

You have finally reached Scoundrel Bay! Shrouded in thick fog and guarded by fearsome beasts, the legends whisper of untold riches buried across the mysterious archipelago's hidden isles, trading opportunities beyond imagination, and secret hideouts where the boldest tales are spun by pirates yearning to become legends themselves. Here, amidst dangers and secrets, fortune awaits any crew daring—or foolish—enough to seize it.

Fortunes of Scoundrel Bay is a competitive game in which players try to collect the most gold by conquering harbors, delivering crates, digging up treasures, invading hideouts, and gaining reputation by fighting monsters.

COMPONENTS

Main Board



Reputation Board

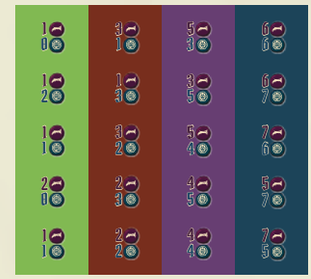


The reputation board consists of 2 puzzle pieces.

Score Pad



Sticker Sheet



84 Pirate Cards



Front (Example)

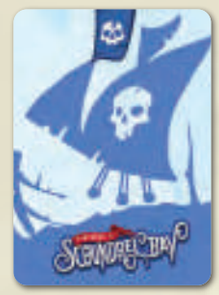


Back

8 Event Cards



Front (Example)



Back

2 Treasure Overview Tiles



Front

30 Treasure Tiles (Treasures)



Front (Example)



Back (Example)

80 Resource Tokens (Resources)



14 Pirate Rings



18 Maps



20 Rum



28 Food

72 Doubloon Tokens



28



20

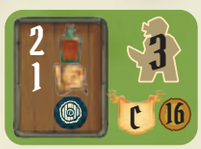


20

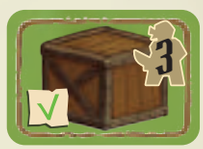


4

42 Crate Tiles (Crates)



Front (Example)



Back (Example)

8 Unlock Tiles



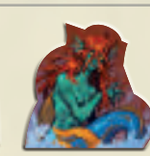
1 Monster Die



20 Monster Tokens (Monsters) + 20 Monster Stands



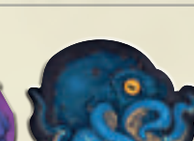
5 Skeletons



5 Sirens



5 Harpies



5 Krakens

4 Player Boards

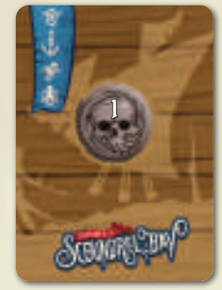


(Example)

4 Starting Cards



Front (Example)



Back (Example)

4 Pirate Ships (Ships)



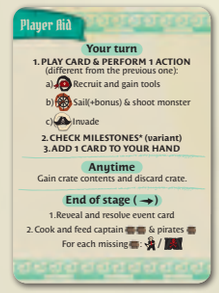
4 Captain Figures (Captains)



108 Pirates Figures (Pirates)



4 Player Aid Cards

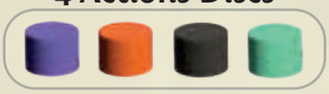


Front

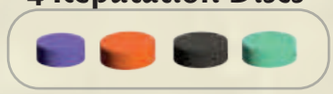


Back

4 Actions Discs



4 Reputation Discs



20 Track Markers



VARIANTS AND SOLO GAME COMPONENTS

(only used when playing one or more variants and/or the solo game)

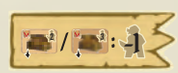
MILESTONES VARIANT

4 Milestone Tiles (Milestones)



(Example)

12 Milestone Upgrade Tokens (Upgrades)



(Example)

CAPTAIN POWERS VARIANT

6 Captain Power Tiles



(Example)

ALTERNATIVE HARBOR SCORING VARIANT

12 Alternative Scoring Tokens



(Example)

SOLO GAME

2 Blind Bid Dice



24 Dummy Tiles



(Example)

GENERAL SETUP

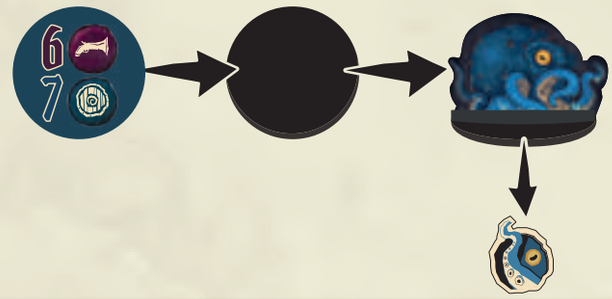
For solo game rules, see separate rulebook.

See main board image as reference for steps 1–7 below.

1. Place the **main board** in the middle of the table.
2. Shuffle the **pirate cards** and place them as a facedown *pirate deck* below the designated space at the bottom of the main board.
3. Create a *pirate display* by revealing 1 **pirate card** from the *pirate deck* face up below each slot at the bottom of the game board.
4. Create a *general supply* to the left of the main board with all **doubloons**, **resources**, and **unlock tiles**.
5. Before your first game, attach one sticker (from the **sticker sheet**) to the bottom of each **monster stand**. Then, attach each **monster** to a stand whose sticker has a matching color.

Randomly place 1 **monster** (with the stand) on each matching monster icon on the game board.

Example: *Attaching a blue sticker to a monster stand and attaching a blue monster (kraken) to a monster stand with a blue sticker. Finally, the kraken is placed on a random kraken space on the main board.*





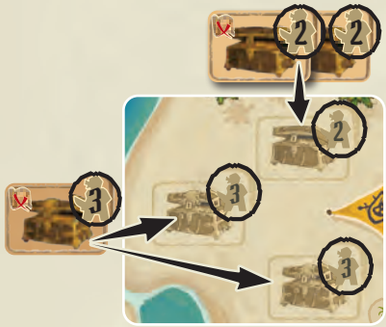
6 Fill treasure spaces in each region with 1 random facedown **treasure** of the corresponding type (1, 2, or 3).

3-player game: Place one extra type 2 treasure on each type 2 treasure space.

4-player game: Place one extra corresponding treasure on each type 2 and type 3 treasure space.

See table on the main board (top left) for reference. Return surplus treasures to the box.





