- 1 -SEQUENCE OF PLAY GAME PLAY



Takes a turn as a Pirate Player (PP), during which EACH of the other players, as Anti-Pirates (AP), may get ONE AP turn.

The game end when *General*Pardon Event Card is played for the third time.

- 2 -SEQUENCE OF PLAY PIRATE TURN PHASES

A ship with Scurvy: Loyalty -1

1. CARD DRAW PHASE

Draw one card at a time, resolving any Play Immediately cards, until holding **4**.

2. MERCHANT SHIP PHASE

If < 5 merchants on the map, then increase to 6 by d66 rolls.

- 3. **CARD PLAY PHASE:** Play 1-4 cards. Only one can be used for actions.
 - Event played: others cannot take any AP Actions.
- Actions played: number of actions is on card; they may be split among pirates in play. Diamond gives actions equal to Initiative of ONE Pirate (cannot be split among pirates).
- 4. CHANGE PIRATE PLAYER

- 3 -SEQUENCE OF PLAY PIRATE ACTIONS

Each Action allows the Pirate to perform ONE of the following Pirate Actions.

- A. Move
- 3. Find Merchant Ship
- C. Loot Merchant Ship
- D. In-Port Activities
- E. Boot Grab
- F. D&R Recovery
- G. Attack Port
- H. Sack Port
- I. Form Pirate Alliance
- J. Retire Voluntarily
- K. Draw New Pirate Card and/or Deploy New Pirate

SEQUENCE OF PLAY ANTI PIRATE ACTIONS

The AP Action types are as follows:

- A. Attempt to Deploy a King's Commissioner (KC) KC
- B. Use On Station Warship WAR
- C. Use Existing KC KC
- D. Play an AP Event Card Action

No AP Action type may be played more than once against active Pirate during any given Action.

No AP Event Card action type may be played more than once during that player turn.

KC Reaction KC is not considered an AP Action type. It does not count as the AP Action played for that AP Player.

Blackbeard Golden Age of Piracy – Sequence of Play Cards (Sheet 1 of 2: Front) Template by STUKA JOE

EVENT CARD #1 – Buried Treasure (1)

The card remains in front of the player until he visits the Isle of Pines (below Cuba), when it is discarded. If the pirate retires or is eliminated the card is discarded. Spend 1 action to move onto the island (this is not an in-port move) and dig for treasure.

Roll d6:

3-6 3d6 x 100 doubloons (add to any hold)

#2 – Debauchery & Revelry (6)

Play after target pirate has completed his in-port action.

Can be played against any one other player's pirate currently inport. May not be played against a Pirate who already has a D&R marker.

That crew suffers involuntary D&R.

EVENT CARD #4 – Double Cross (4)

Play when a Pirate states he is using is Letter to Retire.

Roll d6:

- **1-2** Insufficient evidence: pirate may retire
- 3-4 Put on trial. 2d6 x 10% (rounded up) of the pirate's Net Worth must be paid to be acquitted.

Treat a roll of 10-12 as 100%

5-6 Tried, convicted and hanged, lose all Net Worth

#8 – General Pardon (1)

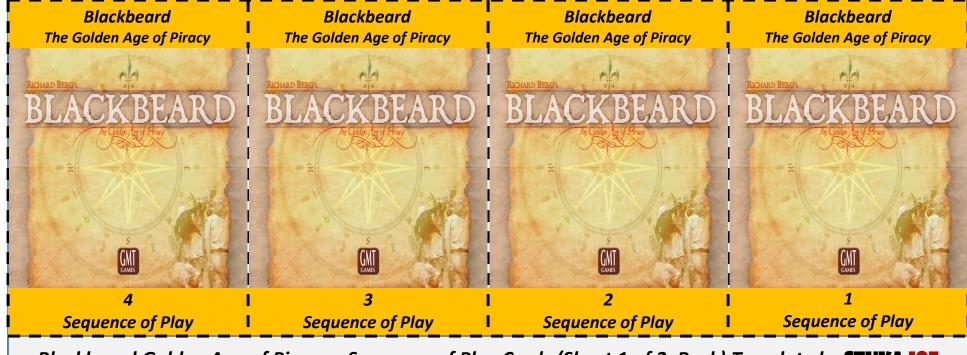
Played three times during the game

- The first time, no effect; put back in
 Event Deck and reshuffle (not including
 Discard Pile)

 The first time, no effect; put back in
 Event Deck and reshuffle (not including)

 Discard Pile)
- 2. The second time, a General Pardon is issued to all Pirates on map. The Pardon last until Player who played this card completes his next Player Turn.
 - Every Pirate who moves into an English Port is Pardoned and is Retired (mandatory), after converting Booty to Net Worth
 - No Pirate may attack an English Port
 - The General Pardon Card is reshuffled to Event Deck when 20 or less card remaining (not including Discard Deck)
- 3. The third time, the game is over.

