place it on the island at the beach.
  - Take the captain's ship placemat and 6 markers of the appropriate color. Place the placemat in front of you. Place one marker on the 10 hull space, one on the 0 reputation space, and one on each of the four crew spaces.
  - Take the captain's 2 pirate ships. Place the normal pirate ship in any of the four water regions (except any regions with group 'S' water tiles), facing either direction. Set the ghost ship model aside for now.

Setup the map tiles stack for the game, based on the number of players, as follows:

- Find and shuffle together all three map fragment tiles of the correct number of types as follows (return the rest to the game box – they will not be used for this game):
    - **2 players**: 2 map fragment types (it doesn't matter which types) – 6 tiles total
    - **3-4 players**: 3 map fragment types (it doesn't matter which types) – 9 tiles total
    - **5-6 players**: All 4 map fragment types – 12 tiles total
- From the shuffled stack, randomly remove the correct number of tiles according to the table below, without looking at them (return them to the game box – they will not be used for this game):
    - **2 players**: Remove 3 map fragments from the game
    - **3 players**: Remove 4 map fragments from the game
    - **4 players**: Remove 2 map fragments from the game
    - **5 players**: Remove 4 map fragments from the game
    - **6 players**: Remove 2 map fragments from the game
- Each player draws and reveals 1 random map fragment tile from the newly created stack.
- Finally, add the following special map tiles to the remaining stack (return the rest to the game box – they will not be used for this game), and then shuffle the final stack:
    - **2-3 players**: Add 1 Island Lore and 1 Skull Amulet
    - **4 players**: Add 1 Island Lore, 1 Skull Amulet, and 1 Protection Orb
    - **5 players**: Add 2 Island Lores, 1 Skull Amulet, and 1 Protection Orb
    - **6 players**: Add 1 Island Lore, 2 Skull Amulets, and 2 Protection Orbs

The game is played in rounds, and during each round some phases are simultaneous and others are performed in turn order. Each game round consists of the following phases:

1. Round Start (simultaneous)
2. Action phase (turn order)
3. Pillage phase (simultaneous)
4. Round End (simultaneous)

ROUND START

Begin each round as follows:

1. Place the correct number of doubloons on the island (available to be Pillaged), as follows:
   - **2 players**: Place 2 doubloons on the island
   - **3-4 players**: Place 3 doubloons on the island
   - **5-6 players**: Place 4 doubloons on the island
2. All players draw cards up to their current hand size (5 for most players at the start of the game, which will be reduced as you start to lose crew).
3. Simultaneously, each player secretly chooses 3 cards from their hand. The chosen cards are placed face down on the table in front of each player, in the order of the player's choosing.
4. All players flip over and reveal their first action card simultaneously.

ACTION PHASE

One player at a time, starting with the player who has the initiative token, each player executes their action card as follows:

PERFORM MOVEMENT

The player performs the movement portion of the action card. Based on the icons at the top of the action cards, ships will Sail and/or Come About (and sometimes do nothing). Solid black movement icons indicate the movement is required, whereas white icons with dotted lines mean the movement is optional. If there are multiple movement icons, the player may choose the order in which they are executed. The icons are executed as detailed below.

SAIL (STRAIGHT ARROW)

The ship sails around the island, moving to the next water region in the direction the ship is facing. If the ship enters a new region with an "Upon Entry" effect, immediately resolve that effect before continuing with additional movement options and/or actions.

COME ABOUT (CURVED ARROW)

The ship turns around (rotates 180 degrees), facing the opposite direction.

PERFORM ACTION

After movement, the player chooses **one of the two actions on their card** to perform. Individual Actions are executed as detailed below.

PILLAGE (CHEST ICON)

Gain a pillage token. This will be used during the Pillage phase (see Pillage Phase section for details).

ATTACK: FORWARD (SINGLE CANNON ICON)

All enemy ships in the next water region take 1 damage. Then roll the attack die and resolve its effects on the ships that were damaged (see Attack Die section for details).