3-player treasure setup example: *Stack two facedown type 2 treasures on the type 2 treasure space plus one facedown type 3 treasure on each type 3 treasure space in this region.*

7 Shuffle the **crates** into 3 facedown stacks by type (1, 2, and 3), and place them in the *crate supply* on the top left of the main board.

Then, fill each crate space in each region with 1 random crate of the corresponding type from the *crate supply*. Place them face up.



Crate supply with spaces for one stack of each type.



Example: *Place 1 random crate of the corresponding type from the crate supply face up in each crate space in this region.*

8 Assemble the **reputation board** and place it to the right of the main board.



9 Place the **monster die** next to the reputation board.

10 Shuffle the **event cards** into a facedown deck on the designated space on the bottom right of the reputation board.

ADDITIONAL 2-PLAYER GAME SETUP:

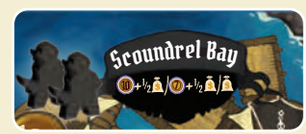
In a **2-player game**, place 4 pirates of an unused player color in each of the harbors Port Harleem, Cabyss, Dodge Harbor, and Arbega, and 2 pirates of the same color in Scoundrel Bay. These pirates of an unused color are called **ghost pirates**.

Additionally, place 5 **ghost pirates** as a reserve in any one of the regions of the main board.

Place a **reputation disc** of the same color on the space marked 2 of the reputation track on the reputation board.



Placing 4 ghost pirates in Port Harleem.



Placing 2 ghost pirates in Scoundrel Bay.



Placing 5 ghost pirates as a reserve.



Placing the ghost pirates' reputation disc.

Playing with or without variants:

The variants offer a more advanced but also a more unique and asymmetric game experience:

MILESTONES VARIANT: We recommend that you play without this variant until you are familiar with all other aspects of the game. Read page 17 of this rulebook.

ALTERNATIVE HARBOR SCORING VARIANT: Recommended after 1 play if you want more variety in the harbor scoring from game to game. Read page 18 of this rulebook.

CAPTAIN POWERS VARIANT: We recommend that you play without this variant until you are familiar with all other aspects of the game. Read page 18 of this rulebook.

PLAYER SETUP

Before your first game, punch out the five pieces of each player board (the pieces with light brown color).



Example: One of five pieces to be punched out.

Each player chooses a player color and follows the steps below (see player board image as reference for each step).

1. Place a random **player board** in your play area.
2. Place a **player aid card** in your player color to the left of your player board.
3. Take the **starting card** matching the player board number on the top right of your player board and take it to your hand. Add 2 random **pirate cards** from the *pirate deck* to conclude your starting hand of 3 cards.
4. Place the **captain** and 4 **pirates** of your player color on the *active pirates space* of your player board. Place all remaining pirates as *citizens* to the left of your player board (*citizens* should be clearly separated from your player board).



Active pirates space (on player board)



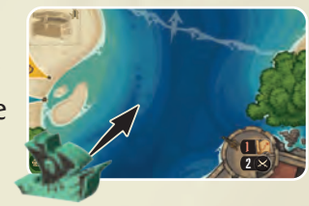
Player board number



Starting hand (back of the cards)

Make room for at least 4 overlapping cards (about 15 cm) below each slot in your *crew area* (below your player board).

5. Place 1 **track marker** of your player color on the underscored space of each track on your player board (players have different underscored spaces).
6. Place the **action disc** of your player color and an **unlock tile** from the *general supply* outside the bottom right of your player board.
7. Place the 2 **treasure overview tiles** within easy reach of all players.
8. Place the following **resources** and **doubloons** on the corresponding spaces on the top left of your player board:
   - **1 pirate ring; 2 maps; 3 rum; 4 food**
   - **Doubloons:** The player with the lowest player board number takes 6 doubloons from the *general supply*. In clockwise order, the remaining players take 7/8/9 doubloons, respectively.
9. Place the **ship** of your player color on the first sea space of the main board (the sea space without a monster).



10. Stack the players' **reputation discs** on the bottom space of the reputation track on the reputation board, beginning to the right of the player with the lowest player board number and going counter-clockwise (so the disc belonging to the player with the lowest player board number is on top).



Player with the lowest player board number

OVERVIEW

For a pirate, the only thing that really matters is gold.
The player with the most gold at the end of the game wins. You gain gold mainly through:

- Having the most, second-most, or third-most pirates in each of the 5 **harbors** at the end of the game.
- Invading **hideouts** (number of your pirates multiplied by the number of hideouts they occupy at the end of the game).
- Digging up treasures on **beaches** during the game (gaining doubloons which are converted to gold 1:1).
- Picking up crates in **villages** and delivering them in **harbors** during the game (gaining doubloons).
- Gaining reputation (mainly by shooting monsters).
- Raiding and trading when invading **harbors** (gaining doubloons).

But be careful—you can also lose gold (doubloons) over the course of the game and through other final scoring criteria.

The first player to pass each reef (the rocky "gates") triggers the end of a stage where an event will occur and you must feed your captain and pirates on your player board. The game end is triggered after passing the 5th reef (at Arbega).



DOUBLOON SYMBOL:

A coin is the symbol for gaining (or losing) doubloons during the game (e.g. 5 doubloons). Whenever you gain doubloons, take them from the *general supply*.

The supply of doubloons is meant to be unlimited. Exchange doubloons with the supply as needed and make a note of any excess doubloons gained.



GOLD SYMBOL:

A coin with a purple rim is the symbol for gaining (or losing) gold during final scoring (e.g. 5 gold).

You find this symbol in harbors (on the main board), on the reputation board, and on your player board.



THE PIRATE RING:

This ring can be used in two different ways over the course of the game:

- As a wild resource: You can spend a pirate ring in place of 1 food, 1 rum, or 1 map.
- To reroll the monster die (when shooting a monster).

GAINING TOOLS:

Whenever you gain a tool (food production, sword, gun, or shield) during the game, advance the track marker 1 space on the corresponding track of your player board. *See APPENDIX on page 19.*



GAINING RESOURCES:

Whenever you gain a resource (pirate ring, food, map, or rum) during the game, take it from the *general supply* and place it on the corresponding space of your player board.

Resources are considered unlimited. If any resource supply is exhausted, use a substitute.



PLAYER TURNS

The player with the lowest player board number takes the first turn in the game, followed by the other players in clockwise order.

