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Compass (2)



Double the point value of one treasure map (limit one compass per treasure map).

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Treasure Map (3)



Score two points for each treasure map you have at the end of the game.

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Compass (2)



Double the point value of one treasure map (limit one compass per treasure map).

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Message in a Bottle (2)



Double the point value of one treasure map (limit one message in a bottle per treasure map).

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Treasure Map (3)



Score two points for each treasure map you have at the end of the game.

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Message in a Bottle (2)



Double the point value of one treasure map (limit one message in a bottle per treasure map).

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Spyglass (2)



Double the point value of one treasure map (limit one spyglass per treasure map).

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Treasure Map (3)



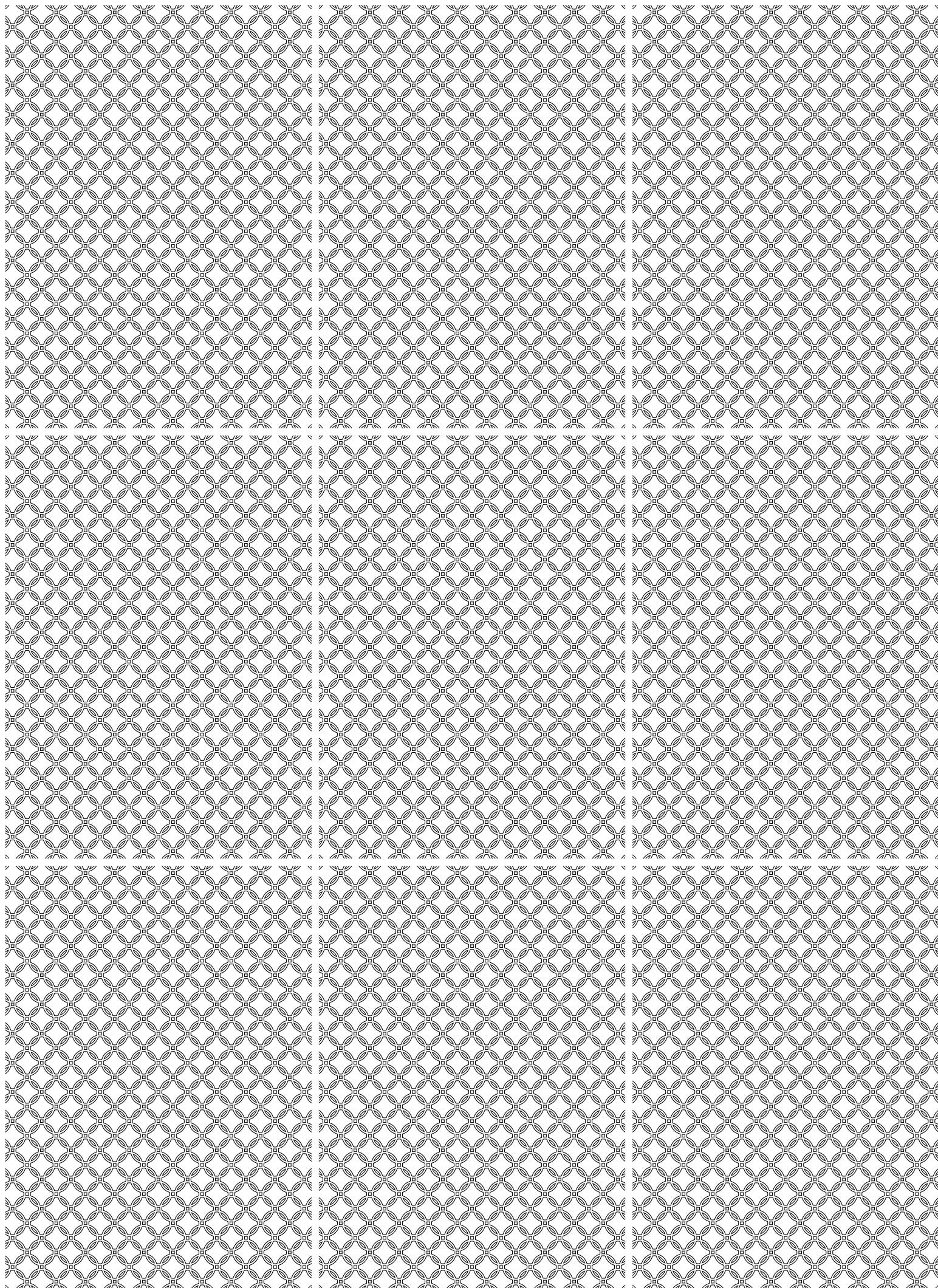
Score two points for each treasure map you have at the end of the game.