ATTACK: BROADSIDES (DOUBLE CANNON ICON)

All enemy ships in your water region take 2 damage. Then roll the attack die and resolve its effects on the ships that were damaged (see Attack Die section for details).

HUNT (MAP ICON)

One of several effects will happen, depending on how many map fragments you currently possess and at what point in the game this action is performed, as follows:

If you possess fewer than 2 map fragments: Draw 1 map tile (if there are none left to draw, then this action has no effect). Resolve drawn tiles as follows:

- Map fragments are placed face up next to your ship placemat.
- Island Lore tiles grant an immediate Advance or Exploit (see below) and are then removed from the game.
- Skull Amulet tiles grant an immediate reputation level and are then removed from the game.
- Protection Orb tiles are placed face up next to your ship placemat. See Board action for details on how this tile works.

If you possess 2 or more map fragments: If the buried treasure has not yet been dug up, you Advance your captain meeple. If it has, you will Exploit a landmark. Proceed as follows:

- **Advance**: Choose one of the map fragment types you possess (if possible) – you **and** all other players who possess the same map fragment type **must** advance your captain meeples 1 space forward on the footpath, starting with your captain and working clockwise. If there are multiple path options, the captain's player chooses whichever path they wish. The first captain to reach a new location draws a random landmark tile of the appropriate color, places it face up on the island, and immediately resolves the tile's effect (see Landmark Effects section for details). Any subsequent captains that reach an existing landmark will also resolve that tile's effect. Resolve your landmark effect completely before other captains "Follow" and move their meeples.
- **Exploit**: Draw and reveal a landmark tile from any stack, and then choose either yourself or another player to resolve the effect. Then place the tile on the bottom of the stack. NOTE: This does not count as an attack against another player, and so you cannot gain reputation for sinking other ships in this manner.

REPAIR (HAMMER & WRENCH ICON)

Move the ship's hull damage marker 1 space towards 10. If there are no other ships in the same water region, move the marker 1 additional space. A ship's hull can never exceed 10.

BOARD (GRAPPLING HOOK ICON)

Boarding actions can only target damaged ships in your region. There are various Boarding action effects, as specified on the bottom right of the action card (the left side of the card includes an arrow pointing to the right, as a helpful reminder to check what the card's specific Boarding effect is).

Some Boarding actions have an additional requirement designated on the card, resolved as follows:

- **Normal pre-requisite (small yellow icon)**: In order to execute one of these Boarding actions you must have a previous action card that **contains** the specified icon (you do not need to have chosen that action though).
- **Enemy pre-requisite (small red icon)**: In order to execute one of these Boarding actions the enemy you are trying to board must have a face-up action card that contains the specified icon (they do not need to have chosen that action though).

Specific Boarding action effects are as follows:

- **Steal map fragment**: Select 1 of the enemy's map fragments to take.
- **Steal ½ doubloons**: Take ½ of the enemy's doubloons, round down.
- **Steal crew**: Steal 1 of the enemy's crew (see Losing Crew section for details). The captain card version of this effect allows stealing 2 crew.
- **Steal jewel**: Select 1 of the enemy's jewels to take.
- **Steal reputation**: Steal 1 reputation level from the enemy ship. Cannot perform this action if the enemy ship does not have any reputation levels, and if you already have max reputation you can still perform the action but you will gain nothing yourself.

Protection Orbs: If you are boarded while you possess a Protection Orb, give one Protection Orb to the boarder instead of resolving the Boarding action effect indicated on the action card.

PROCEED TO NEXT ACTION CARD

All players then flip over and reveal their next action card simultaneously. Repeat all action phase steps until all players' action cards have been resolved.

IMPROVED ACTIONS

Some action cards show a "+1" next to the action's icon. In the case of Attack actions, this adds 1 to the total damage. For Pillage actions, you gain 1 additional pillage token. For Repair actions, you repair 1 additional hull.

