



MERCHANTS COVE

The Captain

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As the swarthy Captain Greentail, you sail your fleet on the high seas in search of valuable treasures to bring back and sell at the piers. You won't know what kinds of treasures are buried on the outlying islands until you go searching, but surely, many

riches await you. During these journeys you may also discover mysterious temptations—and dark curses—hidden in the waves. Yet it's not all so glamorous and swashbuckling—sometimes you'll need to make ends meet by simply fishing or patrolling the waters.

COMPONENTS

- This Rulebook
- 1 Captain figure
- 1 Captain Map board
- 1 Captain Staff board
- 1 cardboard Compass
 - ▶ 1 plastic arrow
 - ▶ 1 plastic connector
- 4 plastic Ships
- 7 cardboard Cursed Coins
- 1 3D cardboard Sale Shelf
- 24 Captain Goods
 - ▶ 12 small (3 each in 4 colors)
 - ▶ 12 large (3 each in 4 colors)

SETUP


1. Place the Captain's Map board, Staff board, Compass, and Sale Shelf on the table in front of you.
2. Place all 4 Ships into Serpents Bay.
3. Shuffle the Treasure chests (large Goods) in a face-down stack then place 1 treasure chest face-down onto each Island.
4. Keep the Seafood (small Goods) and Cursed Coins nearby, ready for use.
5. Place the Captain figure onto the Activate Staff action space.

CAPTAIN ACTIONS



Move 1 Ship (1 Hour)
Spend 1 **Movement Point**.

Movement Points:

- Spend 1 Movement Point to move a **Ship** across a dashed blue line into an adjacent **Region**.
- If a Region contains both a Ship and a face-down **Treasure Chest**, flip the Treasure Chest face-up.
-  This icon represents a **Shortcut** that you can use to move a Ship diagonally. To use it, add 1 **Cursed Coin** to **Pirate Island** and spend 1 Movement Point to move a Ship to a Region on the other side of the Shortcut.



Spin and Move Ships (2 Hours)

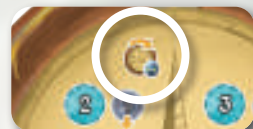
Spin the **Compass** arrow, then take these actions based on the icons in the quadrant the arrow lands on:



Note: Your Sale Shelf is specially-shaped to accommodate your Treasure Chests—which have two distinct sides, unlike the large Goods of other Merchants.



- Place Cursed Coins equal to this icon onto **Pirate Island**.
 - If you are ever unable to add 1 or more Coins to Pirate Island, add as many as possible, then draw exactly 1 Corruption card.
- Spend Movement Points up to the number shown on this icon.
- Unspent Movement Points are lost.
- Movement points may be split among multiple Ships.
- If the Compass quadrant shows this icon, you may optionally draw 1 Corruption card to take the **Spin and Move Ships** action again after you've completed this action but before you resolve the Clock. This does not increase the action cost. You may, potentially, be able to gain this effect multiple times in the same turn.

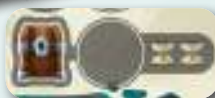


Fish (2 Hours)

This action allows you to **Fish** for **Seafood** in bulk, and potentially turn Cursed Coins into Gold. You may Fish with each Ship in a Region with a **Hook**.

For each Ship you wish to Fish with:

- If the Ship is in a Region with a Hook and Good, move 1 matching colored Seafood from your supply to your Sale Shelf. Then move that Ship to Serpents Bay.
- If the Ship is in the Region with a Hook and a Cursed Coin, remove up to 4 Cursed Coins from Pirate Island, and advance your Gold tracker 1 space for each removed. Then move that Ship to **Serpents Bay**.



Import (2 Hours)

This action allows you to Import Treasure Chests in bulk, and potentially turn Cursed Coins into Gold. You

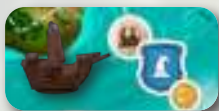
may Import with each Ship in a Region with a Treasure Chest or Pirate Island.

For each Ship you wish to **Import** with:

- If the Ship is in a Region with a Treasure Chest, move the Treasure Chest to your Sale Shelf, then move that Ship to Serpents Bay.
- If the Ship is in the Region with Pirate Island, remove all Cursed Coins from Pirate Island, advance your Gold tracker 1 space for each removed, then move that Ship to Serpents Bay.



To finish an Import action, add new Treasure Chests face-down to each empty Island. If there is a Ship in the Region, place the Treasure Chest face-up.

Note: Since new Treasure Chests are placed at the end of the action, you cannot Import from the same Island more than once per turn.



MARKET PHASE PATROLS

During the Market Phase, each Ship that is in one of the five outer Regions on your Map is considered to be on **Patrol**.

-  For each Ship on Patrol in a Region with a Market Phase Sponsorship icon, activate the matching Sponsorship.
-  For each Ship on Patrol at Pirate Island, you may choose and discard 1 Corruption card from your Supply.

Note: It is possible for more than one Ship to be on Patrol in the same Region.

CLEANUP PHASE

During the Cleanup Phase:

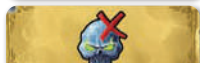
1. Remove all Treasure Chests from the Map.
2. Shuffle all Treasure Chests—except for those on your Sale Shelf—into a face-down stack.
3. Place 1 Treasure Chest face-down onto each Island.
4. Immediately flip face-up any Treasure Chest in a Region with a Ship.

Clarification: When activating a Townsfolk ability that grants you a specific colored large Good, search for it in your Treasure Chest stack, and move it to your Sale Shelf. If there is no matching colored Treasure Chest, you do not gain the Good. Then shuffle and return the stack to your supply.



Recruit/Replace Townsfolk (Cost Varies)

Recruit Townsfolk from the Town Square, gaining their ability. Then, slide the card behind your Staff board to assign them to a Staff Ability. Most Townsfolk have Faction icons which give you Gold during Final Scoring.



Navigator: Spend up to 2 Movement Points. Add 1 Cursed Coin to Pirate Island (or draw 1 Corruption card if you cannot).

Angler: Fish with 1 Ship.

Scavenger: Remove 1 Cursed Coin from Pirate Island—then advance your Gold tracker 1 space.

Security: Choose and discard 1 Corruption card from your supply.



Activate Staff (2 Hours)

You may activate each **Staff Ability** that has a Townsfolk assigned to it—in any order you wish.

Captain Greentail's Curse

If you cannot add the required number of Cursed Coins to Pirate Island, add as many as you can, then draw exactly 1 Corruption card.



Spin the Compass arrow. Add Cursed Coin(s) to Pirate Island and spend up to the indicated number of Movement Points.



After taking your action, you may draw 1 Corruption card to immediately take the Spin and Move Ships action for free.



Spend 1 Movement Point.



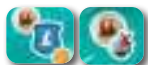
While moving a Ship: Add 1 Cursed Coin to Pirate Island to move diagonally across a Shortcut.



Fish with each Ship in a Region with a Hook. Gain the reward shown, then return the Ship to Serpents Bay.



Import with each Ship in a Region with a Treasure Chest or at Pirate Island. Gain the reward shown, then return the Ship to Serpents Bay.



During the Market Phase, each Ship on Patrol gains you Gold for Sponsorship (or allows you to discard 1 Corruption card at Pirate Island).



During Cleanup Phase, shuffle all Treasure Chests not on your Sale Shelf, then refill each Island.