

tiny epic PIRATES™

The Pirates' Code

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GAMELYN GAMES

Components



4 Helm Mats



4 Legend Mats



1 Market Mat



2 Port Tokens



16 Map Cards



4 Double-Sided Captain Cards



BACKS *11 Merchant Cards* *FRONTS*



BACKS *24 Crew Cards* *FRONTS*



BACKS *20 Order Tokens (5 in 4 colors)* *FRONTS*



BACKS *20 Search Tokens* *FRONTS*



4 Pirate Ships (in 4 colors)



2 Merchant Ships (in 2 colors)



1 Navy Ship



4 Captains (in 4 colors)



16 Deckhands (4 in 4 colors)



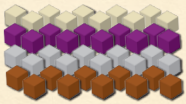
4 Legend Tokens (in 4 colors)



12 Treasures (3 in 4 colors)



1 Booty Bag



40 Booty Crates (10 in 4 colors)



4 Gold Doubloons



3 Dice



12 Sure-fire Tokens

Prologue

You helm a notorious pirate ship in the swashbuckling days of yore. Guide your ship and crew through the unforgiving seas in search of fame and fortune. Plunder settlements, trade booty on the black market, hire scurvy crew members, and avoid the ever-vigilant Royal Navy. Be the first pirate to bury three treasures, and you can declare yourself the most nefarious *Dread Pirate* of the Seven Seas!

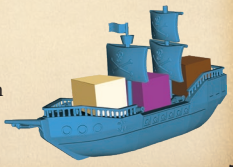
Resources

In this game, there are two types of resources that players will manage.

1. Gold is tracked with the numbers on the left side of your Legend Mat. Slide your Doubloon up or down as you gain or lose Gold. You may never have more than 13 Gold, and any gain in excess of that is considered lost. Likewise, your Gold cannot go below zero, nor can you spend Gold you don't have. Gold can be gained by sinking Merchants, trading Booty at Markets, searching for it at sea, and from your *Legend Track*. Gold is spent by burying treasure.



2. Booty is managed by using the wooden Booty Crates (cubes). Each cube is one of four types of Booty. These are placed into Pirate Ships as they are plundered, stolen from sinking ships, or found on the open sea. Each Pirate Ship can hold up to 3 cubes and Merchant Ships can hold 1.



Game Setup

1. Set up the *Sea*:

   A. Shuffle all **16 Map Cards** and randomly place them face-up in a 4x4 grid.

   B. Shuffle the **Search Tokens** and place 1 face-down onto the center of each card (unused tokens are returned to the game box without revealing).


Face-Up


Face-Down

2. Give each player (returning unused components to the game box):
   - 1 Legend Mat (placed on left)
   - 1 Helm Mat (placed on right)
   - 1 Pirate Ship*
   - 1 Legend Token* and 3 Treasures*
   - 1 Captain* and 4 Deckhands*
   - 5 Order Tokens*
   - 1 random Captain Card
   - 1 Gold Doubloon

   * **Component in their chosen color**



3. Prepare each player's **Legend Mat**:

   C. Place the **Legend Token**, *bloodied-side* down, on the bottom space of the *Legend Track* on the right side.


Unbloodied-side


Bloodied-side

   D. Place the **Gold Doubloon** on the 1 space on the *Gold Track* on the left side.

   E. Place the **3 Treasures** on the bottom.

   F. Place **1 Deckhand** onto its matching icon on the *Legend Track's* third row.

4. Prepare each player's **Helm Mat**:

   G. Shuffle your **5 Order Tokens** face-down, and then one-by-one place each face-up onto the 5 open spaces ("*1-5*") going clockwise around the Wheel (giving each player a random setup of Order Tokens on their Wheels).

   H. Place the **Captain** onto the empty *Hide Out* space ("*0*" on the Wheel).

   I. Place **3 Deckhands**, one onto each of the *3 Deck Assignments* at the bottom of the mat (not *Repair*).

5. Place the **Market Mat** in reach of all players and set up the **Booty Bag**:

   J. Get **1 Booty (cube) of each color** and randomly place each onto one of the 4 spaces on the left side of the Market Mat.

   K. Place all of the remaining cubes into the Booty Bag.



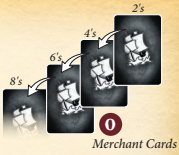
6. Prepare the 2 Merchant Ships and the Ports:

   L. Place the **2 Ports** onto Map Cards at opposite corners of the Sea.

   M. Place **1 Merchant Ship** onto each of the 2 Map Cards with Ports (it doesn't matter which color ship). Make sure the front of each ship is **pointing diagonally toward the opposite Port**.