ATTACK DIE

Standard Attack actions allow you to roll the attack die following action resolution. Roll the die and resolve it as follows:

- **Crew**: Kill 1 crew (see Losing Crew section for details) on each of the ships that were affected by the action.
- **Doubloon**: Steal 1 doubloon from each of the ships that were affected by the action.
- **Voodoo**: This does nothing for non-ghost ships. For ghost ships, this does 1 immediate damage to the affected ships.

LOSING CREW

As your ship takes damage from other players (as well as effects from landmark tiles and Boarding actions) you will lose some of your crew. Your crew are essential to the proper operation of your vessel, and without them your ship will not function to the best of its abilities.

When lost, crew pawns are always removed from left to right, and if you manage to find or hire new crew they are replenished from right to left (your ship can never have more than 4 crew).

The effects of lost crew are as follows:

- **1st crew lost**: Your hand size is reduced by one.
- **2nd crew lost**: Your ship's unique ability no longer works.
- **3rd crew lost**: Your hand size is reduced again by one.
- **4th crew lost**: Your ship may not Come About (ignore all Come About icons on action cards and on the Star Axis landmark), except by external forces (such as the Rip Current water tiles and Voodoo Hut landmark, which you do not have direct control over).

If you have no crew, then an enemy cannot steal crew from you. However, if you do have crew, an enemy may steal crew from you even if they have full crew – they will simply not gain a crew member themselves. Stolen crew are represented by a player's own color pawns – crew pawns are never transferred between players.

GAINING AND LOSING DOUBLOONS

Various effects in the game will cause you to gain and lose doubloons. Unless doubloons are being stolen by another player, gaining and losing doubloons ALWAYS mean that gained doubloons come from the island and lost doubloons are returned to the island. Doubloons are NEVER taken from or returned to the supply, except when replenishing the island at the beginning of a new round.

LANDMARK EFFECTS

Landmark tiles each do something unique – refer to the Landmark Tile Glossary at the back of the rulebook for a complete breakdown.

Cost: Some landmarks show a doubloon cost just below the title. These effects are optional – a player may choose to return the stated amount of doubloons to the island in order to gain the tile's effect.

Replace: Some landmarks indicate they should be replaced by another landmark of a specific color. In these cases, remove the original landmark from the game, add the new landmark indicated, and then resolve the new landmark as normal.

WATER TILE EFFECTS

Water tiles affect how ships move and act around the island – refer to the Water Tile Glossary at the back of the rulebook for a complete breakdown.

Round Start: Some water tiles state that they occur at "Round Start." If any ship starts the round in a region with one of these tiles, resolve the effects one by one in initiative order.

Upon Entry: If a ship enters a new region with an "Upon Entry" effect, immediately resolve that effect. This is also true when a ship is moved by an enemy player, using a landmark or other game effect.

If the water tile has neither of these labels, then its effects are always active whenever your ship is present in the region.

PILLAGE PHASE

Starting with the player who acquired the most pillage tokens and working downward, each player takes an amount of doubloons from the island equal to their pillage tokens, until there are none left to take. If there not enough doubloons left for a set of tied players, each tied player takes an equal amount (as much as possible) and then the Pillage phase ends.

ROUND END

CHECK FOR BURIED TREASURE

If any player's captain meeple is at Mount Zotètmon, perform the following steps:

- All players who are at Mount Zotètmon draw 3 random jewels.
- All players who are 1 space away from Mount Zotètmon draw 2 random jewels.
- All players who are 2 spaces away from Mount Zotètmon draw 1 random jewel.
- All players discard ALL their action cards (those on the table and in their hands).
- Combine the discard pile, draw deck, and the captain action cards set aside earlier during game setup – shuffle all cards together to form a new draw deck.
- Remove all Landmarks from the island and place them back in their respective stacks (reshuffle each stack).
- Move all players' captain meeples to the first space of the end game track on their ship placemats, and each player immediately gains 1 crew, representing the captain returning with the search party.