On your turn, execute the following 2 steps in the order shown (see **player aid card** for summary):

1. **PLAY 1 CARD AND PERFORM 1 ACTION** *(details on pages 8–13)*

   A) **RECRUIT** B) **SAIL AND SHOOT MONSTER** C) **INVADE**

2. **ADD 1 CARD TO YOUR HAND** *(details on page 13)*

Each player may additionally gain crate contents as an anytime action *(see page 15)*.

1 PLAY CARD AND PERFORM 1 ACTION

Place your action disc on one of the empty action spaces of your player board (i.e. you must choose a different action than you took on your previous turn). Perform the action corresponding to the space where you placed your action disc (as detailed below).

Exception: *You may discard an* **unlock tile** *to choose the same action as you did on your previous turn.*

Example



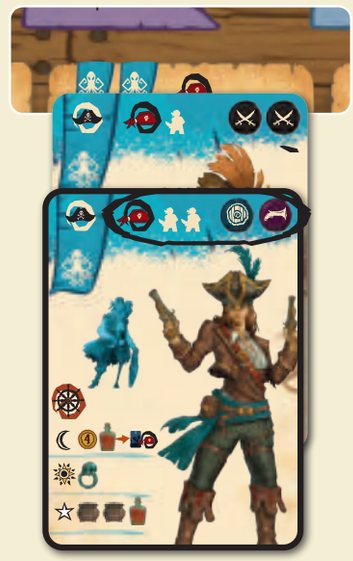


On her previous turn, Lisa chose the **sail and shoot monster** *action. To perform the same action again this turn, she must discard an unlock tile.*

A) RECRUIT

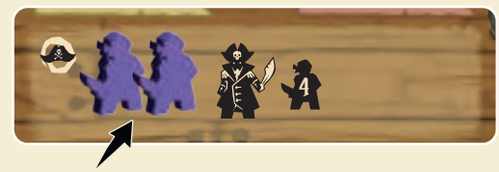
1. Play 1 card of your choice from your hand, face up, in the matching *crew area* below your player board, overlapping any previously played cards so that only the upper symbols and flags are visible on the covered cards.
2. Move exactly as many *citizens* as there are pirate symbols on the card you played to the *active pirates space* of your player board (if you have insufficient *citizens*, move as many *citizens* as you have left).
3. Gain a tool for each tool symbol (gun, shield, sword, food production) on the card you played.

Example



(below your player board)

Lisa recruits using a blue card. She places the card in the matching crew area (blue) below her player board and gains 2 pirates from her citizen supply plus one shield and one gun.



Adding 2 citizens to the active pirates space.



Gaining a gun and a shield.

Your **player board** represents your **ship** on the main board (with all your active and sick pirates, resources, tools, crew area, etc.).

Strategy tip:

Playing cards in your *crew area* that match the flag of the region you are invading increases the number of pirates you can invade with (when you later choose the action INVADE). Keep this in mind when you recruit so you can build up an "engine" for being stronger in different types of regions.

 All-around strategy

 Beaches  (treasure strategy)

 Hideouts  (end-game score strategy)

 Villages  (crate strategy)

Note: *You may notice that each flag is not exclusively associated with a specific region type. However, in general, the color of the card will indicate which strategy it supports most.*

B) SAIL AND SHOOT MONSTER

1. Play 1 card of your choice from your hand, face up, in the slot to the right of your player board *(not crew area)*, on top of any previously played cards.
2. You must sail and you must shoot the monster (if any) on the space where you end your movement. *See details below.*



Play the card to the right of your player board.

SAIL:

Advance your ship 1, 2, or 3 spaces in the direction of the arrows printed on the main board. Next, you may optionally gain the rewards indicated on the card you played based on the number of spaces you moved:

- 1 space: Choose any one reward (☆/✹/☾)
- 2 spaces: Choose any one of the two upper rewards (✹/☾)
- 3 spaces: Take the ☾ reward

See APPENDIX on page 19 for a list of rewards.

Strategy tip:
Sailing quickly can be a viable strategy to catch opponents off guard!

Example

Sail and shoot monster action icon



(on main board)

David advances his ship 2 spaces and may choose between the ✹ and ☾ rewards. He chooses the ✹ reward (gaining 2 maps).

SHOOT MONSTER:

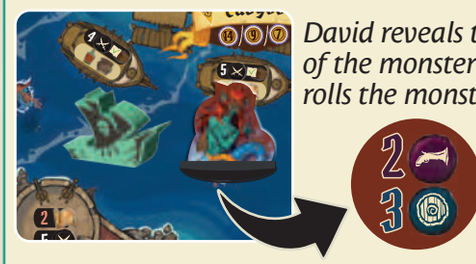
If there is a monster on the space where you ended your movement, you must shoot it:

1. Reveal the bottom of the monster (stand) to see the monster's **base strength** (guns and shields).
2. Roll the monster die (and potentially reroll the die one or more times, once for each pirate ring spent) and add the result to the base strength to determine the monster's **total strength**. *If the monster die result is a **critical hit** or a **miss**, skip the normal monster fight resolution below and instead resolve the fight as indicated at the bottom of this page.*
3. Remove the monster from the main board and determine the outcome of the monster fight:

   • **DID YOU CONQUER THE MONSTER?** If your **gun level** equals or exceeds the monster's total gun value, gain the rewards indicated in the monster table of the reputation board (*see next page*).

   • **DID YOU DEFEND YOURSELF?** If your **shield level** is less than the monster's total shield value, suffer the losses indicated in the monster table of the reputation board (*see next page*).

***Note:** It is possible to conquer the monster and gain rewards (by having sufficient gun level) but at the same time suffer losses (by having insufficient shield level).*



David reveals the bottom of the monster and then rolls the monster die



Base strength | *Die roll* | *The monster's total stength*



(on player board)

David has enough guns (3) but not enough shields (only 4). Thus, he gains the REWARDS but also suffers the LOSSES for this siren monster.

If the monster die result is a critical hit or miss, your gun level and shield level are ignored:

Critical hit: Automatically conquer the monster. Gain the rewards indicated in the monster table of the reputation board and take no losses.

Miss: You do not conquer the monster, but you managed to defend yourself. Do not gain a reward and take no losses.

REWARDS AND LOSSES:

The monster table of the reputation board shows the rewards and losses for each type of monster.