   N. Place **1 randomly drawn Booty Crate** into each Merchant Ship.

7. Create the **Merchant Card Deck**:



O. Separate the **Merchant Cards** into values *2*, *4*, *6*, and *8* (listed on each card's top left). Shuffle each set of cards, then stack the *8's* first face-down on the bottom, then the *6's* on top of them, then the *4's*, and finally the *2's* on top.

P. Draw the top **2 Merchant Cards** and place 1 face-up into each of the 2 slots at the bottom of the Market Mat.

8. Shuffle the Crew Card Deck (face-down) and draw **3 face-up cards** to form a row.

9. Choose a **first player** (the youngest, or select using a method of your choice):

Q. The first player then places the **Navy Ship** onto a Map Card in either of the 2 corners that do not have a Merchant.

R. Starting with the first player and going clockwise, each player chooses any Map Card with an unoccupied **Cove** (⚓) and places their **Pirate Ship** on the Cove, to indicate that it begins the game hiding out.

S. Starting with the first player and going clockwise, each player selects which side of their **Captain Card** to use for the beginning of the game (see *Mutiny*, pg. 10) and places it to the right of their Helm Mat.

10. Place the **3 Dice** and the **Sure-fire Tokens** within reach of all players.

11. Each player starts with **1 Booty** from the Booty Bag placed into their Pirate Ship, based on the Booty's value on the Market Mat. The first player starts with the type of Booty at the "*2 Gold*" spot, the second player starts with the type of Booty at the "*3 Gold*" spot, and so on, until each player has a cube.



Gameplay Overview



The game is played in a series of turns, starting with the first player and going clockwise until one of the pirates has won the game. Your goal is to be the first to **bury 3 treasures**.

You begin with a slow ship, the bare-minimum crew, low Status, and little Gold. As you gain experience, your ship gets faster, you gain more crew, you fight better, and you start collecting enough Gold that it's worth burying your treasure.

On Your Turn

1. Choose Your Captain's Order and Assign Deckhands

Each turn, you begin by advancing your Captain on your Wheel to choose your Captain's Order for the turn. As you advance your Captain, you may juggle the Assignments for your Deckhands, moving them onto the Wheel or onto the 3 Deck Assignments (at the bottom of your Helm Mat).

2. Sail Your Pirate Ship

You may sail your Pirate Ship from one Map Card to another. Try to avoid being jostled by Storms!

3. Execute Your Captain's Order

Once you've reached your desired Map Card, you may execute the Captain's Order:

- **Plunder** a Settlement to gain Booty.
- **Trade** Booty at a Market for Gold.
- **Crew Up** to gain more Crew.
- **Search** the sea for valuables.
- **Attack** ships to gain Booty, Gold, and Legend.
- **Hide Out** in the safety of a Cove, re-assigning your Crew.

4. Trigger Bonus Actions

Based on your Captain's Order, check the bottom of your Captain and Crew Cards for any listed Bonus Actions that may be triggered. Taking these Bonus Actions is always optional.

5. Crossing the Ship Line

Check to see whether your Captain has crossed the Ship Line on the Wheel (↻). If so, any Deckhands assigned to *Extort* now gain 1 Gold each, and the Navy and Merchant Ships sail in their listed order.

Then it is the next player's turn.

1A. Choose Your Captain's Order



To begin your turn, you advance your Captain (the first turn starting on *"Hide Out"*) clockwise on your Helm Mat's Wheel to choose your Captain's Order for this turn. You must always advance your Captain clockwise at least one space; it cannot stay on the same space, nor can it move counterclockwise.

Skipping Spaces with Deckhands:



Moving to the next space on the Wheel is always *free*, but you may skip spaces by placing a Deckhand onto each space you wish to skip. These Deckhands are taken from ANY of the 4 Deck Assignments at the bottom of the Helm Mat (*Rigging*, *Cannons*, *Extort*, or *Repair*). **Note: you cannot move to the same space you started on**, even if you have enough Deckhands to skip all the way around the Wheel. **There is one exception for skipping: you never need a Deckhand to skip the *Hide Out* "*space 0*." From "*space 5*," you may automatically jump over it to "*space 1*" (see *Hide Out*, pg 12).**

