

Rigging your ship

Example of a Mastercraft card attached to the sails section

SAILS



Strength marker in initial position

Upgrade cost

CREW

CANNON

HULL

Parrot card spot

TREASURES

★ Scoring ★

Pirates GAIN fame from each of the following actions

- ◆ Winning Battles (1 point per player that flees after being hit)
- ◆ Plundering an island (fame value on the Treasure card)
- ◆ Defeating Legendary Pirates & the Royal Navy (fame value on the card)
- ◆ Burying treasures (1 fame each) and gold (1 fame for each 3)
- ◆ Collecting Fame cards

Fame points are LOST by

- ◆ Walking the plank due to a mutiny (-2 points)
- ◆ Getting your parrot killed (-2 points) or dismissing it (-1 point). See parrots page 10.

The Islands

Upon capturing any of the islands, you may, during the Upgrade phase:

- ◆ **Tavern Island (# 1)** - Buy up to 3 Tavern cards at a cost of 2 gold each.
- ◆ **Hull Island (# 2)** - Upgrade the ship's Hull as many levels as can be paid for, if desired.
- ◆ **Sail Island (# 3)** - Upgrade the ship's Sails as many levels as can be paid for, if desired.
- ◆ **Cannon Island (# 4)** - Upgrade the ship's Cannons as many levels as can be paid for, if desired.

- ◆ **Crew Island (# 5)** - Upgrade the ship's Crew as many levels as can be paid for, if desired.
- ◆ **Treasure Island (# 6)** - Bury treasures from the ship's hold for 1 point of fame each; and bury gold, for 1 point of fame for each 3 gold. You may also upgrade any single section of your ship a maximum of 1 level, at double the normal upgrade cost.
- ◆ **Pirate's Cove (★)** - Collect 1 Tavern card and 2 gold, or 2 Tavern cards. If your ship was crippled during battle, you must repair it by paying 2 gold for each crippled section.