Rewards:

Advance the indicated number of spaces on the reputation track *(see 'Advancing on the reputation track' below)*.

Gain 1 pirate ring.

PART OF THE MONSTER TABLE
(on reputation board)



Losses:



Taking 1 ship damage
(on player board)



Graveyard

Advance the ship damage track marker on your player board the indicated number of spaces (the more you advance, the more gold you lose at the end of the game). If you need to advance beyond the end of the track, instead lose 10 doubloons for each space you are unable to advance.

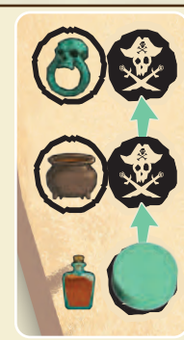
***Rare case:** If you have insufficient doubloons, pay what you can, and write down the unpaid doubloons. Lose gold accordingly during final scoring.*

1 pirate dies. Remove one pirate from the *active pirates space* or *sick pirates space* of your player board and place it in the graveyard of the reputation board. If you have no pirates, take 1 ship damage (see above).

Advancing on the reputation track:

For each advancement on the reputation track, immediately gain the bonus shown to the left of that space. *See APPENDIX on page 19 for a list of rewards.*
Some important notes:

- *If you advance more than 1 space, you gain the bonus for each space in order.*
- *If there is already another player's reputation disc on the space, place your disc on top.*
- *If you need to advance beyond the end of the track, instead gain 5 doubloons for each space you are unable to advance and place your reputation disc underneath any other reputation discs on that last space.*



***Example:** David gains 2 reputation and the following rewards:*

-1 food
-1 pirate ring

GENERAL TIEBREAK RULE: The reputation track serves as a tiebreaker in the game (e.g., majority in regions, blind bids, or for turn order during some events (see page 20)). Ties are broken in favor of the player whose reputation disc is furthest on this track. If two or more discs are on the same space, the bottommost disc is considered furthest.

C) INVADE

1. Play 1 card of your choice from your hand, face up, in the slot to the right of your player board *(not crew area)*, on top of any previously played cards.
2. Place pirates from your *active pirates space* of your player board in regions adjacent to your ship, adhering to the following restrictions:
   - You may only invade regions with a flag that matches your played card.
   - You must invade with at least 1 pirate, and the total number of pirates you invade with can be up to the number of flags in your *crew area* that match the flag on your played card. This total includes the preprinted flags on your player board, and importantly does not include the flag from your played card.
3. For each region you invade, you may perform the associated ***invasion action*** (see pages 11 and 12). If you invade two adjacent regions, resolve each invasion completely, in the order of your choosing.

Example

Played card to the right of his player board.

Invade action symbol

Flag (regions to invade)



Crew area



David's crew area with 3 matching flags, including 2 preprinted.



Active pirates space

David played a black card and may therefore invade adjacent regions with black flags. He has 3 black flags in his crew area and may invade with up to 3 pirates.
He chooses to place 1 in the hideout, and 2 in the harbor.

***Note:** There are additional requirements for invading these two region types (see page 12).*

THE INVASION ACTIONS:

The invasion actions for each type of region are (see details below):

- When invading ***beaches***, you may ***dig for treasures***
- When invading ***villages***, you may ***plunder*** crates
- When invading ***harbors***, you may perform ***crate delivery*** and ***trade in the market***
- When invading ***hideouts***, there is no specific invasion action to take

Additionally, the number of pirates in each region type affects your end-game score in different ways *(see FINAL SCORING, page 16)*. For the ***dig for treasure***, ***plunder***, and ***crate delivery*** actions, your ***pirate strength*** determines the strength of your action.

Pirate strength: Your ***pirate strength*** is the total number of pirates in your color in a region after you invade (i.e. if you have visited the same region before, you may still have pirates there, and these pirates will contribute to the invasion action).

Dig For Treasure (Beaches)

The ***dig for treasure*** action can be taken on beaches to dig up one or more of their treasures, adhering to the following restrictions:

- You must spend 1 map per treasure you dig up.
- You need a ***pirate strength*** equal to or higher than the total value of pirate symbols on the treasures you dig up.
- You must select all treasures to dig up before gaining the rewards from any of them.

Flip each treasure you dig up and gain the listed rewards *(see APPENDIX on page 19)*, then place the treasure face down on the corresponding space of your player board, on top of any other treasures of this type.

Note: *Treasure spaces on the main board are not refilled.*

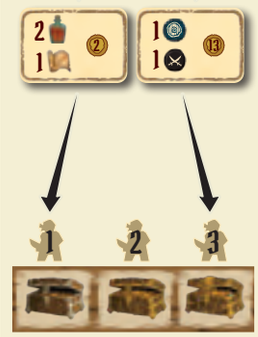
The **Treasure Overview Tile** lists all treasures (not all treasures are in play).

Strategy tip: Pirates on beaches at the end of the game will die, resulting in lost reputation. Take advantage of opportunities throughout the game to move pirates away from beaches (bonus actions on cards, reputation track, events, etc.).

Example



(on main board)



(on player board)

Taylor plays a yellow card and invades the beach with 2 pirates. He has a pirate strength of 4 since he had 2 pirates in the region from before. He pays 2 maps to take both the type 1 and type 3 treasures (instead of two type 2 treasures).

Then, he flips the treasures, gaining a total of 15 doubloons, 2 rum, 1 map, 1 shield, and 1 sword as rewards.

Finally, he places the treasures face down on the corresponding treasure spaces of his player board.

Plunder (Villages)

The ***plunder*** action can be taken in villages to gain one or both of their crates, adhering to the following restrictions:

- You need a ***pirate strength*** equal to or higher than the total value of pirate symbols on the crates you plunder.
- Plundered crates must be placed face up in the *undelivered crates space* on your player board (there is no limit to the number of undelivered crates you can have).

After you finish plundering, refill each empty crate space on the main board with the top crate from the corresponding stack of the *crate supply*, face up.

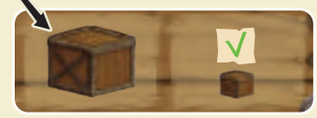
Important: *Crate rewards are not gained during the plunder action. You can gain the tool and resource rewards of a crate as the result of an any time action (see GAIN CRATE CONTENTS on page 15), OR you can gain the doubloon reward of a crate by delivering it during a raid and trade action (see page 12).*

Example



Taylor plays a red card and invades the village with 3 pirates.