1B. Assign Deckhands



In future turns, spaces that already have a Deckhand from a previous turn may be skipped again. When skipping or moving onto spaces with Deckhands from previous rounds, immediately move the Deckhands skipped or landed on to **any Deck Assignment**. You may **skip multiple adjacent spaces** this way, moving each Deckhand to an Assignment afterward. **Deckhands removed from the Wheel and moved to Assignments this way CANNOT be used to skip more spaces in the same turn.**

Any number of Deckhands may be placed into each Assignment, and for each Deckhand there:

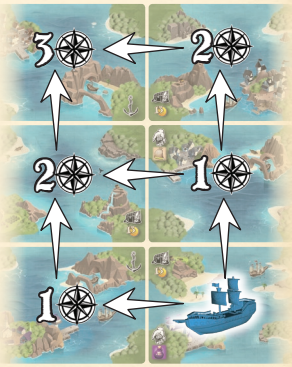


- ***Rigging*** gives you 1 additional (movement) when sailing your Pirate Ship.
- ***Cannons*** gives you 1 additional (damage) when battling.
- ***Extort*** gives you 1 Gold if the Captain crosses the Ship Line ().
- ***Repair*** is where Deckhands from the first 3 Assignments are placed when **Jostled** (see *Getting Jostled*, pg 8). While in *Repair*, they cannot be assigned into the other Assignments unless you use a *Reassign* Bonus Action or a *Hide Out* Order while at a Cove. However, Deckhands in *Repair* CAN be used to **skip spaces on the Wheel** when choosing a Captain's Order.

2. Sail Your Pirate Ship

After choosing a Captain's Order and assigning Deckhands, you may sail your Pirate Ship as many Map Cards as you are allowed (🧭). The number of Map Cards you are allowed to move is determined by:

- 🧭's noted by your Legend Level (see pg 16).
- 1🧭 per each Deckhand in *Rigging*.
- Search Tokens that grant additional 🧭 (discard from the game when used).



You may sail across any number of Map Cards up to your total 🧭. Your sail path must be to Map Cards orthogonally adjacent (not diagonally). Once done, place your Pirate Ship in the center of the final Map Card where sailing ends, not covering any islands. You may freely sail into, sail out of, and stop on Map Cards with other ships without penalty.

Storms



Sailing your Pirate Ship onto a Map Card with a **Storm** (⛈) causes your ship to get **Jostled** (see below). If this forces you to move a Deckhand out of *Rigging*, it will reduce your total 🧭 and could prevent you from reaching your destination. If you sail into multiple Storms, you are Jostled by each one. Remaining in a Storm or sailing out of it does not cause your ship to get Jostled any more.

Getting Jostled



When your ship is Jostled, either from a Storm or from losing after an attack, check what penalty you take:

1. If there are Deckhands on *Rigging*, *Cannons*, or *Extort*: move any 1 Deckhand you choose from any of those 3 into *Repair*.
2. If no Deckhands are on those 3 Assignments: move any 1 Deckhand you choose from your Wheel into *Repair*.
3. If ALL of your Deckhands are in *Repair*, you do not get Jostled from losing an attack. **However, you cannot sail into a Storm if ALL of your Deckhands are in *Repair*. You first need to move at least 1 Deckhand to your Wheel by skipping a Captain's Order, or *Hide Out* to reassign your Deckhands.**

3. Execute Your Captain's Order



After sailing, you may execute your Captain's Order, based on the space your Captain is at on the Wheel: *Plunder*, *Trade*, *Crew Up*, *Search*, *Attack,* or *Hide Out*.

Plunder



If you are on a Map Card with a Settlement (), immediately **draw Booty Crates** (cubes) from the Booty Bag and load them onto your ship. The number of cubes drawn is based on the icons on the Settlement: **(1) or (2)**.

Load these cubes into the slots in your Pirate Ship, which can hold up to 3 cubes. If there is no room on your Pirate Ship for a cube that you draw, you may discard it or discard a cube already on your Pirate Ship and replace it with the new cube. All discarded cubes are returned to the Booty Bag.



Trade

Trade Booty from your Pirate Ship at a Market for Gold. While on a Map Card with a Market (), note the icon listed next to it. Each Market only trades one type of Booty:


Tan is Sugarcane


Purple is Rum


Brown is Coffee


Gray is Gunpowder

You may trade up to 3 of the same Booty in a single trade. Each type of Booty has a Gold value determined by its cube's position in the Market. Multiply the number of cubes sold by its current value on the chart and gain that much Gold. *For example, trading 3 Sugarcane with a value of "4" gains 12 Gold*







After you trade:

- Place the traded cubes back into the Booty Bag.
- On the chart, move the type of Booty you sold to the lowest value spot (*2 Gold*). Move all other cubes up in value until the gap is filled.

