

Scoring Examples

Using THIS sample map

If placed Faction-side up on the Neutral Port of the center card:



5 pts: token * 3 scouts * port



3 pts: token * 2 scouts (third scout is blocked)



1 pt: token (scout is not connected)

If Pirate placed on center card: 3 points:



• 2 pts for the Neutral Ports directly connected to this card

Making Connections



Faction Scout

These want to be connected to a matching Faction Port so they can meet other Scouts.



Faction Port

A Port controlled by a Faction. Other Factions may not connect through here.

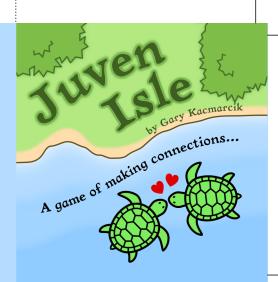


Neutral Port

Any Faction may connect through here.



A Direct Connection does not pass through any Ports.





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- 2 pts for the Neutral Ports directly connected to this card

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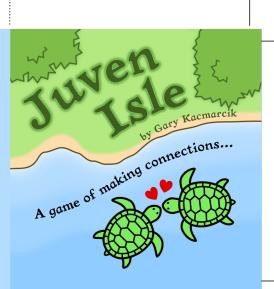


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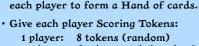
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Setup

- Place "The Juven Isles" card in center of table to start creating the Map.
- start creating the Map.
 Shuffle remaining cards to form the Draw Deck.

· Deal 3 cards from the Draw Deck to



Keep these secret (Pirate-side up)

Each Turn

If you have cards in your Hand, either:

• Play a card from your Hand and connect it to the Map.

Or:

- Discard your entire Hand to the bottom of the Draw Deck.
- Play a Scoring Token on the Map, either Faction-side up or Pirate-side up.
- Draw cards into your Scoring Pile equal to what you just scored.

Then, if you still have Scoring Tokens:

Draw Hand back up to 3 cards.

Scoring Tokens

Faction-side up:

- Place Scoring Token on a Neutral Port, converting it to a Faction Port.
- Score 1 point for each matching Faction Scout or Port (including this token) that connects to the Port token you just placed.

Pirate~side up:

- · Place Scoring Token on any Map card.
- Score 1 point for each Neutral Port that is Directly Connected to any of paths passing through this card.
- From this point onward, all of the paths on this card are blocked and may not be used by any Faction.

Tracking Score

Each player has a Scoring Pile (initially empty) to track points.

Track your points by drawing cards from the Draw Deck equal to your points, adding them to your Scoring Pile.

If there are not enough cards in the Draw Deck to record your entire score, then that's really unfortunate, isn't it?

End of Game

Game ends when all players' Hands are empty.

Your score is the number of cards in your Scoring Pile.

Setup

- Place "The Juven Isles" card in center of table to start creating the Map.
- Shuffle remaining cards to form the Draw Deck.
- Deal 3 cards from the Draw Deck to each player to form a Hand of cards.
- Give each player Scoring Tokens:
 1 player: 8 tokens (random)
 2 players: 6 tokens each (random)
 3 " 5 " " "
 4 " " " " "

Keep these secret (Pirate-side up)

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