IMPORTANT: From this point forward, whenever a captain action card is played, that player moves their captain meeple one space on the captain's track. When a player's captain meeple reaches the final spot on this track, the game end is triggered.

CHECK FOR GHOST SHIP REDEMPTION

If there are any ghost ships in play, they check for redemption (see Ghost Ships section for details).

CLEANUP

Perform these final cleanup steps at the end of the round:

- All players discard their used action cards (keep the ones that are still in hand).
- All players discard any pillage tokens they acquired.
- Pass the initiative token to the next player to the left.
- Begin the next round.

GHOST SHIPS

If a ship takes enough damage to reduce its hull below 1, it becomes a ghost ship. Follow these steps immediately:

1. Move the ship's hull damage marker to the ghost ship box on the placemat.
2. The player who inflicted the damage increases the reputation marker on their ship mat by 1, granting them extra points at the end of the game.

Ghost ships follow these special rules:

- They gain a bonus when rolling the attack die – the voodoo side results in doing 1 point of damage to the affected ship(s).
- They cannot Come About (following the same rules as when a ship loses its 4th crew).
- They cannot repair and they are immune to damage, although they are not immune to any other effects (such as stealing or Following another player's captain during a Hunt action).
- They have cursed treasure: All their treasure is worth 1 less at the end of the game (including jewels, map fragments, and doubloons, but not including reputation or crew) – you don't want to end the game as ghost ship!

Redemption: During the Round End phase, if a ghost ship has 5 doubloons they will automatically recover to normal (non-ghost ship) status, as follows:

1. **Return cursed doubloons:** Return 5 doubloons to the center of the island.
2. **Recover:** Gain 7 hull and 2 crew.

WINNING THE GAME

When a player's captain meeple reaches the final space on the captain's track (by playing enough captain action cards), the game end is triggered. Finish the game round as normal (including the Pillage phase), and then it's time to count the booty!:

- 5 points for each diamond (white) jewel
- 4 points for each ruby (red) jewel
- 3 points for each emerald (green) jewel
- 2 points for each map fragment (but not other special map tiles)
- 1 point for each doubloon
- -1 point for **each of the above** if you ended the game as a ghost ship
- 1 point for each crew member
- Appropriate amount of points from the reputation track on your ship placemat

The player with the most points wins! In the case of a tie, the tied player with the most doubloons wins. If still tied, whoever among them smells the worst wins!

OPTIONAL MODULES

ADVANCED SCORING

If you want to add a bit more strategy to your games, include these optional advanced scoring rules.

END GAME SCORING

At the end of the game, award these additional points to players:

- 3 points for the most doubloons (doubloons on ghost ships do qualify for this)
- 3 points for the most jewels (including black jewels, if applicable)
- 3 points for the most reputation levels
- 3 points for the most complete ship (sum total of the ship's remaining hull and crew)
- 3 points for the most complete treasure map (most different symbols)

NOTE: Only the SINGLE player with the most gets these. If there is a tie, no one gets the bonus points.

BLACK JEWEL

You can now tap into the mysterious dark powers of the fabled Black Jewel! This powerful stone will turn your ship into a fearsome vessel wreaking havoc everywhere you roam.

GAME SETUP

Add the 2 black jewels to the jewel bag, and add the Obsidian Cradle landmark to the Cursed Passage landmark stack. If Valparisa is in the game, that player takes 1 of the black jewels at the start of the game.

GAMEPLAY CHANGES

While you possess one or both of the black jewels, your ship has a new effect whenever it moves. As you enter a new water region containing enemy ships, immediately roll the attack die (cannot be rerolled with the River Merfolk tile):

- **Crew**: Kill 1 crew on each of the ships in the region.
- **Doubloon**: Steal 1 doubloon from each of the ships in the region.
- **Voodoo**: Give the black jewel to an enemy ship in the region (no other voodoo effects occur).