No Booty will sell for less than 2 Gold or more than 5 Gold. If the Booty sold is already at the lowest value, it simply stays there and nothing moves.

Crew Up



Add to your Crew by taking 1 of the face-up Crew Cards from the row, placing it to the right of your Captain Card. You can have at most **4 Crew Cards** (your Captain not being considered "Crew"). Immediately refill the row of cards with a new face-up one from the deck.

If you wish, before choosing a card you may **spend 1 Gold** to discard all 3 face-up Crew Cards to the bottom of the deck and draw 3 new Crew Cards, forming a new row. You may do this only once per turn. **Note: you are never required to take a Crew Card, even if you've paid to create a new row.**

If you already have a full Crew of 4 cards, you may discard one of your Crew and replace it with a new Crew Card. Place the discarded card at the bottom of the Crew Deck. You may never discard your Captain.



Mutiny

ONCE PER GAME when you *Crew Up*, you may *Mutiny*, whether you take a new Crew Card or not. Flip your Captain Card to its opposite side. The new side has different die symbols and a different Bonus Action. Flip your **Legend Token** to its **"*bloodied*"** side to show that you have performed a Mutiny this game.

Search



While on a Map Card that has a face-down Search Token, you may flip and reveal the token and gain its benefit:



Tokens labeled with a ! are resolved and discarded immediately:

- Gain 2 or 3 Gold
- Gain 1 Sure-fire Token
- Draw 1 random Booty Crate from the bag (you may replace one of the cubes in your ship if it's full)

If you are already at max Gold (13) or Sure-fire Tokens (3), you cannot gain more.



Tokens labeled with a ↻ are added to your play area and may be used later this turn or on a future turn. They are usable one time and then discarded:

- Gain 2 additional ✥ when sailing
- **Move onto 1 Map Card with a Storm** while sailing without getting Jostled.

You may use multiple ↻ tokens in a single turn.

Attack

You may fire your cannons at another Pirate Ship or Merchant Ship that's on the same Map Card as you are. You cannot attack the Navy Ship. If multiple ships are on the same Map Card as you, choose which one to attack. Your goal is to deal more ✹ (damage) than the ship you're attacking. Total your ✹ by:



Rolling for Damage: Roll the number of dice indicated by your Legend Level (either 2 or 3 dice). Compare the die results to the symbols listed at the top of all of your Captain and Crew Cards. For each die symbol that matches your roll, you deal 1✹. *For example, if you have two 6-symbols and roll a 6, you deal 2✹. If you have two 6-symbols and roll two 6's, you instead deal 4✹*. Numbers rolled that do not match any die symbols on your cards deal zero✹.



Use Sure-fire Tokens: After rolling, you may discard a Sure-fire Token from your Helm Mat to set 1 already rolled die to a face of your choice, using that die result instead. This only changes the die number; it does not count as an additional die result. You may do this multiple times in an attack if you have the Sure-fire Tokens to discard.



Deckhands on *Cannons*: Add 1✹ for each Deckhand on *Cannons*.



Automatically add Crew with ✹ to your total.

Attacking a Merchant Ship



The amount of damage the Merchant Ship deals is shown on its Merchant Card under the Market Mat. In order to sink a Merchant Ship, you must deal MORE ✹ to the ship than the damage it deals. A tie in ✹ doesn't sink a Merchant Ship.

If you sink a Merchant Ship:

1. Collect the Booty carried by the Merchant Ship and gain the amount of Gold shown on its Merchant Card. If you don't have enough room for the cube, you must discard it or discard a cube on your ship (back to the bag) to make room for it.
2. Discard the Merchant's card from the game and draw a new card to replace it, placing it face-up in the now-vacant spot under the Market Mat.
3. Move the Merchant Ship onto the Map Card with a Port that is furthest from your Pirate Ship (counting the cards orthogonally) and point it toward the opposite Port. If both Ports are equidistant, you choose which Port it moves to.
4. Draw a new Booty from the bag and place into the Merchant Ship.



When you sink an 8✹ Merchant Ship, you no longer replace the card. Instead reset the Merchant Ship as normal, but keep using the same card.

Attacking a Merchant Ship, continued...