 Determine the winner.



Blackbeard Golden Age of Piracy – Sequence of Play Cards (Sheet 1 of 2: Back) Template by STUKA JOE



Description

Description

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EVENT CARD #9 – New Governors (8)	EVENT CARD #11 – KC Surprise (2)	EVENT CARD #12 – Letter of Marque (4)	EVENT CARD #17 – Piratical Ambition (5)
Roll d66 twice and place a new Anti- Pirate governor on those ports, removing an existing Pro- or Anti- Pirate governor if necessary. If the roll indicates a Pirate port, roll again. Pirates are automatically ousted from	Play immediately after any AP player uses a Warship Sighting card to attempt to attack a pirate The player playing this card must not already have a KC. The warship turns out to be a KC (no Notoriety roll required). The attack now proceeds immediately as an attack by the KC (who must intercept the pirate first), not a warship, and the KC	Played during and as part of a pirate's In- Port Activity action. May be assigned to the player's pirate who is in port with a Pro-Pirate governor. He may do one of the following: Treat every other port of the same nationality as a Pro-Pirate governor port, regardless of the governor there. Place an appropriate Nationality marker in the Letter of Marque box on his display; or Retire without any ill-effect (unless	May be played only by a player with a pirate card in his hand and without his maximum number of pirates in play The player uses his in-hand pirate to fight a Duel: If the in-hand pirate wins, the target pirate is marooned and eliminated, losing his Net Worth (but not his Notoriety Points). The new pirate takes over his ship and everything on it
ports where Anti- Pirate governors appear.	belongs to the card player. This is an exception to the rule of being able to play only 1 AP Event card per turn and 1 AP Event card type per action, since it may be played with a Warship card by the same player.	 Retire without any interfect (unless someone plays a <i>Double Cross</i> card); or Surrender to a KC and Retire No Pirate may have more than one Letter of Marque at any one time. After use, a Letter of Marque card is removed from game 	(except the Net Worth, Notoriety and Cunning markers which are removed) and Crew Loyalty is placed at 6. If the in-hand pirate loses, he is killed and never gets into the game, and Crew Loyalty is increased by +1.

Blackbeard Golden Age of Piracy – Sequence of Play Cards (Sheet 2 of 2: Front) Template by STUKA JOE

EVENT CARD #18 – Scurvy Outbreak (5)	EVENT CARD #19 – Skull & Crossbones (4)	EVENT CARD #20 – Storm at Sea (6)	EVENT CARD #23 – Natural Disaster (1)			
Played against an active pirate not in- port and who does not already possess a Scurvy marker.	Play at any time (during his own turn on another's) at the cost of 1 of that pirate's Cunning Points.	 Remove all merchant ships in the area Roll 2d6 for any warship in the area; if the result is higher than its Combat rating, remove the warship. 	Once per game event. Permanently remove the card from the game after use. Roll d6:			
Place a Scurvy marker on the ship and decrease Crew Loyalty by -1. Any hostage on board dies immediately.	 May be used for one of following: It negates any one card just played against him. The negated card is placed back in the deck and the deck reshuffled (without the discard pile); 	 Roll a die for each KC in the Sea Area; on a roll of 1-4 KC is placed back in the KC pool For each pirate in the area not inport, roll d6 (add +1 if the pirate is in 	1 Bermuda 4 Port Royal 2 St. Augustine 5 Port O'Spain 3 Isla de Tortuga 6 Campeche The indicated port is totally			
Every time the pirate starts a turn, he further reduces Crew Loyalty by -1 (never below 0) until he enters Port	or • If the pirate is the target of a Booty Grab action, add +2 to his roll.	a transit box): Roll d6: 1-2 1 Speed damage hit	destroyed; everyone (pirate, hostage, governor etc.) there dies, and the port is no longer usable (place a Port Destroyed marker).			