Treat this movement effect as an Upon Entry effect that's always with your ship. If you possess both black jewels, you perform the effect twice for each movement. Note that the black jewels can be stolen like normal jewels.

END GAME SCORING

At the end of the game each black jewel is worth -3 victory points (this is not altered for ghost ships, since the jewels are already cursed!). You don't want to end the game with one of these on board!

LEGENDARY GHOST SHIP

Want to add a little more conflict to the game? Time to throw in a legendary ghost ship! We recommend always using this optional module in 2-player games.

GAME SETUP

Set up the water tiles as though there is one extra player in the game.

The last player to choose a captain chooses an unused ghost ship model and places it in any region, facing either direction. Set up the ship's play mat on the table, giving it 2 doubloons, 2 random jewels, 2 crew, and 2 reputation levels. On the standard island, deal it one of the randomly removed map fragments. On the Alternate Island Adventure, give it 2 random shell tokens (not from the crater).

GAMEPLAY CHANGES

Before the Pillage phase each round, the legendary ghost ship sails forward, gains 1 pillage token, and performs both a Broadsides Attack and a Forward Attack. For each Attack, ships in the regions take damage as normal, and then the attack die is rolled for each region, resolved as any other standard ghost ship:

- **Crew**: Kill 1 crew on each of the ships in the region.
- **Doubloon**: Steal 1 doubloon from each of the ships in the region.
- **Voodoo**: Do 1 damage.

Treat the legendary ghost ship as a normal player during the Pillage phase.

The legendary ghost ship counts as an "enemy," and any player may steal from it using normal methods (Boarding actions, water and landmark tiles, etc.). It can be given and use the black jewel when playing with that optional module – when giving the black jewel away, give it to the player in the region who's closest in initiative order. The legendary ghost ship can even claim end game scoring bonuses when using the optional Advanced Scoring module.

The legendary ghost ship does not have a unique ability, it cannot use water tiles (other than the group 'S' water tiles), and it can never be redeemed - it's too old and legendary!

STEAL SHIP BOARDING ACTION

Is your play group feeling **really** cut-throat? Then this section is for you! With this optional module you will be able to steal other players' ships, not just their reputation.

GAMEPLAY CHANGES

The three captain cards that normally allow stealing a player's reputation will now instead allow stealing a player's ship. When you are able to pull off this action, you and the enemy player put down your hand of action cards, and then get up and swap your seats. The game continues on to the next player from where your seat WAS.

All acquired map fragments, jewels, damage, crew, reputation, etc. all stay as is – each ship simply has a new captain!

ALTERNATE ISLAND ADVENTURE

Introducing a new, epic way to play Dead Man's Doubloons! On the flip side of the standard game board, you will find a second mysterious island with even more hidden treasures waiting to be discovered. This new island features a 5th water area, 5 separate beaches for captains to begin their journey on, the Mücevher Crater goal at center of the island, and many interweaving paths leading to it!

On this island, captains have the freedom to move in several directions, allowing them to revisit previous landmarks. However, this may come at the cost of not reaching the crater of jewels before their rivals. Captains also need to consider the location of rival captains on the island, since when two captains meet a duel will ensue.

Captains will encounter new Tribal Ruins landmarks. These landmarks introduce special relics, totems and shells, into the game. Players may work to collect sets of these as an additional way to gain points and ultimately emerge victorious.

GAME SETUP

Except the items noted below, follow the standard game setup rules:

- Add the four action cards with the green top to the main draw deck (they are not captain cards). Note that these cards contain a Hunt action that grants a free crew.
- The Tribal Ruins Landmark tiles will be in use for this game - shuffle them and place them to the side of the game board with the other landmark tile stacks.
- The totem and shell tokens ("relics") will be in use for this game. Randomly place 4 relics per player, face down, in the center of the crater. Return the rest to the game box – they will not be used for this game.
- Draw and place a random water tile from the appropriate group face up in the corner of the each water region, starting with any beach region and working clockwise, according to the following chart (return the rest to the game box – they will not be used for this game):
  - **2 players**: Group 3, group S, group 3*, group S, group 3
  - **3 players**: Group 3, group S, group 2, group S, group 3
  - **4 players**: Group 1, group 3, group S, group 2, group 3
  - **5 players**: Group 1, group 2, group S, group 2, group 3
  - **6 players**: Group 1, group 2, group 1, group 2, group 3
  - *If Mists of Morgana was placed here, swap it with one of the other group 3 tiles*
- Choosing captains:
  - When players choose and place their ships, they must place their captain meeple on the beach in the same water region.
  - Give each player the relic tracker token matching their color – they will use this later, after the buried treasure has been dug up.

Setup the map tiles stack for the game, based on the number of players, as follows:

- Find and shuffle together all three map fragment tiles of the correct number of types as follows (return the rest to the game box – they will not be used for this game):
  - **2 players**: 2 map fragment types (it doesn't matter which types) – 6 tiles total
  - **3-4 players**: 3 map fragment types (it doesn't matter which types) – 9 tiles total
  - **5-6 players**: All 4 map fragment types – 12 tiles total
- Each player draws and reveals 2 random map fragment tiles from the newly created stack (return the rest to the game box – they will not be used for this game).
- Finally, create a new map tile stack of special map tiles as follows (return the rest to the game box – they will not be used for this game), and then shuffle the final stack:
  - **2-4 players**: Add 1 Island Lore and 1 Skull Amulet
  - **5-6 players**: Add 1 Island Lore, 1 Skull Amulet, and 1 Protection Orb

GAMEPLAY CHANGES

Except the items noted below, follow the standard gameplay rules.

HUNT ACTION

On this island, players do not need to select a map fragment when Advancing using a Hunt action – enemy captains **never** Follow on this island. You do still need to possess two or more map fragments in order to Hunt though.

TRIBAL RUINS LANDMARKS AND RELICS

Tribal Ruins landmarks place relics (totems and shells) into play. When a Tribal Ruin landmark states to "gain 1 relic," draw a relic from the crater and place it face up next to your ship placemat (if there are none left in the crater, this effect does nothing). When a Tribal Ruin landmark states to "add 1 relic," draw a relic from the crater and place it as follows:

- **Totems**: Each totem is placed, face up, on a beach location of choice
- **Shells**: Each shell is placed, face up, in a water region of choice (but never where special water tiles are)

Relics are collected by captains and ships. Whenever your captain meeple Advances into a location containing one or more totems, you may choose one of them to take. Whenever your ship performs a Pillage action while in a region containing one or more shells, you may choose one of them to take (in addition to normal Pillage action effects).

SHIP VOODOO EFFECT

Whenever your ship Attacks and rolls the voodoo symbol on the attack die, steal a shell from the rival ship. This is in addition to the standard bonus effect for rolling the voodoo symbol while you are a ghost ship (and if you are playing with the optional Legendary Ghost Ship module, that ship also gets both effects).

CAPTAIN DUELS

When your captain meeple moves into a location with another captain(s), including the crater location itself, you will engage in a captain duel. Before dueling, if there are any totems in the area, you may choose one of them to take, as normal. Next, choose one of the captains in the location to duel with – the duel will be conducted **before** resolving the location's landmark effect (if one is present). One at a time, starting with the player who moved into the location, both players roll the attack die:

- **Crew**: Kill one of the rival captain's crew.
- **Doubloon**: Steal a doubloon from the rival captain.
- **Voodoo**: Steal a totem from the rival captain.

Note that the River Merfolk water tile does allow rerolling the attack die during captain duels. Following the duel, proceed to resolve the location's landmark effect, as normal.