Sinking certain Merchants causes you to increase your Legend Level on your Legend Mat (see *Gain Legend*, pg 16). Note whether there is a *Gain Legend* icon on the ship's card, and how many players are in the game. For instance, *"1-2"* applies to a 1-or-2-player game and not a 3-or-4-player game.

If you deal less , you get **Jostled** (see pg 8), but you **gain 1 Sure-fire Token**. If you tie the Merchant, you gain 1 Sure-fire Token but are not Jostled. In either instance, the Merchant does not sink and you and the Merchant remain on the same Map Card.



Attacking a Pirate Ship

Both players separately roll the dice and whichever player deals more damage wins the battle. You (the attacker) roll first and total your (see pg 11), then the defender rolls and totals their in the same manner:

- The player who dealt more wins the battle and advances 1 Legend Level (see *Gain Legend,* pg 16). You do not steal cubes or gain Gold from Pirates.
- The player who dealt less gets Jostled. This player also gains 1 Sure-fire Token.
- If there is a tie, both players gain 1 Sure-fire Token and neither is Jostled.

Hide Out



Hide Out is a special Captain's Order on your Wheel (at space "0"), just past the Ship Line. It is the only space that can be voluntarily skipped without using a Deckhand. To Hide Out, your ship must be on a Map Card with a Cove ( ) that is not already occupied by another Pirate Ship. Place your ship over the Cove location on the Map Card. A Cove may only hide one Pirate Ship at a time.



Then, you may take any number of your Deckhands from ANYWHERE (including *Repair*) on your Helm Mat and move them into any Deck Assignment (*Rigging*, *Cannons*, or *Extort*). Note that every Deckhand placed onto ***Extort*** **gains 1 Gold** immediately (since you just crossed the Ship Line).



Hiding Out will trigger the Navy and Merchant Ships to sail at the end of your turn, since you crossed the Ship Line (see *Cross the Ship Line*, pg 15). However while hiding out in a Cove, neither the Navy nor other players may attack your ship. The Navy Ship still sails toward you.

4. Trigger Bonus Actions



Matches the Captain's Order *Bonus Actions*

An important part of your strategy will be using Bonus Actions. Bonus Actions on your Captain and Crew Cards are triggered when certain Captain's Orders are executed. If the leftmost icon on any card matches the current Captain's Order, then each icon it points to on the bottom-right is a Bonus Action you may take this turn (assuming you meet each action's conditions). You may trigger Bonus Actions even if you did not execute the Captain's Order, as long as your Captain is on the Order. *For example, a Plunder Order where you did not actually Plunder.*

- Bonus Actions, like Captain's Orders, are optional and do not have to be performed.
- Most Bonus Actions are performed after the original Order is completely resolved. The exception is *"Reroll,"* which occurs during an *Attack* Order.
- Bonus Actions are free; there are no extra costs.

Some Bonus Actions duplicate the Captain's Orders with the same names: *Plunder*, *Trade*, *Crew Up*, *Search*, and *Attack*. These are treated like regular Captain's Orders, but DO NOT trigger additional Bonus Actions afterward.

Bonus Actions Sequence

Captain First



Always take your Captain Bonus Actions before your Crew Bonus Actions. Captain Bonus Actions are taken in order, left to right: either *"Bury, then Attack"* or *"Bury, then Plunder"* (depending on which Captain currently commands your ship). You cannot take the Captain's *Attack*/*Plunder* Bonus Action before their *Bury* Bonus Action (but you can skip the first and still do the second).

After taking any Captain Bonus Actions, take your Crew Bonus Actions. These can be taken in any order, but each one must be resolved before beginning another one.



Bury Treasure

To bury one of your **Treasures** at an empty Bury Site ( ) you must be on that Map Card and spend Gold equal to the amount shown. Place your Treasure on the Bury Site, covering its icon.

You cannot bury if:

- You do not have enough Gold.
- A Navy Ship is currently on the same Map Card.
- Another Treasure is already at that Bury Site.

When you have **buried 3 Treasures**, the end of the game is triggered (see *End of Game*, pg 16).





Trade Special Booty

Trade the listed combination of Booty and gain the amount of Gold shown. You still need to be at a Market that **matches one of the Booty types shown**. This occurs after a *Trade* Order. It is neither affected by nor does it adjust the position of Booty in the Market.



Exchange

Discard 1 cube from your Pirate Ship to the Booty Bag and take your choice of any 1 type of Booty from the bag to replace it.



