

◆ Turn Sequence ◆

① Strengthen Your Fleet:

Choose 1 Custom Card from your hand and place it on top of either Ship Card.

② Sailing (Moving the Ship):

Refer to the weather symbol that matches the symbol in the [] weather section of the stacked card. You may move the ship up to the total value of the two Ship Cards. You may stop partway through the movement.

③ Activate the Space Effect:

You may activate the effect of the space where you stopped.

④ Battle:

A battle occurs if another piece is on the same space as or an adjacent space to the active player's piece. Compare the number of Sword icons []. The player with the most Sword icons moves all other pieces involved in the battle 2 spaces.

⑤ Draw a Card:

Draw 1 Custom Card from the deck and add it to your hand.

★ End of Turn:

Reduce your chips [] to 5 or fewer (using Free Actions or returning chips to the chip supply).

Free Actions (available at any time during your turn, and any number of times):

• **Purchase** ([] 1 Chip): Discard 1 card from your hand, then draw 1 card from either the face-up cards or the deck and add it to your hand.

• **Boost** ([] 2 Chips): Move your player piece 1 space.



◆ Used to determine the outcome of a battle.

◆ If [] is equal to or greater than the number on the space, you can enter [] spaces.



◆ When you stop on a [] space, if [] is equal to or greater than the number on the space, you may reposition your player piece onto a [] space with the same number.



◆ When you stop on a [] space, gain 1 [] chip. Additionally, gain 1 more [] chip for each []. (※ You may have a maximum of 5 chips at the end of your turn.)



◆ When you stop on a [] space, you may move 1 space for each [].



◆ When you stop on a [] space, move all other players up to half the [] (rounded up). (※ By giving [] chips to the active player, each chip reduces the movement by 2 spaces.)

1-2	3-4	5-6	...
1	2	3	...

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