

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



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



Emerald (7): Score five 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): You may discard a 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.



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