Sail the Navy Ship / Merchant Ship

Sail the indicated ship (the Navy Ship or one of the Merchant Ships) the number of Map Cards listed. This does not have to follow the ship's normal rules, but each Merchant Ship must still remain pointing at its target Port (see *Sail the Merchant Ships*, next page). The Navy Ship ignores Pirate Ships during this movement.



Gain Gold

Immediately gain the amount of Gold shown.

Reroll



If you roll either or both of the die faces shown at the bottom of a Crew Card with *Reroll*, you may reroll each such die once during the attack. If you have multiple Crew Cards with this ability, fully resolve one card completely before resolving the next. This action is only usable when executing an *Attack* Order, and not during *Attack* Bonus Actions or when attacked by another player.

Reassign



You may reassign any or all Deckhands currently on any of the 4 Deck Assignments (including those from *Repair*), placing them into any Assignment. You cannot reassign Deckhands on the Wheel. Deckhands assigned in this way to *Rigging* or *Cannons* can give you an immediate boost to *Sail* or *Attack* Bonus Actions, and those assigned to *Extort* can generate Gold if you have passed the Ship Line this turn.

Sail



You may perform a single Sail as a Bonus Action. Calculate your total as normal (see *Sail Your Pirate Ship*, pg 8). You must complete your movement (as usual) before performing additional Bonus Actions.

5. Cross the Ship Line



After you execute your Captain's Order and trigger Bonus Actions, check if your Captain has crossed over the Ship Line (↻) on this turn. If it has crossed:

1. Gain 1 Gold for each Deckhand in *Extort*.

2. The Navy and Merchant Ships now sail. This is performed by the player **to the right** of the "active player" (the player who just crossed the Ship Line).



Sail the Merchant Ships



The goal of each Merchant Ship is to sail to the opposite Map Card with a Port from where it started. First, the **Orange Merchant Ship** sails 1 towards the Port it points to, and then the **Green Merchant Ship** sails 1 towards its Port.

When sailing, keep the ship pointed in the direction of its target Port. This ensures that it is always moving in the correct direction. The player to the right of the active player chooses which Map Cards the Merchant Ships sail to, as long as that moves each ship toward its target Port.



When a Merchant Ship reaches its Port, it **turns around** and now points to the opposite Port. It also *delivers* its Booty, so return its Booty to the bag and draw a **new Booty** for it. Merchant Ships are not affected by Storms when sailing.



Sail the Navy Ship

After the Merchant Ships sail, the Navy Ship sails up to a certain amount toward the active player, stopping on their Map Card. It must always **sail toward** the active player's Pirate Ship (even if they are *Hiding Out* in a Cove). The Navy Ship is not affected by Storms. The amount the Navy Ship can sail is based on the number of Treasures the active player has buried:



2	3	4	5
0 Treasures	*1 Treasure*	*2 Treasures*	*3 Treasures*

Attacked by the Navy



If the Navy Ship enters the same Map Card as you (the active player), it stops moving and attacks you (unless you're *Hiding Out* at a Cove). The Navy will only attack the active player, ignoring all other Pirate Ships on Map Cards it sails through. The Navy automatically wins and cannot be defeated. Your Pirate Ship is Jostled, but instead of moving 1 Deckhand, you must move **ALL Deckhands from Assignments AND the Wheel to *Repair***. You also do not gain a Sure-fire Token when attacked by the Navy.

Gain Legend



When you win a battle against another player's Pirate Ship or sink certain Merchant Ships, you immediately advance your Legend Token *1 level* on your Legend Mat. With each new level, you immediately gain one-time bonuses (Gold, a new Deckhand, or a Sure-fire Token), and it may increase the number of you can sail and the number of dice you roll when attacking. Once the Legend Token is at the final level, you no longer receive more bonuses, even if you would gain more Legend. You cannot lose Legend Levels (your token cannot go down on the track).

Next Player's Turn

After you have (1.) chosen a Captain's Order, (2.) sailed, (3.) resolved the Order and (4.) triggered any Bonus Actions, and (5.) resolved crossing the Ship Line (if you did), your turn is over. It is now the next clockwise player's turn.

End of Game

When a player has placed their **third and final Treasure Token**, the end of the game is triggered. Continue until all players have taken an equal number of turns (the first player is not given another turn). The game then ends.



The player who buried all 3 Treasures wins the game.

- If players are tied for burying 3 Treasures, the tied player with the highest Legend Level reached on their Legend Mat wins.
- If still tied, the tied player with the most Gold is the winner.
- If still tied, the tied player with the most Booty in their ship is the winner.
- If still tied, enjoy a shared victory!

