




Tile Legend



How to Read a Tile

There are three types of tiles, indicated by both a color and symbol in the four corners:

- Safe Waters 
- Uncharted Waters 
- Treacherous Waters 

If an event on a tile requires a specific die, the top-left corner of that tile will show a capital letter indicating whether to use the Pirate (P) or Treasure (T) Action Die.

Keywords



These keywords will appear on action cards and in tile event rules:

- Attack: Any card or event that challenges or negatively affects another captain.
- Recruit: Gain a number of Crew Dice from the dice bag.
- Sacrifice: Lose a number of Crew Dice in order to activate an event or effect.
- Steal: Take something from another captain. (By default, one you have attacked.)
- Wager: Set aside a number of Crew Dice as collateral. If you win, you gain this number of dice in addition to keeping your wager. Otherwise, you lose the dice that you wagered.



Safe Waters

These tiles contain events which will yield either a positive or neutral outcome for the pirate captain who activates them. Use these to gain a tactical advantage over your opponents!



A shady place where treasures and relics are traded between outlaws.

All captains must give away 1 action card to the captain next to them in the betting direction. The captain who activated this tile may choose to not give away a card.



The King will enjoy superior naval power.

If you're already the Pirate King, receive 1 coin.

X = Miss your chance to become the Pirate King.

O = If the Pirate King Die is currently unclaimed, add it to your cup. Otherwise, you must win a duel with the captain who possesses it.



A tome which holds many secrets.

Draw 1 action card and look at it. If you wish to keep it, you must do one of the following:

- Miss the next Betting Phase.
- Sacrifice another action card from your hand.

(Any cards not kept are placed in the discard pile.)



You persuade others to join your ship.

X = Recruit 2 crew.

O = Recruit 1 crew.



Duels between pirates are inevitable.

Challenge any captain to a duel. If you win, steal 1 crew.



You discover a secluded harbor.

Gain 1 coin. You cannot be attacked while on this tile.



SPYGLASS

A simple device, but use it properly and you will learn your opponent's secrets!

Choose a captain and peek at their dice result in the next Betting Phase. You may secretly look at the dice only one time, before the betting begins.



STEAL A CREWMEMBER

Can't find your own crew?
Steal someone else's!

Choose a captain and steal 1 crew.
(You may not steal any special crew.)



TRADE

Force them to accept your terms!

You have the option to initiate a trade: If you want to trade, pay 1 coin to another captain. In exchange, choose one of the following:

- Steal 1 crew
- Steal 1 action card
- Switch ship locations (if you are on adjacent tiles)

If you choose not to trade, do nothing, keep your coin.

Uncharted Waters

These tiles contain events which often involve an element of chance, and so the outcome will be uncertain for the pirate captain who risks activating them. Proceed with caution!



P

Your compass is broken, and you've lost your bearings in heavy seas.

X = Sail one tile backward and activate it.

O = Sail one tile forward and activate it.



The dead might spare you, but only if you play their game.

Take the total number of your crew and multiply it by 5. This will be your winning number.

Roll all of your crew dice, up to three times.

You are aiming for the sum of their faces to equal your winning number.

After each roll, lock any dice whose face values you want to keep. Reroll the rest.

- If you reach exactly your winning number, you recruit 2 crew.
- If the sum is adjacent to your winning number, you recruit 1 crew.
- Any other result, and you're cursed. Add the Cursed Die to your cup.



There is a sudden shift in the wind's direction. Will this change be in your favor?

Reverse the betting direction. Flip over the Starting Captain Token as a reminder of this change.



T

You see rival pirates and load your cannons!

X = The cannon backfires. Lose 1 crew.

O = You fire the ship's cannons twice.

To fire, pick a captain and roll the Treasure Die. If you roll an X, they lose 1 crew.

You may fire on the same captain twice.



T

You loot a ghastly wreck, where something mysterious lurks.

X = You become cursed.

Add the Cursed Die to your cup.

O = You find a survivor and manage to escape the ship unharmed. Recruit 1 crew.



A powerful force of nature from which no ship can escape!

Roll a Crew Die. Using the current betting direction, all captains pass their cups and crew to the next captain as many times as the rolled die shows. Keep your captain coasters.