3-5 2 Speed damage hits

7 Ship Sunk

6 3 Speed damage hit

Remove all merchant ships from the

map and replace 8 as though setting

up the game.

and the marker is removed.





Description

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Description

Pirate Actions

Move*

- · Sea to Port (or vice versa)
 - May not enter Es port unless it is a safe haven
- Sea to Sea
- · Sea to Transit (or vice versa)
 - * Takes 2 actions if speed < 0

Draw New Pirate Card and/or **Deploy New Pirate**

Pirate Card	Players	In Hand	In Play
limits:	4 or 5	3	2
	3	3	3
	2	4	4

Form Pirate Alliance

Between two Pirate of the same player in the same port

Effects

- Pirates move together
- Combat rating = stronger ship + 1
- Speed rating = slower ship value
- Lovalty = lower ship value
- Pirate rating = owner's choice
- Notoriety and Booty split evenly
- Ship damage divided evenly

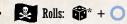
Booty Grab

Must be in port with a D&R enemy pirate

- Each rolls: * + O *booty grabber gets + 1
- If >, then success.
 - initial rolls' difference = % of booty grabbed
- · If =, then Duel
- If <. then failure
 - · Booty grabber -2 Loyalty

Find Merchant Ship

In same zone as merchant port



- +1 if Merchant already flipped If 7+, flip Merchant if not already
 - . May Loot on next action only

Loot Merchant Ship Must follow Find Merchant Ship



- Rolls: 📦 + Cargo Rating
- · Cross reference result on Cargo table
- Take or Leave the Booty
 - If left, -1 Loyalty
- **Convert Merchant Ship**
 - · Change ship type to merchant ship type
 - · Reset Speed and Combat ratings
 - · Adjust Loyalty
 - +1 Loyalty for bigger ship
 - · -1 Loyalty for smaller ship
- Draw and Deal with Hostage
 - Ransom
 - · Take Hostage aboard with nationality token
 - Torture
 - 🏖 Rolls: 📦
 - If result > receive Info value for that port
- Adjust Notoriety and Loyalty
 - · For Looting
 - · Notoriety Gain: ship value
 - · Loyalty: -1 for 1-3 results on Cargo table, +1 for 8-10 results
 - For Torturing Hostage
 - · Notoriety Gain: Hostage value
- Return Merchant Ship to pool
- May Declare D&R
 - +1 Loyalty

D&R Recovery

Must be in port

Cargo Rating

WAR

- 1 action to remove Voluntary D&R marker
- 2 actions to remove Involuntary D&R marker

Cargo Table	Result	Atlantic	Caribbean & Americas	Africa & Gold Coast	India	
-1 Loyalty	1	0	100	50	500	
[O]	2	100	400	150	1000	- 0
7	3	200	600	300	1200	1
	4	300	800	500	1500	
	5	400	1000	600	1800	. 1
	6	500	1200	700	2000	6
A .	7	600	1300	800	2500	4.
yalt	8	700	1500	1000	3000	WAY
+1 Loyalty	9	800	2500	1200	4000	1
+	10	1000	3000	1500	7500	100

In Port Activities

Must be in a port

Ransom Hostage(s)

In Ports of same nationality as hostage • 😭 x Hostage Value x 50 in booty

Convert Booty to Net Worth

- Pro-Pirate/Pirate Port: 1:1
- Neutral Port: 1:2
- Safe Haven: 1:1 + 10%

Refit

Restore speed and/or combat values

- ½ x * repair points (rounded up) * +2 in Safe Havens
- · Complete repair in Pirate Port

Establish Safe Haven

Bribe governor

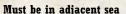
- Bribe cost: x 100 Net Worth
 - · If paid, mark Safe Haven status
 - · If not, place «bribed» chit on ship (unable to bribe again) Governor BRIBED

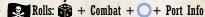
Enter D&R

HAVEN

- · Voluntary: +1 Loyalty
- · Involuntary: if Booty converted in Pirate Port, +3 Loyalty