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Solo Play: The Legendary Pirate

In the solo game, you compete against a legendary pirate with a unique personality. Be the first to bury all 3 of your Treasures and you win!

Solo Setup

Set up the game as normal for a 2-player game, with these changes:

1. Randomly select a **Helm Mat** and **Legend Mat** and flip them over to the *Solo* sides. Place them next to each other to form a combo of captain and personality.
2. Select a player color for the Solo Pirate:
   - **A.** Randomly place the **5 Order Tokens** of that color on the Helm Mat's wheel.
   - **B.** Place the **Captain** onto the *Hide Out* space at the top of the wheel.
   - **C.** Place **3 Deckhands**, one on each of the 3 Deckhand Assignment spaces at the bottom of the Helm Mat. Discard the fourth Deckhand back to the box.
   - **D.** Place the **3 Treasures** onto their spots at the bottom of the Legend Mat.
   - **E.** Place the **Legend Token** on the marked top-left space on the Legend Mat.
   - **F.** Place a **Gold Doubloon** next to the *Gold Track*, representing "*zero*."



Do not give the Solo Pirate a Captain Card (the Solo Helm Mat is the Captain).

3. First, place your **Pirate Ship** into a Cove, and then place the **Navy Ship** in a corner Card that does not contain a Merchant Ship. Then, place the **Solo Pirate's Ship** into an unoccupied Cove that is the furthest away orthogonally from the Navy Ship.
4. You and the Solo Pirate both gain a starting Booty according to normal setup rules, you acting as first player.

On Your Turn

You are the first player, and you take your turn as normal, with one change:



When you cross the Ship Line, the Solo Pirate will sail the ships. If it has to make a choice, it prioritizes sailing **vertically** before horizontally.

Merchants: If possible, the Solo Pirate sails each Merchant to the adjacent Map Card that will take it further away from you (as long as that location is still advancing toward its Port). With one exception: a Merchant WILL NOT sail onto the same Map Card as another Merchant, even if that means sailing it onto your ship's Map Card. If it is possible, move the Merchants in a way that will avoid this conflict.

Navy: Sail vertically until it is in your row, and then sail horizontally toward you.

On the Solo Pirate's Turn

At the start of the turn, roll a die to dictate the order the Solo Pirate will execute:

Rolling 1-5: The Solo Wheel



The Solo Pirate advances its Captain clockwise around the Wheel (using Deckhands if necessary, to skip spaces) to reach the Order marked by the die's number. When it is required to skip a space, it takes the rightmost Deckhand from the bottom of the mat (including from *Repair*) and places it on the skipped space. If the Captain skips over or lands on a Deckhand that is already on the wheel, that Deckhand is added back to the leftmost unoccupied Deck Assignment. Only 1 Deckhand may be placed on each Assignment, except for *Repair* which can hold multiple Deckhands. If the Solo Pirate cannot reach the Order space based on its rolled number because it lacks the available Deckhands, it moves as far as possible around the wheel before stopping its Captain on an Order Token.

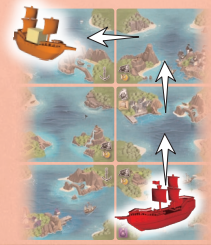
Rolling 6: The Legend Action



Advance the Solo Pirate's Legend Token one place clockwise on its Legend Mat and execute the Order(s) or perform the Action(s) listed in that space in order going from top to bottom.

Solo Pirate Sails and then Executes an Order

Note the space on the wheel that the Solo Pirate's Captain is in. Next to that space's die icon, there is an icon for the ship that the Solo Pirate will target (either one of the Merchants or your Pirate Ship). *The Solo Pirate always targets you when a 6 is rolled*. Execute the Solo Pirate Order in **3 steps**:



1. Sail it as far as possible towards the target ship, first sailing vertically to the ship's row and then sailing horizontally. Note any ⎈ that the Solo Pirate may receive from Bonus Actions, Deck Assignments, or from its Legend Level. The Solo Pirate will stop sailing at the Map Card with its target.
2. Execute the Solo Pirate's Order (see next page).
3. After executing the Order, note if that Order triggers a Bonus Action listed on the top of the Solo Helm Mat. Note that the Solo Pirate's Crew Cards DO NOT trigger any of the Bonus Actions based on their icons. Just use them for their dice results and hits in battle.



Plunder: Draw 1 Booty from the bag and add it to the Solo Pirate's Ship. It does not need to be at a Settlement to Plunder (it Plunders any island).