He chooses to take the crate that requires 3 pirate strength and places it face up on his undelivered crates space.



Undelivered crates space
(on player board)

Raid and Trade (Harbors)

To invade a harbor (and potentially perform ***raid and trade*** actions), you must be able to pass the adjacent trading ship by meeting one or both of the following requirements in addition to the normal invasion rules:

- **RAID**: Your **sword level** must be equal to or exceed the adjacent trading ship's sword requirement.
- **CRATE DELIVERY**: Deliver at least one crate as part of your trade actions (see below).

If you manage to invade the harbor, gain the rewards indicated on the adjacent trading ship *(see APPENDIX on page 19 for a list of rewards)*. Then, you may perform each of the following **trade actions** in any order.

- CRATE DELIVERY (mandatory if you are unable to RAID)
- TRADE IN THE MARKET (once)

CRATE DELIVERY

The following rules apply:

- You may deliver multiple crates.
- For the crates you deliver, your ***pirate strength*** must be equal to or higher than the total value on pirate symbols on all crates (like for the ***plunder*** action).
- If the letter on the crate you deliver matches the harbor, gain the doubloons indicated on the crate.
- If the letter does not match, gain half the doubloons indicated on the crate.
- Move delivered crates from the *undelivered crates space* to the *delivered crates space*, face down.

Important: *You may take crates from an adjacent village and deliver them in an adjacent harbor on the same turn (assuming you have matching flags in both regions and invade the village first). However, each of these actions requires a pirate strength equal to the number inside the pirate symbol on the crates.*

TRADE IN THE MARKET

Choose one (and only one) of the trade options in the market by paying 1–6 food. Gain the rewards listed to the right of the arrow *(see APPENDIX on page 19 for a list of rewards)*.

Note*: This trade action does not have a pirate strength requirement.*

Example



Taylor has 4 swords, but the Cabyss trading ship's sword requirement is 5 (see below), so he must deliver one or more crates in this harbor to invade.

Sword requirement





Rewards

Even though Taylor does not meet the sword requirement, he does have **2 crates** *he can deliver to successfully invade Cabyss (with a yellow card). He invades with 3 pirates, gaining 1 rum and 1 map as rewards from the trading ship, then, he delivers 2 crates as part of his trade actions (see continued example below).*

Non-matching harbor (Dodge Harbor)



Delivred crates space

Matching harbor (Cabyss)

Taylor has 3 pirate strength in Cabyss. He delivers two crates which require a total pirate strength of 3 (2+1).

He gains 10 doubloons for the bottom crate since its letter matches the harbor and 3 doubloons for the other crate since its letter does not match the harbor. He places the delivered crates face down on his delivered crates space.



(on main board)

Taylor has 3 food. He chooses to spend all his food to gain 1 gun and 1 shield.

Note: *This specific trade option offers an alternative trade (ship repair, see page 19).*

Invading Hideouts

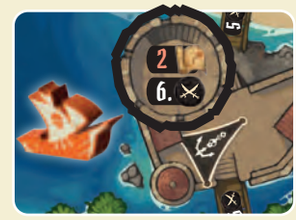
To invade a hideout, you must meet the region's map and sword requirements in addition to the normal invasion rules:

- Spend the number of maps shown.
- Your **sword level** must be equal to or exceed the hideout's sword requirement.

Note: *The hideout just north of Cabyss is considered 1 hideout, although the map and sword requirements are shown on both sides.*

Example

If Taylor wants to invade this hideout, he must have at least 6 swords and spend 2 maps.



The Captain:

Each player has 1 captain. Your captain is considered a normal pirate with the following exceptions:

- It counts as 2 pirates for ***pirate strength*** and during final scoring. However, it requires only 1 flag in your *crew area* to invade. *Example: With 3 matching flags in your crew area, you may invade with your captain and up to two pirates, with a total* ***pirate strength*** *of 4 (or more than 4 if you already have pirates in the region).*
- It requires 2 food to feed and must be fed first *(see COOK AND FEED on page 15)*.



2 ADD 1 CARD TO YOUR HAND

Add 1 card to your hand by either:

- Purchasing a card from the *pirate display*

OR

- Scouting for a card in the *pirate deck*

PURCHASING FROM THE PIRATE DISPLAY:

Pay the cost of one of the cards in the *pirate display* (0–2 rum) to add to your hand.

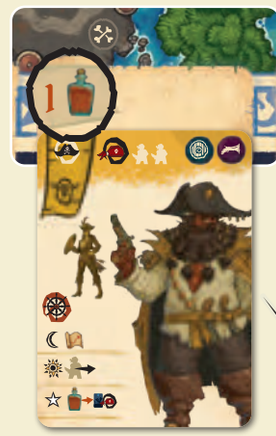
Note*: The leftmost card in the pirate display is free.*

Then, slide cards in the *pirate display* to the left to fill the purchased card's gap, and reveal a new card from the *pirate deck* in the rightmost slot of the display.

SCOUTING FOR A CARD:

Pay 3 rum and announce one flag type (blue, black, yellow, or red). Reveal cards from the *pirate deck* until a card with the announced flag type is revealed. Take this card to hand. Place any cards that did not match in the *discard pile* to the right of the *pirate deck.*

Example



Lisa ends her turn by spending 1 rum to purchase this card and then replenishes the pirate display.



Discard pile

It costs 3 rum to scout for a card with a specific flag type in the deck.

Whenever the *pirate deck* is exhausted, shuffle all played cards (excluding your starting card) in the slot to the right of each player's player board (not the cards in your *crew area*), plus any discarded cards, into a new facedown *pirate deck.*

THE END OF THE STAGE

There are 5 reefs (rocky «gates») on the main board. The first player to pass each reef triggers the end of the stage and, in some cases, gains a reward:

- The first player to pass the first reef, immediately gains 1 reputation.
- The first player to pass the fifth (and last) reef, immediately gains 1 reputation.

After the first player to pass any of the five reefs has finished their turn (including adding a card to their hand), resolve the end of the stage steps in order:

1. **Reveal and resolve event**
2. **Cook and feed**

See details below. After the end of the stage, the game continues normally with the player to the left of the player who passed this reef.

Example *(on main board)*



Taylor is the first player to cross the first reef and gains 1 reputation.