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Spyglass (2)



Double the point value of one treasure map (limit one spyglass per treasure map).



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Stack of Gold Coins (ll)



Score two points for each stack of gold coins you have at the end of the game.

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Stack of Gold Coins (ll)



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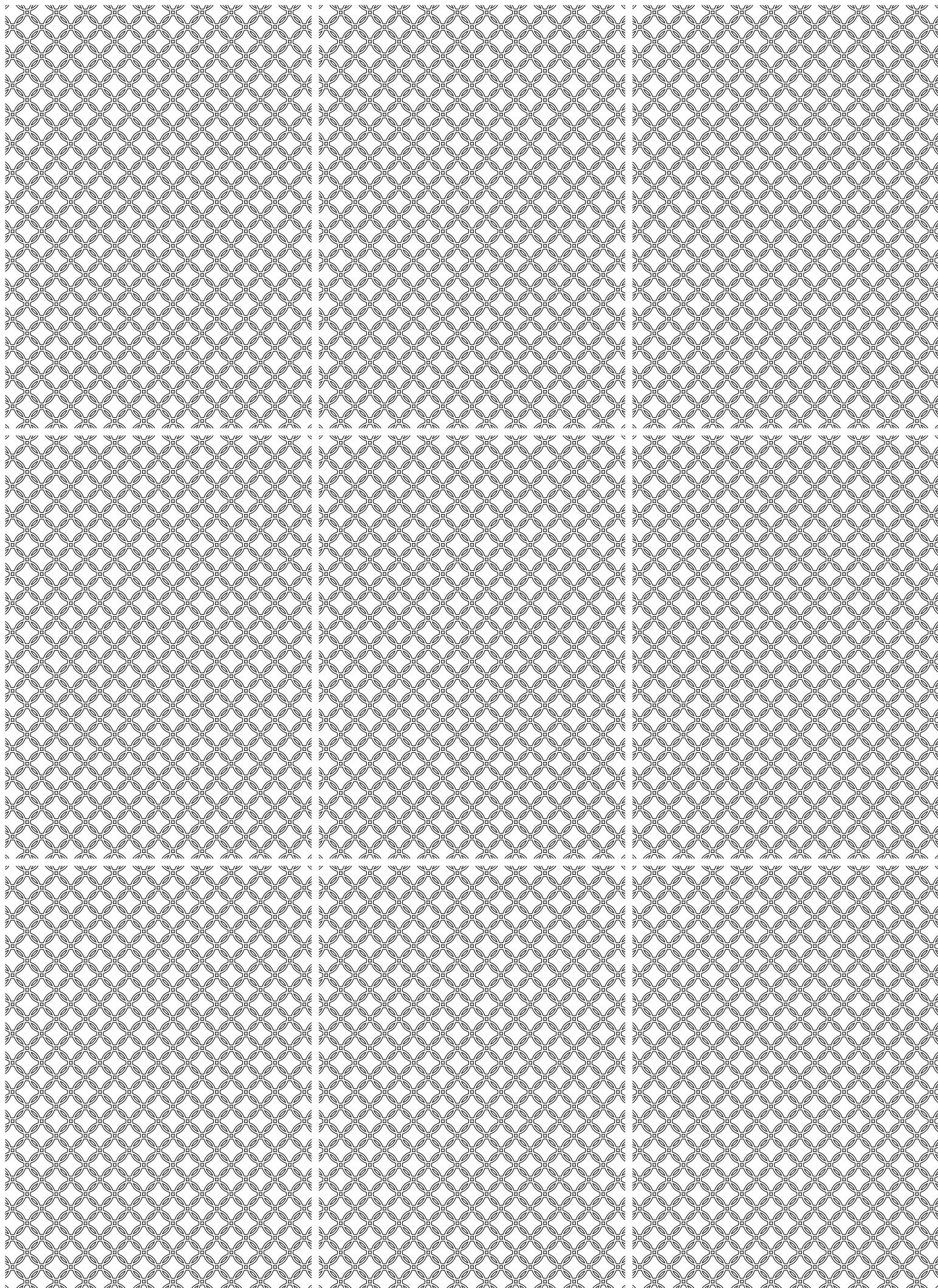
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Stack of Gold Coins (ll)