If this is the third Booty added to the ship, the Solo Pirate immediately Trades (see below).

Attack: Attack the target ship if on its Map Card (see next page).

Trade: Trade all of the highest-valued Booty type on the ship (based on the Market) for Gold. Discard the cubes to the bag, and then adjust the cubes in the Market based on what was sold. The Solo Pirate does not have to be at a Market to Trade.

Search: If there is a Search Token on the Solo Pirate's Map Card it takes the token and resolves the effect, as shown below, and then it discards the token:



Gain listed amount of Gold



Gain 1 Gold



Draw 1 Booty (see rules above)

Crew Up: Draw the top Crew Card from the deck and add it face up to the right of the Solo Helm Mat, always adding the new card to the right of previous ones. The Solo Pirate still has a limit of 4 Crew Cards. If the Solo Pirate would draw a *fifth* Crew, it instead discards the 3 face-up Crew to the bottom of the deck and draws 3 new cards.

Hide Out and Cross the Ship Line: The Solo Pirate never places its Captain onto the *Hide Out* space, and will always skip it when advancing. When its Captain crosses the Ship Line, you move the Merchant Ships and Navy Ship (targeting the Solo Pirate) for it at the end of the Solo Pirate's turn.

Bury Treasure

When the Solo Pirate's Doubloon reaches the final space at the top of its track, it immediately places its leftmost Treasure at the bottom of the Legend Mat onto the closest island to its ship with an available . If there are multiple equidistant islands, bury at the cheapest one. If there is a tie for cheapest, then you choose which. Afterward place the Doubloon at the bottom of the track, representing "*zero*." If there was additional Gold gained when the Doubloon reached the top of the track, that Gold is considered lost.



Each Treasure removed from the Solo Legend Mat increases the power of the Solo Pirate Ship. Note its boosts to sailing, number of dice rolled, and automatic hits.

Solo Pirate Attack

When the Solo Pirate attacks (or is attacked) its ✸ is totaled in this way:

- Roll the number of dice based on its level at the bottom of the Legend Mat (the rightmost space that does not have a Treasure on it). Compare these dice results to the Captain's dice icons at the top-right of the Solo Helm Mat and any Crew it has.
- Each Deckhand in *Cannons* grants **+1** ✸.
- Any "automatic hit" icons (✸) listed on the the bottom of the Legend Mat, Helm Mat Bonus Actions, Legend Mat actions, or the tops of Crew Cards add to the total.

The Solo Pirate does not use and cannot gain Sure-fire Tokens. Anytime it would gain a Sure-fire Token, it instead gains 1 Gold (see below).

Solo Pirate vs. Merchant

- **Solo Pirate sinks Merchant:** It gains the Gold listed on the ship's Merchant Card, and it adds the Merchant's Booty to its ship (immediately *Trade* if it is the ship's third cube). Then "reset" the Merchant Ship like normal.
- **Merchant defeats Solo Pirate:** It is Jostled (see below) and gains 1 Gold (instead of a Sure-fire Token). Place the Solo Pirate Ship onto the nearest unoccupied Cove.
- **Tie:** The Solo Pirate gains 1 Gold. Nothing happens to the Merchant.

Solo Pirate vs. You

- **You defeat Solo Pirate:** You advance your Legend Level 1 space. The Solo Pirate is Jostled, it gains 1 Gold, and its ship is placed onto the nearest unoccupied Cove.
- **Solo Pirate defeats You:** You are Jostled and gain a Sure-fire Token. The Solo Pirate gains Gold equal to the **lower amount** listed on the face-up Merchant Cards currently under the Market Mat.
- **Tie:** You gain a Sure-fire Token and the Solo Pirate gains 1 Gold.

Navy vs. Solo Pirate

The Solo Pirate becomes *fully* Jostled: **move ALL 3 Deckhands** into *Repair*, place the ship onto the nearest unoccupied Cove.



Jostling the Solo Pirate

When deciding which Solo Pirate Deckhand to move to *Repair*, first check to see if there are any Deckhands in any "*non-Repair*" Assignment. If there are, move the **rightmost** Deckhand. If there are no Deckhands in Assignments, check the Wheel: move the closest Deckhand to the Captain (going counter-clockwise) to *Repair*. If all the Deckhands are already in *Repair*, do nothing.

Solo Game End

The first to bury **3 Treasures** is the winner. When either of you does this, the other does not get another turn.

