



Turn Sequence

1. 1st player draws & rolls 3 dice/player from the bag.
2. Players each draft 1 dice in turn order, 3 times.
3. Allocate dice behind your screen, 1 die per box.
4. All players reveal and sequentially resolve all actions together from their mini board (*left to right*).
 - Players may modify their dice with **Raise Spirits** as they resolve them (*optional*).
5. Check for End Game conditions.
6. Refill & pass dice bag left to the new first player.

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End Game & Victory

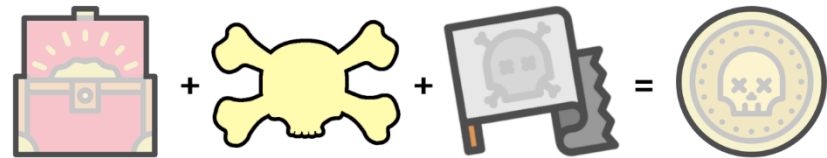
The game ends the round a player has:

3 Treasure Chests buried and / or filled

OR

Filled all their Raided Ports, Crew & Hull slots

Gain points for:



Total Treasure + Bonuses + 1pt / 3 Infamy = Total

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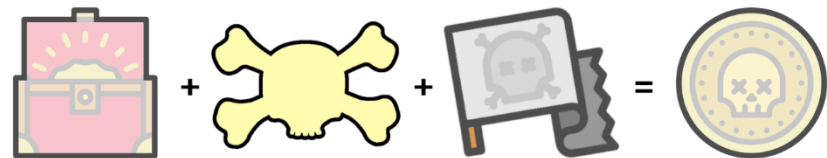
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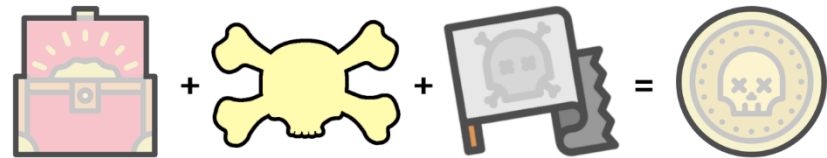
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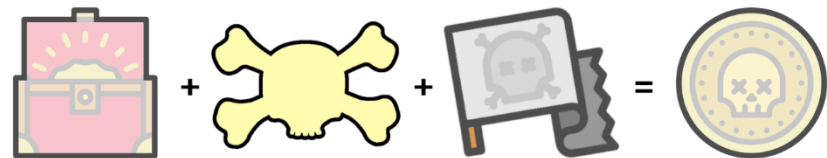
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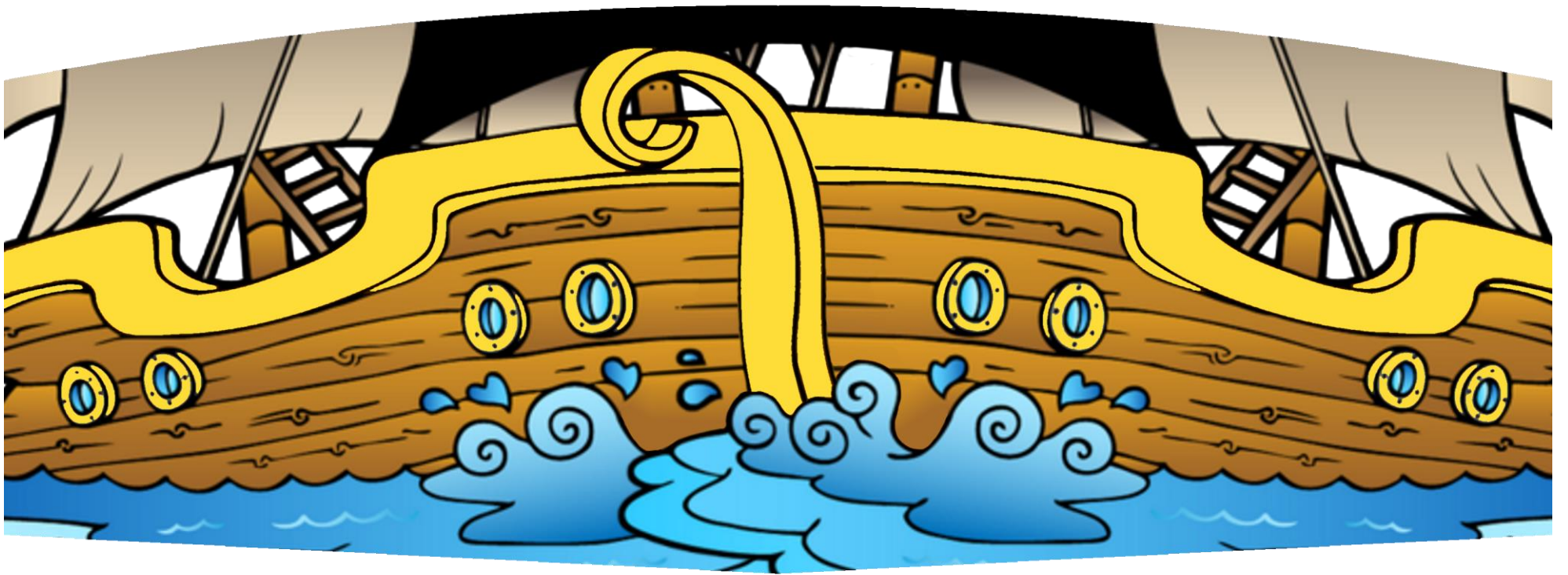
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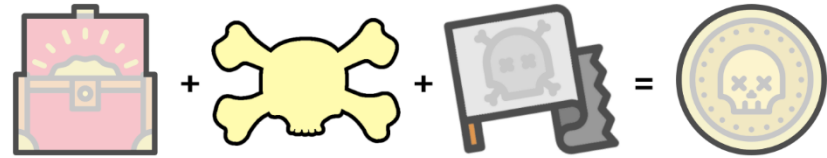
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