

(e) are now blocked and may no longer be used for scoring.

• All paths (and Locations) on card to pass through the Port at f.

• The Port at c is not directly connected, since it would have to pass through the Port at f.

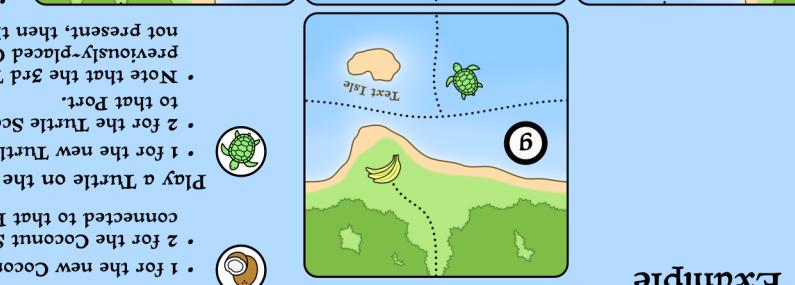
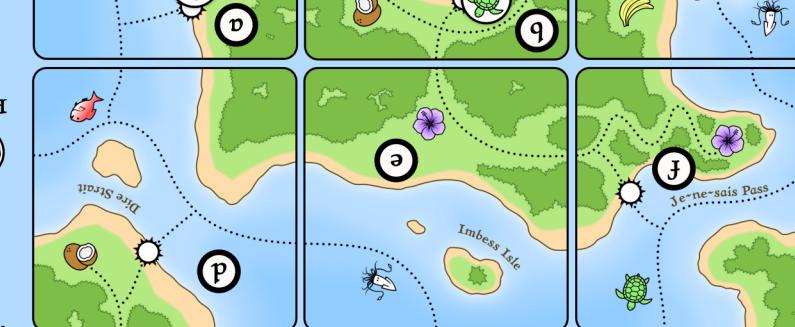
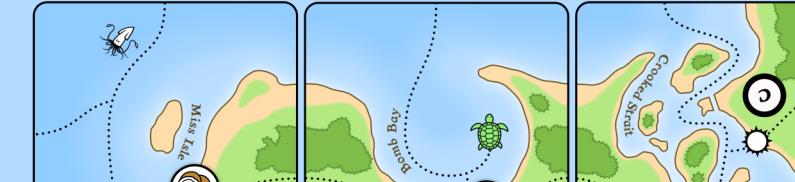
• Ports a and b don't score because they are not Neutral Ports.

• The upper (solid) path directly connects to Ports d and a. The lower (flower) path directly connects to a, b and f.

• The upper (solid) path directly connects to Ports e and a. The lower (flower) path directly connects to c and a. The

• For each Neutral Port to which paths are connected to a, d, e, f.

• Play a Pirate on card (e) for 2pts:



• If, on a later turn, a Turtle Port is played on f, it will score 4 because there are now more turtles on the map to connect to.

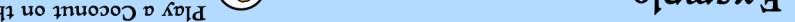
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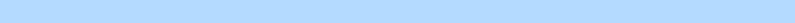
• 2 for the new Turtle Port.

• 1 for the new Coconut Port.

Play a Turtle on the (b) Port to score 3:



Play a Coconut on the (a) Port to score 3:



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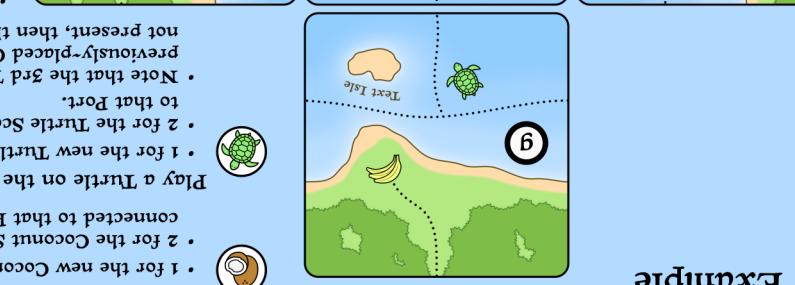
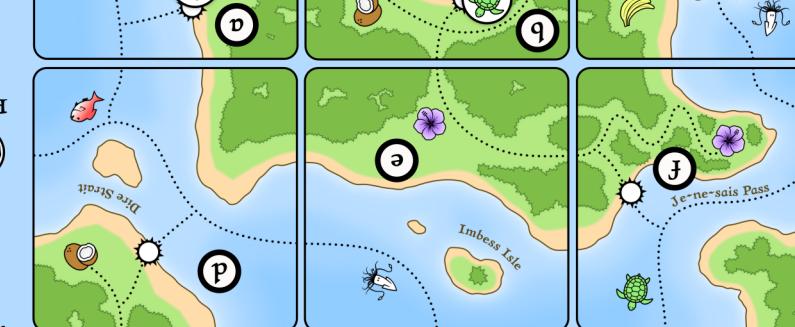
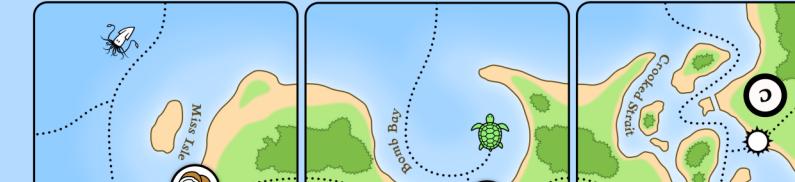
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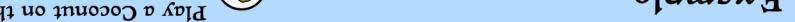
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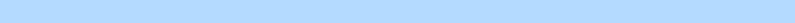
• 2 for the Turtle Scouts (on b and f) that are connected to that Port.