Score two points for each stack of gold coins you have at the end of the game.



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Bottle of Rum (9)



Score points based on how many bottles of rum you have at the end of the game.
0:0, 1:1, 2:4, 3:9, 4+:0.

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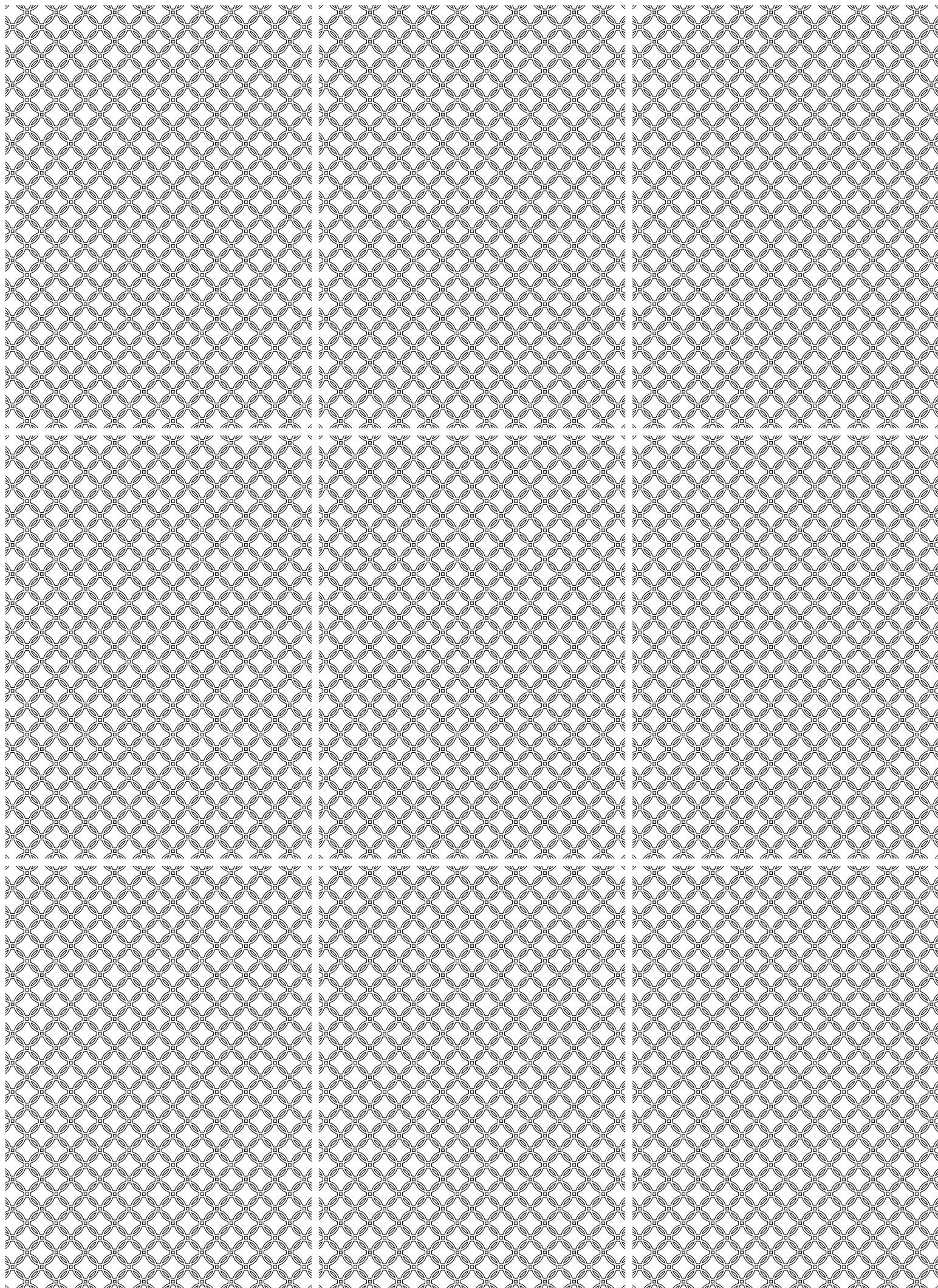
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Bottle of Rum (9)



