

FORGOTTEN WATERS

GOAL: Make it to the end of the scenario.

- Achieve **5 constellation events** to get a legendary ending.
- Achieve **4 constellation events** to get a good ending.
- Achieve **3 or less constellation events** and you get a bad ending.

THREE WAYS TO LOSE:

- **Mutiny:** Discontent is equal to or higher than its crew. If the two tokens meet, read the entry written on the First Mate board.
- **Drowning:** The ship's hull reaches zero. Read Boatswain's entry.
- **Threat:** If the last threat event is checked on the ship's log.

FLOW OF THE GAME

PLANNING PHASE:

1. Open the location book to the appropriate page
2. Check for a Warning (!) on the picture page. Read it first for hints.
3. Quartermaster clicks "Start Round Timer" in the app. (40 Seconds)
4. From highest to lowest infamy, players choose actions.
5. If time runs out, +1 to discontent. Remaining players may still play.

TYPES OF ACTION SPACES

GREEN: Unlimited Action: Any number of players can go here.

BLUE: Limited Action: Only one player can go here.

RED: Required Action: This action must be chosen before the planning phase ends. The last player(s) must go here if still unselected.

GRAY: Locked Action: Cannot be chosen. Comes from in-game effects.

ICONS IN THE ACTION SPACES

Whitened Icons: You MIGHT gain this skill *and* perform that skill check.

Darkened Icons: You MIGHT gain this skill / resource / effect. No check.

ACTION PHASE:

- Resolve actions from top to bottom. Infamy track breaks all ties.
- You may discard your treasures to gain the listed effects for yourself.
- Remove your pirate after resolving your action.

END OF ROUND PHASE:

- Read "Round End" Entry at the bottom of the page to advance story.
- If remaining on the same page, do not remove any placed tokens.

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GAME EFFECTS

SKILL CHECK: To get your total number, add the following:

1. Roll your 12-sided die.
2. +1 for each checked box of that skill on your player sheet.
3. Add any Treasure and Story card bonuses.
4. Consult the book and read the text corresponding to your total.

If you have a Misfortune Token (banana):

You must roll 2 dice and take the lower number. Then discard the token.

Re-Roll Tokens (arrows):

Discard the token to re-roll a single dice. May be used any time.

You must still take the lower number if re-rolling on a misfortune token.

GAIN SKILLS/GET STARS/ MARK CONSTELLATIONS AND GET (!) TOKENS

- You gain skills through whitened and darkened icons on action spaces.
- When told to gain +1 in a skill, mark it on your player sheet.
- If you mark a star, you can also fill in a circle in your constellation.
 - Start from the Star Mark. Points must always be connected.
- If the circle you marked has an (!), take a constellation event token (!).
- The number of (!) marked off determines your ending.

TREASURE CARDS: Maximum 4 per player!

- If you gain a 5th card, discard any treasure card and gain +1 supplies.
- Some treasures have an effect when discarding. These effects do not occur when discarding down to 4 cards or when burying a treasure.
- "After you gain..." effects only resolve if the player keeps the card.
- Story cards are not treasure cards. There is no limit on story cards.

SHIP MOVEMENT: The book will direct you when to move and scout.

- **MOVING:** If moving into an empty space, draw a tile first.
 - If the ship ever lands on an (!) tile, stop here immediately.
 - The ship cannot sail into rocky waters tiles.
- **SCOUT:** Draw X number of navigation tiles without looking at them.
 - Place tiles face down one by one. They must be adjacent to the ship or to a previously placed tile. Then flip all tiles.

ADVICE: Familiarize yourself with all the icons on your player sheet and on player's role boards. These icons are used on the action spaces too. Think about what skills to upgrade each turn. Don't forget the ship too!

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