

Game Setup

- Step 1. Shuffle the deck
- Step 2. Choose your captain and who goes first
- Step 3. Choose who manages the resources
- Step 4. Allocate by color the excavation sites and farms
- Step 5. Set up board for 2-3 or 4-5 players
- Step 6. Place event cards to the right of the board
- Step 7. Place resource tokens to the left of the board or the right of the event cards
- Step 8. Place the raiders in the top middle sector of the map on their allocated space

Turn Overview

- Step 1. If your turn is the beginning of a round, draw an event card and show it to all captains
- Step 2. Roll the dice
- Step 3. Collect resources based on excavation sites, farms, ect. Collect
- one for the resource your pawn is touching (only one, not up to three)
- Step 4. Move your player up to a max of three tiles
- Step 5. Trade with players or merchants
- Step 6. Build bases or upgrade your fleet.
- Step 7. Cash in resources for gold

End of Turn

Each time you end your turn your resources that you have built will provide 100 gold each turn. Since you can have up to a max of 4 each (excavation and farms) you can make 800 gold per turn, granted that there is no damage to your sites from raiding or events. Be careful, because at that point while you will quickly win, someone else will generally be very close as well.

You can earn additional gold by cashing in resource tokens. Each resource token is 25 gold. It may be a better strategy to focus on building a sustainable farm and excavation site that helps produce resources that can then be cashed in as spare in the beginning to help you get a good start rather than slow progress.

End of the game

Once someone has collected all the gold needed, it will continue until the last person to take a turn in the round has concluded. For clarifications, if 5 people are playing and #3 finishes, #4 and #5 will try to get a higher gold amount than #3. However, #2 and #1 will not go again.

Event Cards Distinguished



Negative Symbol



Positive Symbol



Thanks for playing! Uncharte