



Object of the Game - Prologue

To gain Glory and complete the 4 Milestones. Glory is gained when you

- Explore or Raid a site [**1 Glory** for success]
- Buy an Upgrade for your ship or Build a Structure in your Province [**1 Glory**. Lose that glory if you lose Upgrade or Structure] (You will lose them at the end of game)
- Buy a Treasure [**1-2 Glory**]
- Hire a notable Advisor [None with Glory in the Prologue]

Game Play

- A Winter Phase starts the game, where the Astrolabe and Event deck are assigned, players earn money from their Fields, and all Buildings, Upgrades, Advisors and Island Sites are refreshed.
- Winter + 6 rounds completes a Year.
- A round consists of revealing an Event Card, and each player completing a Turn, where they can Sail, Explore, Build, Raid and Buy & Sell goods. (see below)
- If 6 rounds are completed without ending the game, then the Year is ended, and a new Year begins with another Winter Phase.
- The game continues until the 4 Milestones are completed.

End Game

- The Player with the most Glory wins. If tied for Glory, the player with the least prominent title wins.
- No rewards are given, and no permanent changes are made at the end of the Prologue.
- Assign Titles according to Game Glory.

Game Tokens (other than money)



Reputation Tokens (purple cross): Spend to hire an advisor, or to use the ability of another province for a turn.



Fortune Token (green clover): Spend one token to change one blank dice into a standard success, during an Endeavour. Cannot be used at a dangerous site (red shield).



Enmity Tokens (Province specific): Represents hostility and is placed on a site after a successful raid. The site can't be raided again until the next year. Adjust price +1 Gold per your enmity when buying goods.

Your Turn

- Hire an Advisor or buy a Treasure .
 - Advisor: pay its cost in gold or reputation . Name him/her. Put face up in your council room. Then refill Advisors forum. Advisors have different skills to give different benefits.
 - Treasure: pay gold or spend one good of its colour to reduce cost by 8 gold.
- Activate an Advisor (optional): choose one face up Advisor from your council room and place in your active Advisor space. You gain their benefit for one round only.
- Hire a Guild: Merchant, Builder, Explorer, or Soldier. Perform two of its three actions. (see over)
- Claim a Milestone if you have fulfilled any objectives, and name an Island.
- The active Advisor is exhausted, and placed face down in your council room.

Hire a Guild (3rd action of “Your Turn”)

You choose one of the 4 Guilds, and complete 2 of the 3 Guild actions, in any order.

1) Every guild has the action to sail.

Merchants Guild

2) Buy Goods (up to 2 goods), for 3 gold each. Need to be on an island with available cubes. Place goods in hold, up to hold value.

3) Sell Goods (up to two goods), for 6 gold each. Need to be in a region with a Market symbol of the correct colour, like your Province.



Note: Before and/or after you sail, if both your ships are together at any land region (including Islands) you may rearrange goods between their holds without using an action.

Builders Guild

2) You may either repair both your ships or upgrade one of your ships.

• Repair: Refresh all exhausted Upgrades, dismiss all damage cards and rebuild all sunken ships. Must be in a region with the Repair symbol.

• Upgrade: Buy 1 upgrade for one of your ships in a region with a dock symbol of the correct colour. Upgrades stay for a single game if ship does not sink. You can spend 1 good of the same colour as the upgrade to reduce the cost by 8 gold. **Gain 1 Glory** - Lose the Glory if you lose (not exhaust) the Upgrade.

3) Build one available structure on a build site you control, like your Province. You can spend 1 good of the same colour as the structure, to reduce the cost by 8. **Gain 1 Glory** - Lose the Glory if you lose (not exhaust) the structure.



Explorers Guild

2) You may explore one unexplored site (with a symbol) at an island with at least one of your ships. Don't lose dice to Islands garrison. Make Dice Pool, roll, and check for success (check below). If successful go to map; choose a number with a matching symbol and read entry in the Captain's Booke. You will be instructed to put a sticker on site to cover symbol. **Gain 1 Glory**

3) Research - Not available yet ...



Soldiers Guild

2) Raid a previously explored site, that does not have an enmity token. Make Dice Pool, roll & check for success (see below). If successful you receive goods or gold according to Plunder (Page 19 of the Rule book) and place enmity (Page 11). **Gain 1 Glory**

3) Collect Taxes (+3 gold)



Checking for Success for Exploring and Raiding

- Choose a flagship in the region, it will end up taking damage.
- Add dice to your Pool for the flagships Explore or Raid value + bonuses for your support ship and/or active Advisors.
- For Raids, remove dice from your Pool for Garrisons and Enmity tokens on the Island Garrison.
- Roll dice Pool to compare number of rolled successes to site defence. If Site defence is black shield, you may spend luck to change a blank face to a standard success.
- If the number of successes is less than the sites defence, your flagship takes damage equal to the difference.
- For each damage you may exhaust a ship upgrade, or draw a damage card .
- If your ship ever takes a third damage card your ship sinks and you fail the Endeavour.
- If you do not roll a single success your fail the Endeavour.
- If you succeed, even if you take damage, you **Gain 1 Glory** and complete the Endeavour.
- If your ship sinks, you lose all goods in your hold, and all upgrades are returned, exhausted, to the sideboard. You **Lose 1 Glory** for each upgrade you lose. Sunk ships are returned to your Province, and a Repair action must be performed to be able to use them again.