1 REVEAL AND RESOLVE EVENT

Reveal the top card from the *event deck* and place it face up next to the deck. Then, resolve the event. *See THE EVENTS on page 20 for an overview of all events.*

BLIND BID:

Five of the events are resolved through a blind bid. A blind bid is executed as follows:

1. Each player hides all their doubloons in their hands.
2. Each player secretly places their bid in their right hand.
3. All players reveal their bids simultaneously by opening their right hands.
4. The player with the highest bid pays their bid to Scoundrel Bay (placing the doubloons on the money bag icon). The player with the lowest bid returns their bid to their player board. All other players pay their bids to the *general supply*. Tied bids are broken using the GENERAL TIEBREAK RULE on page 10.
5. Gain rewards or pardon:
   - In a ***blind bid for rewards***, the lowest bidder gains no reward. Then, from highest to lowest bid, the remaining players each choose a reward (on the card) that has not been selected by another player.
   - In a ***blind bid for pardon***, only the lowest bidder receives the punishment (on the card), while all other players are spared.

Example



Event deck *Event card*

3-player game blind bid example:

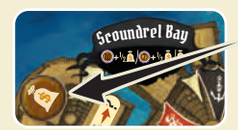
Here are the bids:

- *Taylor: 9 doubloons*
- *Lisa: 7 doubloons*
- *David: 6 doubloons*

Taylor pays 9 doubloons to Scoundrel Bay and chooses the gun and 5 doubloons reward. Lisa pays 7 doubloons to the general supply and chooses the shield and 2 rum reward. David takes his 7 doubloons back to his player board but does not gain a reward.



Money bag icon



Taylor places his bid on the money bag icon.

1–2-player games: *Ghost pirates are not affected by the event itself. However, on each event card, there is a ghost pirate special action that is resolved after the event. There are two main types of special actions:*



Add 1 ghost pirate from the reserve to the designated harbor (remember, the reserved ghost pirates are located on a beach).



Move 1 ghost pirate from the designated harbor to the graveyard of the reputation board.

Example

Add 1 ghost pirate from the reserve to Arbega.



2 COOK AND FEED

Resolve the following steps in order:

1. **Cook**: Gain food from the *general supply* equal to your food production level.
2. **Feed** each captain/pirate on the *active pirates space* of your player board by placing 2 food next to your captain (if applicable), followed by 1 food next to each pirate.
3. **Feed** each captain/pirate on the *sick pirates space* of your player board by following the same principle as in step 2.

Note: *You may choose to save food and let pirates get sick or die. However, you cannot feed sick pirates and let the active pirates get sick.*

4. Move each captain/pirate on the *sick pirates space* without food next to them to the graveyard of the reputation board (they die).
5. Move each pirate/captain on the *sick pirates space* with food to the *active pirates space*. Otherwise, move each pirate/captain on the *active pirates space* without food next to them to the *sick pirates space* (they become sick and are not available to be used until they are fed after the next stage).
6. Return all food used during feeding to the *general supply*.

Example



Lisa gains 3 food.

Lisa did not have any food (or pirate ring) before she produced 3 food. With her 3 food, she must feed her captain (requiring 2 food) and then only has enough food to feed 1 pirate on the active pirates space.

The sick pirate is moved to the graveyard.

The remaining active pirate that cannot be fed is moved to the sick pirates space, and the spent food are returned to the general supply.

GAIN CRATE CONTENTS

Any time during the game (even during THE END OF THE STAGE and FINAL SCORING), you may discard any number of undelivered crates to gain the resource and tool rewards (but not the doubloon reward) shown on each. *See APPENDIX on page 19 for a list of rewards.*

Place discarded crates in a common discard pile (and not on the space for delivered crates).

Example



David chooses to discard this crate to gain 1 rum and 1 shield. He does not gain any doubloons since it is not delivered.

THE END OF THE GAME

After resolving the end of the stage for passing the **5th *reef***, the game end is triggered. Continue playing until each player has taken the same number of turns. Then, continue playing until each player has played 2 more turns.

Clarification: *If not the last player in turn order was the one triggering the game end, some players will get 3 more turns after the game end is triggered by a player.*

Proceed to FINAL SCORING (see next page).

Note: *It is possible to enter the sea spaces that you have already visited by moving around Arbega and moving into the shores of Port Harleem.*

Example



3-player game example:

Taylor is the 2nd player and triggers the game end by passing the 5th reef. After resolving THE END OF THE STAGE, the 3rd player takes their turn, followed by each player taking 2 more full turns.

FINAL SCORING

Note down each player's gold (points) on the **score pad** in the order shown (also noted on your **player aid card**):

SCOUNDREL BAY AND DOUBLOONS (+)

- The player with the most pirates in Scoundrel Bay gains 10 doubloons from the *general supply* plus <u>half</u> of any doubloons lying in that region (rounded down).
- The player with the second-most pirates gains 7 doubloons from the *general supply* and <u>half</u> of the remaining doubloons in Scoundrel Bay (rounded down).
- The player with the third-most pirates gains the remaining doubloons in Scoundrel Bay.
- In case of ties, use the GENERAL TIEBREAK RULE on page 10.
- After players have collected the doubloons from Scoundrel Bay, each player scores <u>1 gold for each doubloon they have</u> (collected during the game).

In a 2-player game, ghost pirates count towards the majority and the coins they gain are placed in the general supply.



***Example:** David (green) gains 15 doubloons (10 from the general supply +5 from Scoundrel Bay), while Taylor (orange) gains 10 doubloons (7+3). The remaining 3 doubloons are not awarded (there are no other players in Scoundrel Bay).*

HARBORS ( )

Each player scores the indicated number of gold for having the most, second-most, or third-most pirates in each of the other 4 harbors. Any ties are resolved with the GENERAL TIEBREAK RULE on page 10.

In a 2-player game, ghost pirates count towards the majority.



***Example:** In Dodge Harbor, Lisa (purple) scores 16 gold (captain counts as 2 pirates), David (green) 10 gold, and Taylor (orange) 6 gold.*

VILLAGES ( )

Each player scores 2 gold for every pirate of their color in villages.



***Example:** Taylor scores 6 gold from villages.*

HIDEOUTS ( )

Each player scores gold equal to the number of their pirates in hideouts multiplied by the number of hideouts containing their pirates.