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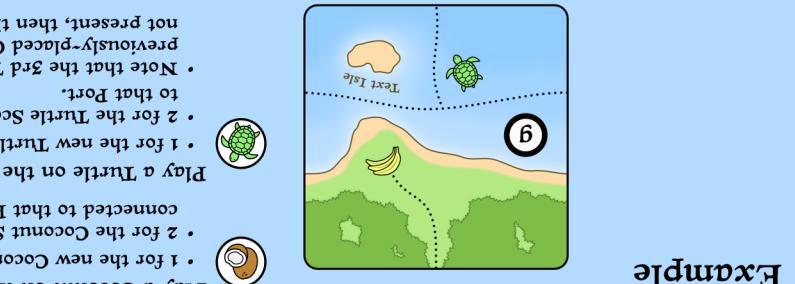
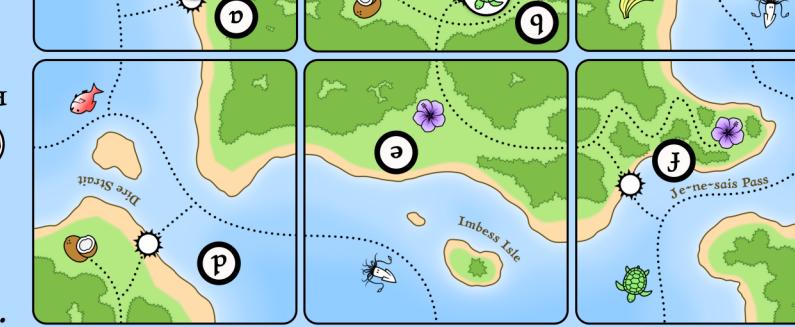
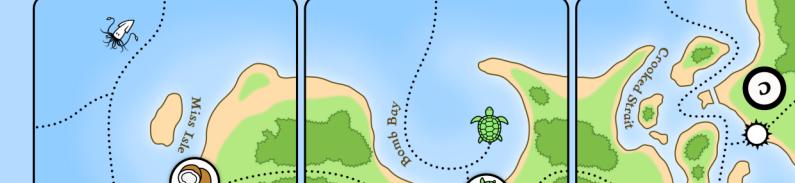
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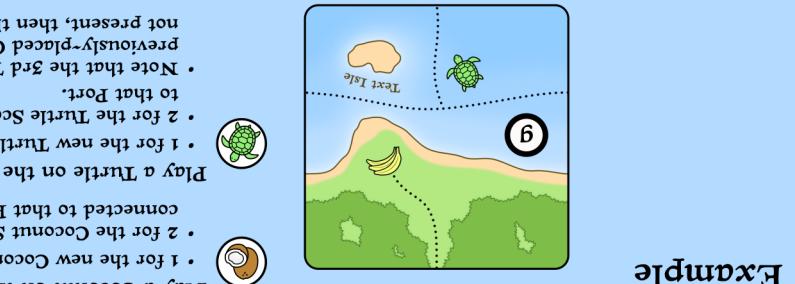
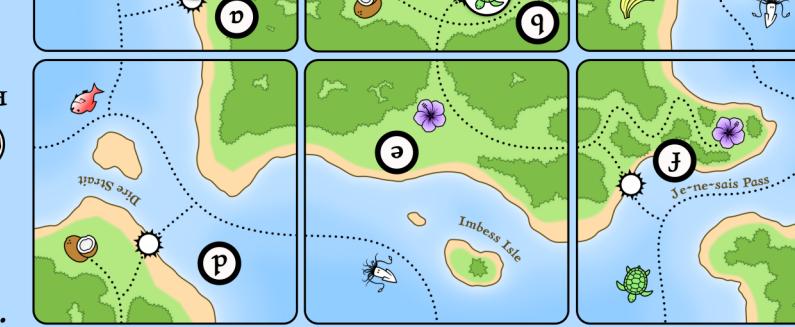
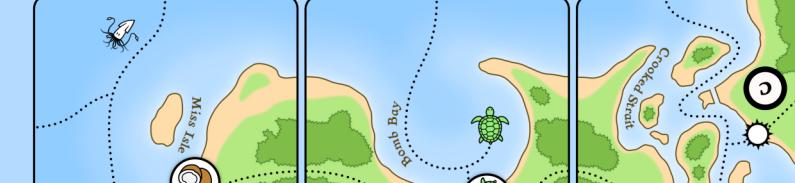
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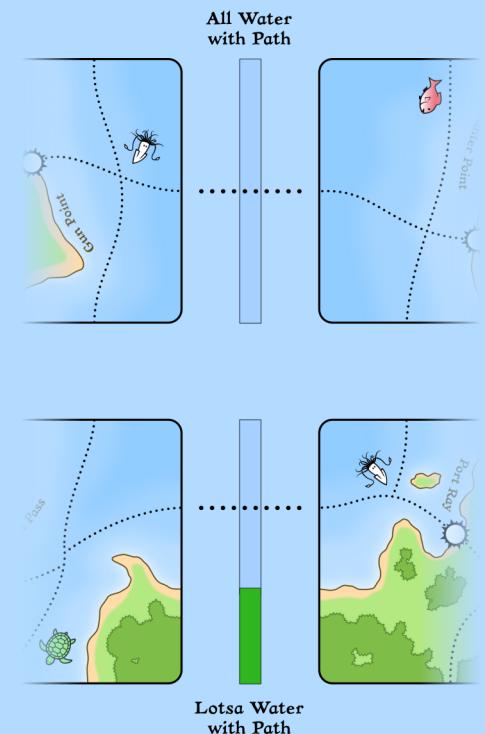