Score points based on how many bottles of rum you have at the end of the game.
0:0, 1:1, 2:4, 3:9, 4+:0.



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Emerald (7)



Score five points if you have the most emeralds at the end of the game.

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Score five points if you have the most emeralds at the end of the game.

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Pistol (6)



You may discard a pistol at any time to steal one treasure from another character.

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Emerald (7)



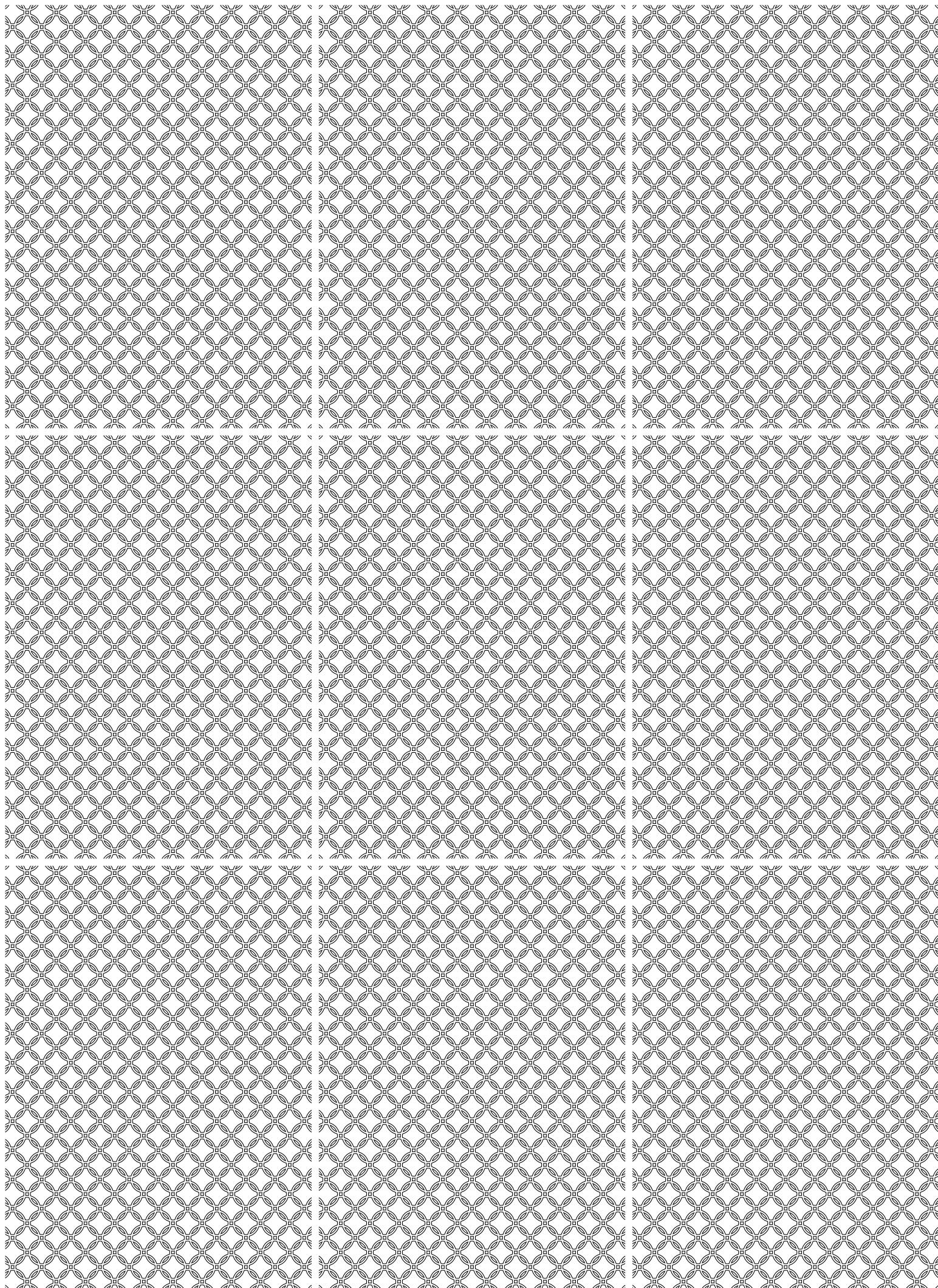
Score five points if you have the most emeralds at the end of the game.