***Example:** Lisa scores 7 (pirates) x 4 (hideouts) = 28 gold from hideouts.*

BEACHES, GRAVEYARD, AND REPUTATION (:)

1. Move every pirate on beaches to the graveyard.

2. Each player moves their reputation disc down 1 space (not below the first space) for every pirate of their color in the graveyard. Then, the player(s) with the most pirates in the graveyard loses 1 more reputation.

In a 2-player game, reserved ghost pirates (on beaches) are moved to the graveyard, and ghost pirates count towards the majority of pirates in the graveyard.

3. Each payer scores the gold to the right of their reputation marker.



***Example:** David (green) loses 4 reputation: 1 for each pirate + 1 extra since he has the most. Taylor (orange) and Lisa (purple) loses 1 reputation each. David scores 20 gold for his reputation.*

SHIP DAMAGE ( )

Each player loses the gold indicated below their track marker on the ship damage track.



Example: *Taylor loses 6 gold for ship damage.*

SICK PIRATES ( )

Each player loses 2 gold per pirate on their *sick pirates space*.



Example: *Taylor loses 4 gold for his 2 sick pirates.*

Total each player's gold. The player with most gold wins the game. In case of a tie, the tied player whose reputation disc is furthest on the reputation track wins the game *(see GENERAL TIEBREAK RULE on page 10).*

VARIANTS

MILESTONES

SETUP: Place the **milestones** to the right of the reputation board with a random side face up, along with their corresponding **upgrades**.

PLAYER TURNS: After having completed step 1 of your turn, check to see if you currently meet the requirements for any of the milestones. *You may meet several milestones during the same turn.*



TREASURE MILESTONES



Have at least 1 treasure of each type (1, 2, and 3)

Have at least 2 type 2 treasures and have at least 5 pirates on beaches

MONSTER/REPUTATION MILESTONES



Achieve or pass space 5 on the reputation track

Conquer 3 monsters (place conquered monsters in your play area to keep track)

CRATE MILESTONES



Have 2 delivered crates (excluding any crates you have discarded)

Have 3 undelivered crates

HIDEOUT MILESTONES



Have pirates in at least 3 different hideouts

Have at least 1 pirate in any hideout with a blue flag

Gain rewards for each new milestone you achieved this turn:

Doubloons

- 6 doubloons if you are the first player to achieve the milestone
- 4 doubloons if you are the second player to achieve the milestone
- 2 doubloons if you are the third player to achieve the milestone

Upgrade

- Place one of the available upgrades for the milestone type achieved on the corresponding space of your player board

OR

- Discard one of the available upgrades for the milestone type achieved to gain 1 reputation

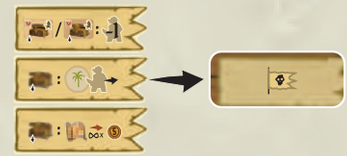
Note: *You gain rewards only once for each milestone type.*

Each upgrade provides an immediate effect and/or power you may utilize for the rest of the game (see APPENDIX on page 19).



Example: *Lisa is the first player to gain 1 of each type of treasure.*

She gains 6 doubloons and chooses one of the 3 upgrades to place on her player board.



ALTERNATIVE HARBOR SCORING

Change the gold scored for harbors by covering each of the scoring spaces in the first four harbors (Port Harleem, Cabyss, Dodge Harbor, and Arbega) with a random **alternative scoring token** during GENERAL SETUP. Return unused alternative scoring tokens to the box.

CAPTAIN POWERS

- During PLAYER SETUP, shuffle the **captain power tiles** and reveal 1 more random captain power tile than the number of players, with the ability side face up. Starting with the player sitting to the right of the starting player and continuing counter-clockwise, choose one captain power tile to place in your play area. Return unused captain power tiles to the box.
- You may use the ability of your captain power tile while your captain is on your player board (see below for ability details). When your captain moves to the main board using an INVADE action, flip the captain power tile over, score it immediately as indicated on the tile (i.e., the tile will not score if your captain never INVADES).

ABILITES (FRONT):



Capt. RUMWHISTLE: When RECRUITING during step 1 of your turn, you may pay 1 rum to additionally perform a *blind recruitment (see APPENDIX on page 19)* without recruiting any pirates (only gaining tools and keeping the card in your *crew area*).



Capt. BEASTBANE: When SAILING, instead of shooting a monster normally, you may instead move back 1 space (not below 1) on the sword track to defeat the monster on the space you end your movement. If you defeat the monster this way, gain 2 reputation and take 1 ship damage *(see APPENDIX on page 19)* instead of the normal rewards, regardless of the monster type.



Capt. BARRELBEARD: Anytime on your turn (even while sailing) and as many times as you like, you may spend 1 map to place a pirate or your captain from your *active pirates space* in any adjacent region, ignoring flag, crate, and sword requirements. Do not perform any invading action or gain any rewards from trading ships.



Capt. GOLDTONGUE: When you move a pirate to a harbor as a result of a pirate move reward *(see Appendix on page 19),* you may trade once in the market with a discount of 1 food. *Thus, if you choose the topmost trade option in the market (with a normal cost of 1 food), you gain 1 sword for free.*
Note: *You cannot use this ability when invading a harbor.*



Capt. SHIVSMILE: When performing a crate delivery, gain all crate contents from the delivered crate, including any tools.



Capt. OLD SALTY: When performing the Invading Hideout action, one fewer sword is required, and you gain 1 reputation. You may invade with your captain.

Note: *This ability does not apply when moving to a hideout through rewards/bonuses.*

SCORING CRITERIA (BACK):



Gain 1 doubloon for each pirate symbol on cards in your *crew area*.



Gain 2 doubloons for each space you have advanced on the reputation track.



Gain 1 doubloon for each of your pirates on the main board (excluding your captain).



Gain 4 doubloons for each harbor in which you have at least 1 pirate (excluding your captain).



Gain doubloons equal to your sword and shield levels.



Gain 3 doubloons for each hideout in which you have at least 1 pirate (excluding your captain).

APPENDIX

REWARDS

All rewards are optional.

Gain the indicated number of doubloons.

Gain the corresponding resource.

Gain the corresponding tool. If you need to advance beyond the end of the track, instead gain 1 reputation for each space you are unable to advance.

Advance 1 space on the reputation track and gain the reward to the left of the space. If you need to advance beyond the end of the track, instead gain 5 doubloons for each space you are unable to advance, placing your reputation disc underneath any other reputation discs on that last space.