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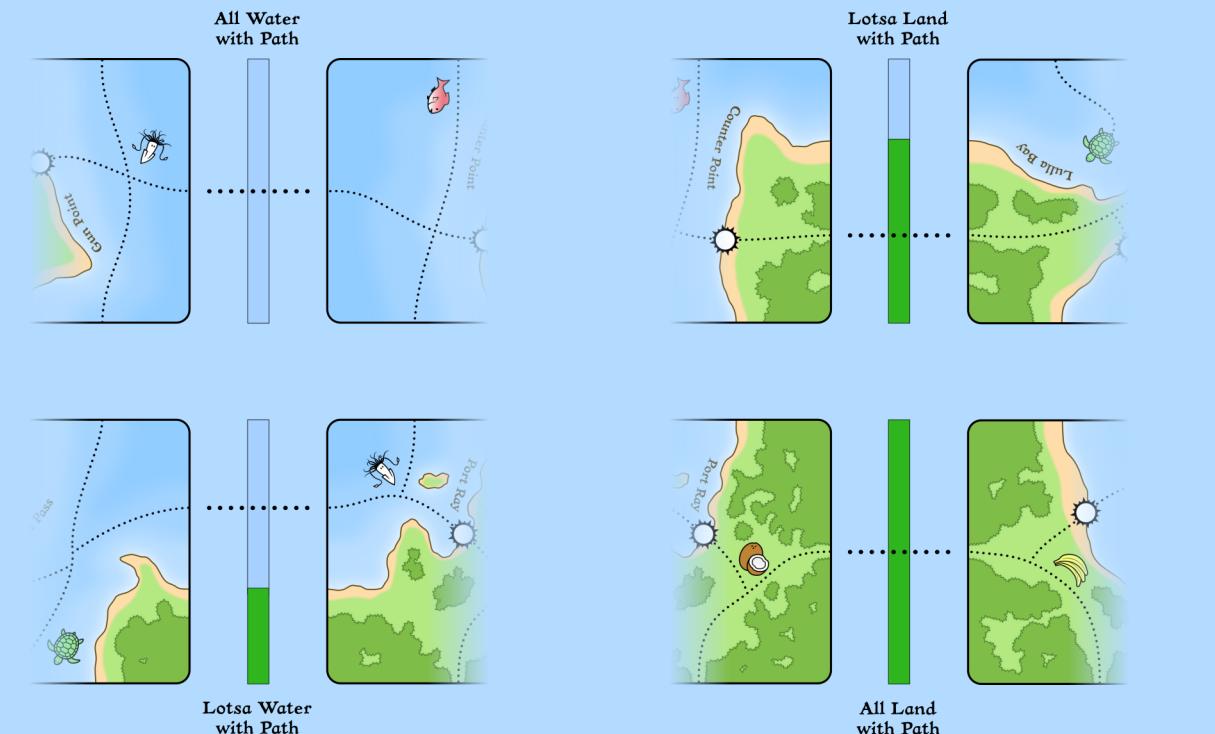


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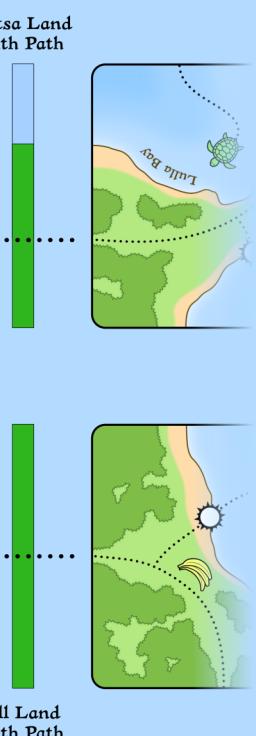
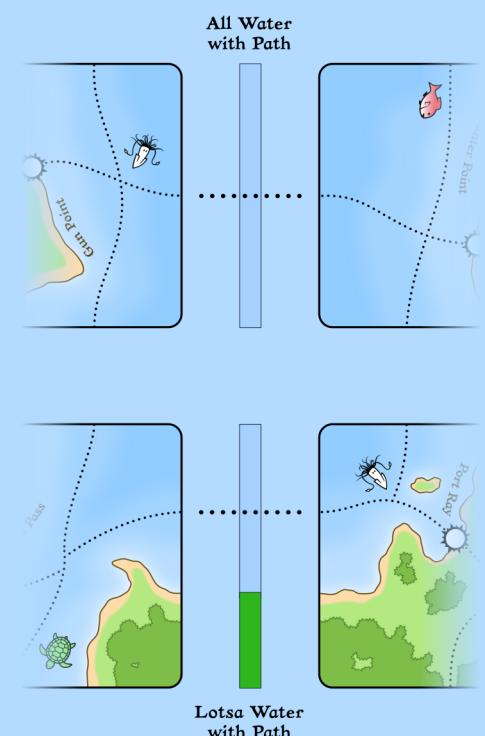
Types of Edges



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