

ADVENTURE

*Influence
in two
Nations*

$$\begin{array}{r} 2 \\ 3 \end{array} \begin{array}{c} \text{[Flag Icon]} \\ \text{[Flag Icon]} \end{array} = \begin{array}{c} \text{[2 Coin]} \\ \text{[2/2 Shield] [2 Coin]} \end{array}$$



*Number
of Ship
Upgrades*

$$\begin{array}{r} \text{[Checkmark Icon]} \\ 4 \\ 5 \end{array} = \begin{array}{c} \text{[3 Coin]} \\ \text{[3/3 Shield] [3 Coin]} \end{array}$$



*Number
of Quests*

$$\begin{array}{r} \text{[Quest Icon]} \\ 4 \\ 6 \end{array} = \begin{array}{c} \text{[4 Coin]} \\ \text{[4/4 Shield] [4 Coin]} \end{array}$$



Flip card

$$\begin{array}{c} \text{[2/2 Shield] [2 Coin]} \end{array}$$




10

MARTYR

3




Return a Figure for 2  at any time



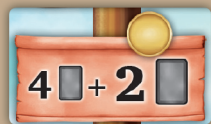
MARTYR



Return a Figure for 2  at any time

Phase C) Draw cards back up to your hand limit

Draw cards from the face-down draw pile until you reach your hand limit. Instead of drawing from the draw pile, you are also allowed to choose cards in the face-up display. However, each face-up card you add to your hand will cost 1 doubloon.



At the start of the game, your hand limit is four. During the game, you can improve your ship to increase your hand limit to six cards.



If you have completed the ship upgrade shown at left, then you are allowed to take face-up cards without having to pay for them.

If the draw pile runs out, shuffle the discard pile and use it to form a new, face-down draw pile.

Once you reach your hand limit, refill the face-up display to four cards if necessary. Then your turn is over.

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