++

Pistol (6)



You may discard a pistol at any time to steal one treasure from another character.



Ruby (7)



Score five points if you have the most rubies at the end of the game.

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Score five points if you have the most rubies at the end of the game.

Pistol (6)



You may discard a pistol at any time to steal one treasure from another character.

Ruby (7)

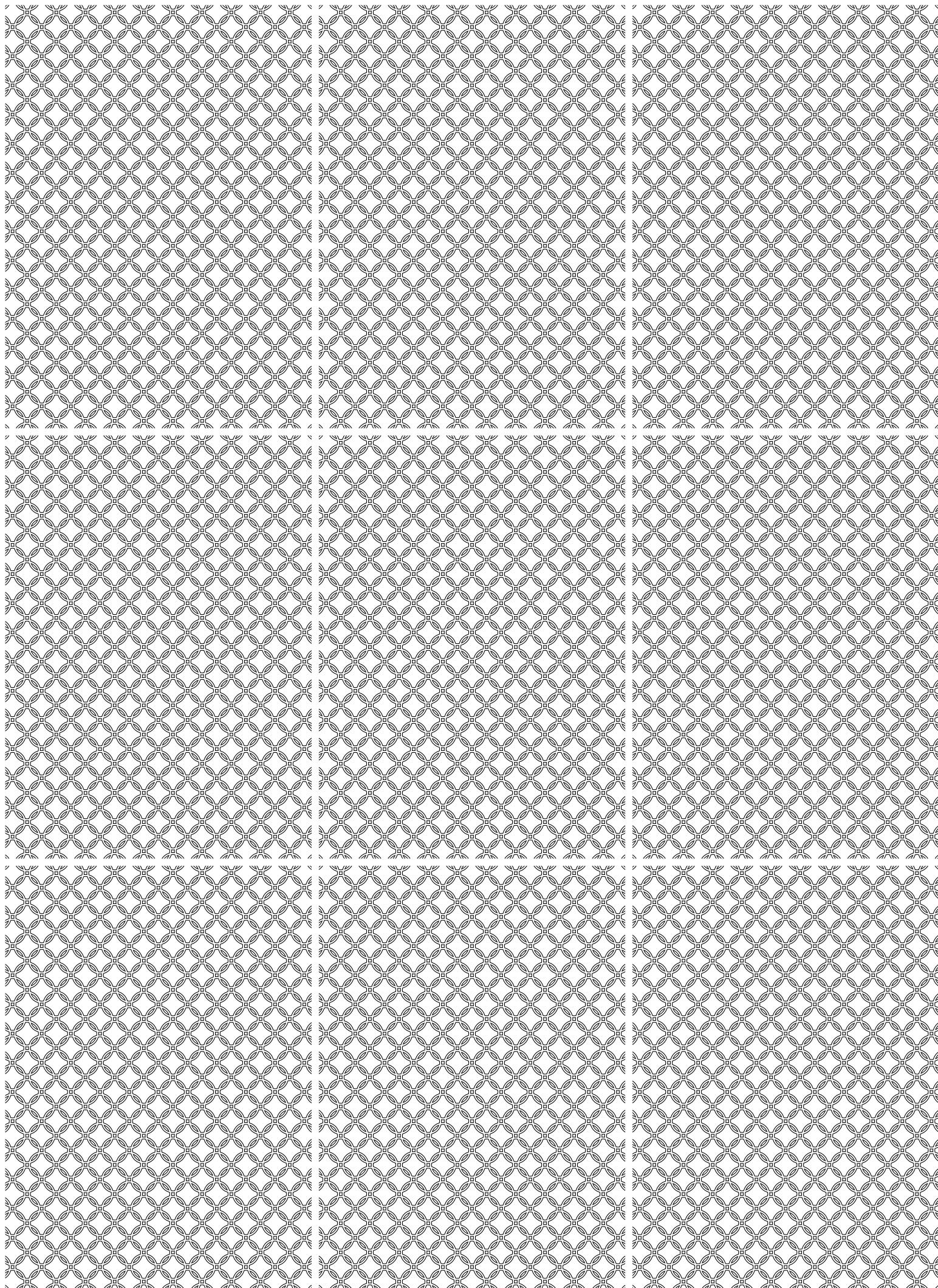


Score five points if you have the most rubies at the end of the game.

Pistol (6)



You may discard a pistol at any time to steal one treasure from another character.



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Sapphire (7)



Score five points if you have the most sapphires at the end of the game.

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Sapphire (7)



Score five points if you have the most sapphires at the end of the game.

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Score five points if you have the most sapphires at the end of the game.

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Pistol (6)



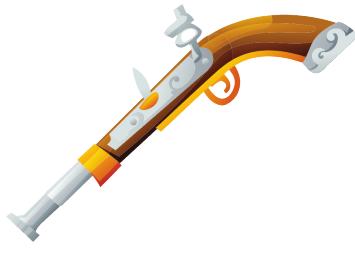
You may discard a pistol at any time to steal one treasure from another character.

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Sapphire (7)