UNLOCKING MÜCEVHER CRATER

Once the last relic from the crater has been placed, Mücevher Crater is unlocked and accessible – enough pieces of the ancient puzzle have been revealed, and you now know the safe path down! Just like Mount Zotètmon on the standard island, once a captain reaches the crater, jewels will be drawn at the end of that round, as follows:

- All players who made it to the crater draw 3 jewels
- All players who are in one of the 4 Tribal Ruin locations next to the crater draw 1 jewel

After drawing jewels, captains do NOT return to their ships like they do on the standard island - they will stay on the island, moving between the locations and dueling one another. On their next Hunt action they move off the crater, in any connected direction they want. Once off, a captain cannot return to the crater. Note that because the captains remain on the island, able to Advance, the Hunt action will **never** allow an Exploit as on the standard island.

Discard all cards and add the captain cards to the main deck as in the standard game. However, playing a captain card does NOT progress the game toward the end. Each player places their relic tracker token on the first spot on the end game track on their placemat. Whenever a player acquires a map fragment or relic, whether by picking it up, stealing it, or swapping for it, they move the tracker token one space to the right **(only once per action/effect)** – when swapping, both players involved with the swap advance their tokens. Note that use of the optional Steal Ship Boarding Action module does not qualify for advancing the relic tracker token. Once any player's tracker token reaches the FIN space, the end game is triggered.

END GAME SCORING

At the end of the game, award these additional points to players:

- Each shell counts as 1 point
- Each totem counts as 2 points
- Each set of 3 symbols, across any combination of map fragments, totems, or shells, counts as 4 points
- If a set includes a 4th symbol, the set grants an extra 4 points (8 total)

If using the optional Advanced Scoring module, do not award 3 points for the most complete map, since the above points overlap the intent of that bonus.

Note that relics do not count as cursed treasure for ghost ships.

- When I perform an Attack action, do I get to apply the effects of the attack die to ghost ships that happen to be in the region? **No, since you could not inflict actual damage to them.**
- What happens if there are no more doubloons available to place on the island? **Then the island has been depleted of its gold and players will need to duke it out amongst themselves to steal what they can from each other!**
- What happens if there are not enough jewels to give out? **Jewels are drawn in player order, starting with the player with the initiative token – if there are not enough left in the bag, one or more players simply may not receive as many as were intended.**
- What happens if there are no more pillage tokens available? **There's only so much room for pirates to be plotting and scheming their Pillage efforts on the island – if the pile is empty, you cannot take gain any additional pillage strength for that round.**
- For Boarding actions with a required icon, do I need to have actually CHOSEN that action in the prior turn? **No – you simply need to have played a card with the icon on it.**
- When there's more than one eligible target for an effect, such as with the Shrieking and Whispering landmarks, who chooses the target? **The player who triggered the effect (usually the player whose turn it is). If there is ever a question, default to the player whose turn it is.**
- Who chooses which item is stolen? **The Stealing player chooses what they Steal. Conversely, if a player must Give something, the Giving player chooses what they Give.**
- Can a player choose to do nothing on their action card? **No – they must always choose one of the two actions on their action card. Likewise, they must attempt to complete the action as much as possible (they cannot choose Attack: Broadsides and only hit some of the ships in their region). A player may, however, choose an action on a card that has little to no effect (such as Broadsides when there are no ships in your region).**
- What happens if an action is chosen that has no eligible targets? **This is still a legal play, though in this case nothing happens.**
- What happens when a crew is killed (or stolen) but I have already lost all crew? **Nothing. More importantly, this does NOT cause you to become a ghost ship – hull damage is required to do that.**
- Is there a limit to the number of map fragments or relics a player can have? **No.**
- Does the Protection Orb protect against any other forms of stealing, swapping, etc.? **No – it only protects against Boarding actions.**
- I did most of the damage to a ship, but another pirate swooped in and got the kill – do I really get no reputation from that? **Correct - welcome to the world of piracy!**

GLOSSARIES

IMPORTANT TERMS

<add here>

CAPTAIN / SHIP ABILITIES

<add here>

LANDMARK TILES

<add here>

WATER TILES

<add here>