Pirate move: Move one of your pirates or your captain on the main board to an adjacent region (***note**: you must have at least 5 swords to move across the bridges to/from a hideout, but without any map requirement).*

Blind recruitment: Perform a full RECRUIT action with the top card from the *pirate deck*.

Spend the indicated doubloons and rum to perform a blind recruitment.

As many times as you choose or are able, spend one resource to gain 2 doubloons.

Gain half of the doubloons currently lying in Scoundrel Bay (rounded down).

Gain food equal to your current food production level.

Gain an unlock tile from the *general supply*.

Ship repair: Move back (left) one space on the ship damage track (not below 1).

Pay 3 food to gain 1 gun and 1 shield OR pay 3 food to gain 1 ship repair.

PUNISHMENTS

Pay the indicated number of doubloons to the *general supply*.

Ship damage: Advance 1 space on your ship damage track.

Remove 1 pirate from your *active pirates space* or *sick pirates space* and place it in the graveyard of the reputation board. If you have no pirates, take 1 ship damage (see above).

UPGRADES (MILESTONES VARIANT)

Upgrades provide effects and abilities for the player who owns it.

Permanent ability: Instead of the standard rewards for sailing 1–3 spaces, you may gain the moon bonus on your played card and optionally move one of your own pirates on the main board to an adjacent hideout, ignoring the 5 swords requirement.

Permanent ability: Instead of the standard rewards for sailing 2–3 spaces, you may gain the sun bonus on your played card and optionally move one of your own pirates on the main board to an adjacent hideout, ignoring the 5 swords requirement.

Permanent ability: Instead of the standard rewards for sailing 1–2 spaces, you may gain the star bonus on your played card and optionally move one of your own pirates on the main board to an adjacent hideout, ignoring the 5 swords requirement.

Immediate effect: Move 3 *citizens* to the *active pirates space* of your player board and gain the shown tools.
Permanent ability: Each time you shoot a monster, you may reroll the monster die once for free.

Immediate effect: Move 2 *citizens* to the *active pirates space* of your player board and gain the shown tools.
Permanent ability: Each time you shoot a monster, you may reroll the monster die once for free.

Immediate effect: Gain the shown tools.
Permanent ability: Each time you shoot a monster, you may reroll the monster die once for free.

Permanent ability: Each type 2 or type 3 treasure you dig up requires 1 less ***pirate strength***.

Permanent ability: After you dig for treasure, you may move 1 pirate from the same region to an adjacent region for each treasure you dig up (***note:** you must have at least 5 swords to move across the bridges to a hideout, but without any map requirement).*

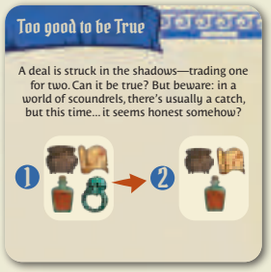
Permanent ability: For each treasure you dig up, you may spend one or more additional maps to gain 5 doubloons for each map spent.

Permanent ability: When delivering crates, gain the full doubloons indicated on the crate whether its letter matches the harbor or not (except in Scoundrel Bay).

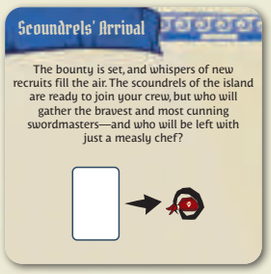
Permanent ability: When delivering crates on your turn, the ***pirate strength*** requirement of one of the crates is reduced to 1 (from 2 or 3).

Permanent ability: Once per turn, when plundering crates, gain 1 reward of your choice from each of any 3 of your undelivered crates (rewards may come from crates you just plundered).

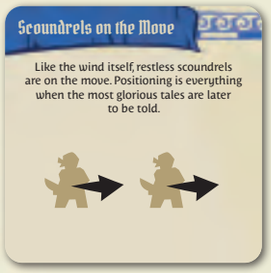
THE EVENTS



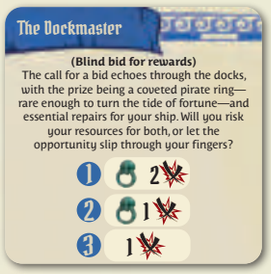
Individually, each player spends any 1 resource *(including a pirate ring)* to gain any two non-pirate ring resources different from the one they spent. You may gain two of the same resource type.



In order from most to least reputation *(see GENERAL TIEBREAK RULE on page 10)*, each player may perform a full RECRUIT action *(see page 8)* with one card from the *pirate display* without paying the normal rum cost. Do not replenish the display until all players have chosen.



In order from most to least reputation *(see GENERAL TIEBREAK RULE on page 10)*, each player makes up to 2 pirate moves *(see APPENDIX on page 19)*. You may move the same pirate twice.



Blind bid for rewards *(see page 14)*. Based on the result of the blind bid, choose from the following rewards:

- Gain 1 pirate ring and 2 ship repairs
- Gain 1 pirate ring and 1 ship repair
- Gain 1 ship repair

(see APPENDIX on page 19)



Blind bid for rewards *(see page 14)*. Based on the result of the blind bid, choose from the following rewards:

- Gain 2 reputation and 2 food
- Gain 1 reputation and 1 food
- Gain 1 reputation

(see APPENDIX on page 19)



Blind bid for rewards *(see page 14)*. Based on the result of the blind bid, choose from the following rewards:

- Gain 1 sword and 2 maps
- Gain 1 shield and 2 rum
- Gain 1 gun and 5 doubloons

(see APPENDIX on page 19)



Blind bid for pardon *(see page 14)*. The lowest bidder must pay 3 resources of their choice to the *general supply*. For each resource they are unable to pay, they instead take 1 ship damage *(see APPENDIX on page 19)*.



Blind bid for pardon *(see page 14)*. The lowest bidder must remove 2 pirates from their player board *(active pirates* or *sick pirates spaces)* to the graveyard. For each pirate they are unable to remove, they instead take 1 ship damage *(see APPENDIX on page 19)*.

Thanks to all playtesters, and especially Geir André Wahlqvist, Trond Arvid Røise, Fridtjof Buvarp, Kristian Elvsveen, Ronny Eftevåg, Christian Bratsberg Olsen, Helene Elise Fevolden, Kjetil Svendsrud, and Aleksander Hennum Kronstad.

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