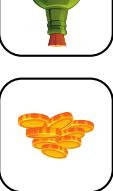


	Ruby (7): Score seven points if you have the most rubies at the end of the game.
	Sapphire (7): Score seven points if you have the most sapphires at the end of the game.
	Emerald (7): Score seven points if you have the most emeralds at the end of the game.
	The Black Spot (1): After each round, steal one random treasure from another character. Lose five points if you have the black spot at the end of the game.
	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.
	Stack of Gold Coins (11): Score two points for each stack of gold coins you have at the end of the game.

SCORING SUMMARY

SCORING SUMMARY

	Treasure Map (3): Score two points for each treasure map you have at the end of the game.
	Compass (2): Double the point value of one treasure map (limit one compass per treasure map).
	Spyglass (2): Double the point value of one treasure map (limit one spyglass per treasure map).
	Message in a Bottle (2): Double the point value of one treasure map (limit one message in a bottle per treasure map).
	Pistol (6): Each round, you may discard one pistol at any time to steal one treasure from another character.
	Barrel (5): You may discard a barrel at any time to draw a random secret treasure card.

	Ruby (7): Score seven points if you have the most rubies at the end of the game.
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Sapphire (7): Score seven points if you have the most sapphires at the end of the game.



Emerald (7): Score seven points if you have the most emeralds at the end of the game.



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.



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.



Stack of Gold Coins (11): Score two points for each stack of gold coins you have at the end of the game.



SCORING SUMMARY

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Treasure Map (3): Score two points for each treasure map you have at the end of the game.



Compass (2): Double the point value of one treasure map (limit one compass per treasure map).



Spyglass (2): Double the point value of one treasure map (limit one spyglass per treasure map).



Message in a Bottle (2): Double the point value of one treasure map (limit one message in a bottle per treasure map).



Pistol (6): Each round, you may discard one pistol at any time to steal one treasure from another character.



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Spyglass (2): Double the point value of one treasure map (limit one spyglass per treasure map).



Compass (2): Double the point value of one treasure map (limit one compass per treasure map).



Treasure Map (3): Score two points for each treasure map you have at the end of the game.



SCORING SUMMARY

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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.



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.



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.



Emerald (7): Score seven points if you have the most emeralds at the end of the game.



Sapphire (7): Score seven points if you have the most sapphires at the end of the game.



Ruby (7): Score seven points if you have the most rubies at the end of the game.