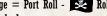
Attack Port





• Port Rolls: ** + Defense * if previously attacked

- If Attack > Defense, success
 - Gain Booty: * x 100
 - * # of dice = port value
 - · Gain Notoriety. 2 x port value
 - · -1 Combat Damage
 - +1 Loyalty
 - · Enter the port
- If Attack <= Defense, failed
- Combat Damage = Port Roll Roll



- Mark port attacked
- Add nation to ship's attack history
- Ports of that nation are now for attacking Pirate
- Relation loss (remove from game) any Letter of Marque he has if obtained at a port of the same nationality

Sack Port

Must follow successful port attack

- Rolls: +
- If > port defense, success
- · Gain Notoriety. 2 x port value
- +2 Loyalty
- · Mark port Destroyed
- 🌉 move to adjacent sea
- · Involuntary D&R
- If <= port defense, failed
 - amay not try to Sack the port unless he leaves and attacks again

Retire Voluntarily

Must be in a port

- Can retire automatically if:
 - · Has Letter of Marque for port nationality
 - · In Safe Haven
- Can bribe governor in pro-pirate ports
 - Bribe cost: x 100 Net Worth
 - · If bribe not paid,
 - · -1 Loyalty
 - · Place «bribed» chit on ship





AP Actions

Attempt to Deploy a KC

Not against 🌉 in a port or Transit Area

- KC Rolls:
- If < & Notoriety
 - Place randomly drawn KC in sea are with
 - Deploying player controls KC

Each player can control on max 1 KC at a time

The new KC is able to React immediately

Use KC

Only one of the following per AP Turn

• Mov

- Move your KC in a sea or transit area
- · Never into ports

· Attack a Pirate Port

- If no 🙎 in the port
- · Port destroyed
- If ᆇ present
 - KC Rolls: 📦 + Combat
 - Each Rolls: * + Combat + * -2 for D&R
 - If KC roll > every roll,
 - · Port destroyed
 - All smove to sea and -1 Combat

 Damage

· Oust Pirates from a Port

- KC Rolls: 📦 + Combat
- Rolls: + sum of all Combats

 * -2 for D&R
- If KC roll > & roll, success
- All 💂 move to sea
- · If fail,
- All 💂 earn +1 Notoriety

Play a Warship Sighting Event Card

- Place randomly drawn war in the same sea as
- Only one WAR in a Sea Area
- May Use immediately



Use a WAR

Only in response to noted pirate actions

- Le decides to Evade or Fight
- · If Evade, then
 - WAR Rolls: 📦 + Speed
 - Rolls: + Speed*

 * -2 for D&R
 - If war roll > 3 roll, Fight
 - Else scapes and may not continue action
 - Return involved merchant ships to the pool
- · If Fight, then
 - WAR Rolls: 📦 + Combat
 - Rolls: * + Combat* + * * -2 for D&R
 - If WAR roll >= roll, success

 - -1 Loyalty
 - sumust stop action
 - Return involved merchant ships to the pool
 - · If failure,
 - 💂 -1 *Combat* Damage
 - Return WAR to the pool
 - Secontinues action
 - Notoriety Gain: WAR Combat rating

Play a Event Card

Play and resolve the card effect

Others

KC Reaction

Only in response to noted pirate actions

- Legides to Evade or Fight
- If Evade, then
 - KC Rolls: * + Speed
 - * -1 if moving from an adjacent sea area
 - Rolls: + Speed*
 * -2 for D&R
 - If KC roll > Register roll, Fight
 - may use Letter of Marque (any nationality) to Retire
 - Else escapes and may not continue action (except move)
 - Return involved merchant ships to the pool
- If Fight, then
 - KC Rolls: 😭 + Combat
 - Rolls: + Combat* +

 * -2 for D&R
 - If KC roll >= 🙊 roll, success
 - 💂 is Eliminated
 - · If failure,
 - 🙎 -1 *Combat* Damage
 - +1 Loyalty
 - Notoriety Gain: 2 x KC Combat rating
 - Remove KC from the game
 - 🧸 continues action

Duel

Each Rolls: # of = 0

- Highest total wins
- Winner can take over any/all victim's possession (except Net Worth); even his ship
- Loser dies
- Tied Duel can be re-fought if both players agree