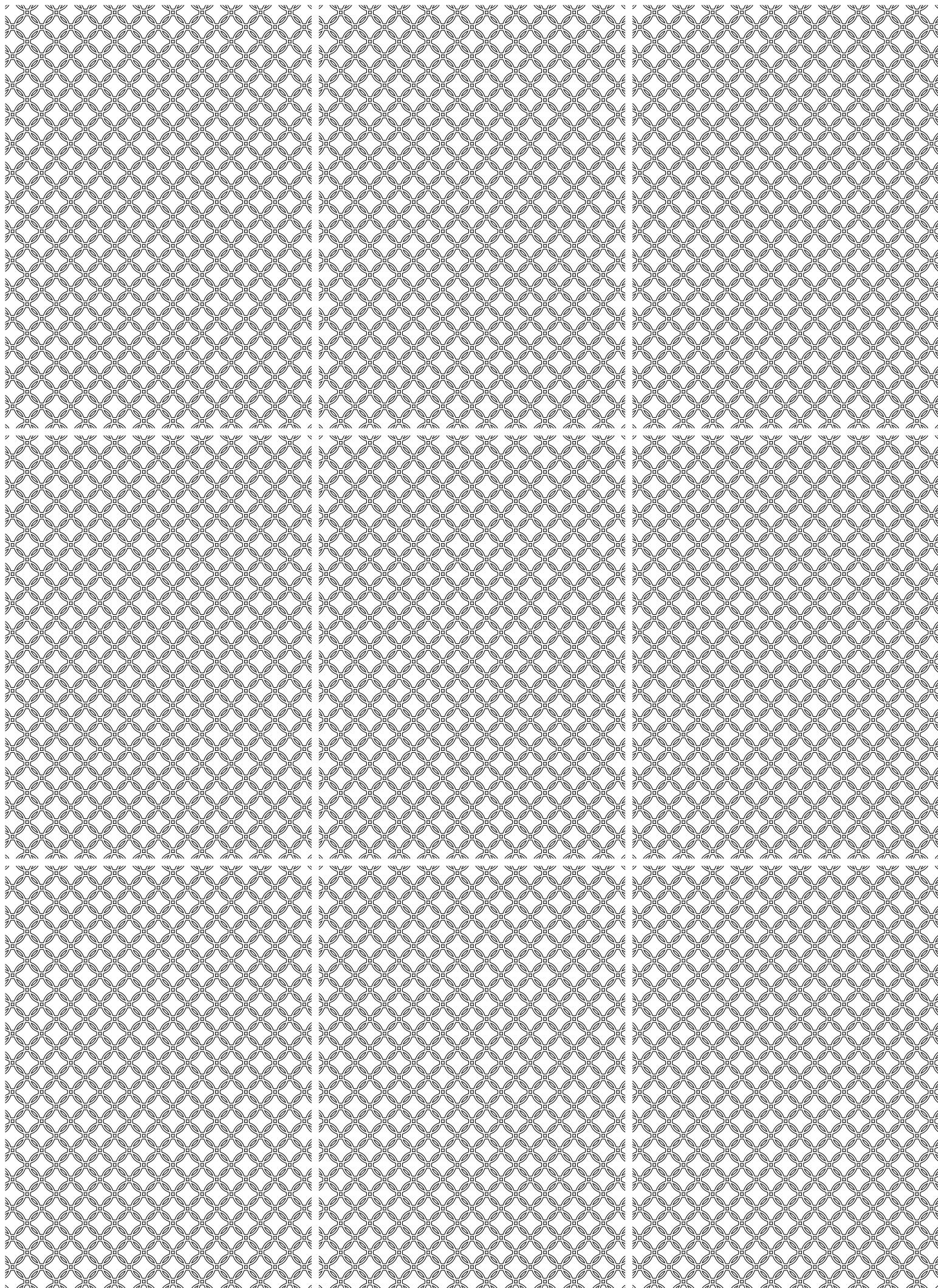


Score five points if you have the most sapphires at the end of the game.

++
Pistol (6)

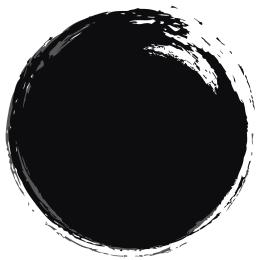


You may discard a pistol at any time to steal one treasure from another character.



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The Black Spot (1)



After each round, steal one random treasure from another character.
Lose five points if you have the black spot at the end of the game.



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Barrel (5)



You may discard a barrel at any time to draw a random secret treasure card.

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You may discard a barrel at any time to draw a random secret treasure card.

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Stack of Gold Coins (11)



Score two points for each stack of gold coins you have at the end of the game.

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Score two points for each stack of gold coins you have at the end of the game.