T

High risk, high reward.

Wager 1 or 2 crew. (If you have 10 crew, you may not gamble.)

Choose if you win on X or O by making the symbol with your fingers. (Crossed index and middle fingers for X, thumb and other fingers in the shape of a circle for O.)



P

You hear a beautiful song and spot these enchanting creatures upon a rocky shore.

X = You are transfixed by their siren song and crash against the rocks. Lose 1 crew.

O = You capture one of the mermaids. Add the Mermaid Die to your cup.



T

These strange spirits affect your mind, and convince you to play a game.

You are forced to sacrifice 1 crew. (If there are 5-6 captains, then sacrifice 2 crew.)

Roll the Treasure Die against every other captain, one at a time.

X = The ghosts haunt their ship. Steal 1 crew.

O = Nothing happens.



P

Nobody said the title of Pirate King was a permanent one.

If you're not the Pirate King:

X = The mutiny fails. Lose 2 crew.

O = The mutiny succeeds. Add the Pirate King Die to your cup.

If you are the Pirate King:

X = You lose the Pirate King Die. Remove it from your cup. The other captains battle for it.

O = You maintain your influence. Recruit 1 crew.



An eerie fog engulfs the ship. It's so thick, you cannot even see your own bowsprit!

If there are 2-3 captains: You alone must guess how many total Crew Dice are under all the cups. (Not including Special Crew Dice.)
If correct, you recruit 1 crew. If wrong, you lose 1 crew.

If there are 4-6 captains: Same as above, but you may pick another captain to help you.
They will also recruit or lose 1 crew.



T

You found the treasure, but will you get to keep it?

Wager 1 or 2 crew. Other captains may also wager 1 crew. (If a captain has 10 crew, they cannot participate.)

All wagering captains choose if they win on X or O by making the symbol with their fingers. (Crossed index and middle fingers for X, thumb and other fingers in the shape of a circle for O.)

Only the Captain who won the tile rolls the Treasure Die and the result applies for all bets.

Treacherous Waters

These tiles contain events which will likely have a negative outcome for the pirate captain who activates them — and possibly even others who are unlucky enough to be sailing too close!



T

The ships of the Royal Navy are fast and maneuverable.
Will you be able to escape them?

X = You are caught by the navy. Miss the next Betting Phase.

O = The other captains help you escape, but demand payment. They battle to determine who will steal 1 crew from you.



T

The great beast rises up, its tentacles reaching out to grab hold of your ship.

You immediately lose 1 crew in the initial attack. The Kraken then grabs hold of any ships on this tile and the two adjacent tiles.

If it grabs more than one ship:

All affected captains battle to see who the Kraken will focus its attack on. The loser of this battle loses 1 crew.

If it grabs only your ship:

Roll the Treasure Die.

X = The Kraken snaps your mainmast. Lose 1 additional crew.

O = You escape the Kraken's deadly grasp.



T

You sail into forbidden waters, filled with nightmarish specters.
Will they drive your crew mad?

X = Your crew succumbs to madness. Add the Cursed Die to your cup.

O = You have a strong crew. Nothing happens.



This ancient creature has tormented sailors since the first ships went out to sea.

Whether you choose to retreat or fight back against the serpent, you are going to lose some of your cargo (coins, cards, crew). When this happens, you may choose any combination of these items to lose.

Retreat: The serpent smashes your rudder. Lose 2 cargo.

Fight back: Roll your Battle Die.

Double = You fend off the serpent and suffer minimal damage. Lose 1 cargo.

Single = The serpent breaches the hull. Lose 2 cargo.

Skull = Most of your crew is injured. Lose 2 cargo and play with a skeleton crew in the next Betting Phase.

Skeleton Crew: Remove and set aside all crew dice from your cup except for 1 regular Crew Die and the Cursed Die, if you have it. You may return the affected dice to your cup after the Betting Phase.



P

You spot infected rats in your ship's hold.
How long can your crew stave off disease?

Roll the Pirate Die once for each of your regular crew, and twice for each of your special crew. (Do not roll for the Cursed Die; it is not affected by this event.)

X = Death by plague. Lose the die.

O = Survive. Keep the die.