Mutiny

By Event or when Crew Loyalty reach 0

- Roll: 📦 and compare with 🛆
- If >, then success
 - 📚 is Eliminated
 - Replaced by an in hand Pirate Card (if any) or by a Pirate Card drawn from top of deck. If none, ship is lost
- If =, then failed but
 - · -1 Loyalty

Cunning and Luck

Each Cunning Point allows pirate to reroll (not individual dice, D66 or already cunning)

Victory Points

- · Pirate Retire
 - 2 VP per Notoriety
 - 1 VP per 100 Net Worth
- Pirate Eliminated (not by KC) or still active at game end
- 1 VP per Notoriety
- Pirate Eliminated by KC
- 🙎 scores 1 VP per Notoriety
- Es controlling KC scores ½ that

Counter Legend











GAME SETUP

- 1. Players take the following number of Pirate Displays each:
 - 5 or 4 players: 2;
 - 3 players: 3;
 - · 2 players: 4.
- Roll 1d6. The highest roller is Player A; play passes clockwise. Players take corresponding Pirate ID chits.
- 3. Remove Play Immediately cards from the Event deck.
- 4. Shuffle the deck and deal 4 cards face down to each player. Re-shuffle the *Play Immediately* cards back in and place the deck face down on the board.
- 5. Place the 8 Pro-Pirate Governors in Port Boxes determined by d66 rolls. If pirate ports or duplicate ports are rolled, use the next available higher-numbered port.
- 6. Players randomly draw or choose the following number of Pirate Cards each:
 - 5 or 4 players: 2;
 - 3 players: 3;
 - · 2 players: 4.
- 7. In player order, deploy 1 Pirate into any sea area (even if occupied). In order, additional pirates may be deployed if desired, 1 at a time, up to the total number held. Place each Pirate ID marker and Pirate Card on a Pirate Display and select a ship type (Sloop or Schooner) for each pirate deployed. Place Combat and Speed markers on the card as appropriate for that ship, and Loyalty Level markers on 7.
- 8. Place the 35 Merchant Ships in a cup and draw 8. Place face down in Merchant Boxes (ship icon) at ports determined by d66 rolls. If pirate ports or duplicate ports are rolled, use the next available higher-numbered port.
- 9. Place the *Victory Point* markers for all players in the 0 box of the track (+100 side down).

 Place the following markers in cups: 9 King's Commissioners (KC), 15 Hostages, 16 Anti-Pirate Governors and 15 Warships.
- 10. Determine game length:
 - Standard: until the General Pardon card is played for the third time (2-3 hours) (never reshuffle Discard Deck); or
 - Long: go through the Event Deck twice, adding General Pardon after the first run through (4-5 hours).
- 11. Each player now complete a player turn. Repeat until the Game End is reached.

SOLITAIRE BLACKBEARD

- 1. Two players: You and the System Player (SP). You control Blackbeard Pirate, the SP has 3 Pirates, randomly drawn; 1-4 Sloop ship, 5-6 Schooner. Whenever an SP Pirate retires or is eliminated, draw another Pirate Card.
- 2. Game Play: You play your turn, after which all three of the SP Pirates each get a player turn.
- Plate Must Play Immediately and Hold Until Played Events card in two separate decks. Remove Finger of Fate and Piratical
 Ambition cards from the game.
- 4. Place 10 Merchant Ships on the map. If the Merchant ship total is below 8, place enough Merchant to bring it to 8
- 5. Place 8 Pro-Pirate Governors randomly using d66
- 6. Deploy Blackbeard's counter in the Sea Area with more Merchant Ships; if tie, in the Area with highest number on Cargo
 Table
- 7. Deploy SP Pirate randomly using d66; only one per Area
- 8. Draw 4 Hold Until Played cards in your hand and then playing the first card
- 9. The Game end when one of the following occurs
 - · Blackbeard successfully Retires with at least 130 VP
 - · Blackbeard is killed
 - · SP acquires at least 100 VP from all his Pirates combined
 - The instant all SP Pirates are eliminated and no more are available
 - . The General Pardon card is drawn from the Hold in Hand deck for the third times
- 10. When the General Pardon card if drawn for the first time, shuffle this card into Hold Until Played deck along with all Hold Until Played discards. From that point, General Pardon functions exactly as in a multiplayer game.
- 11. You have a normal hand except that you have no extra Pirate cards. You never draw cards from the Must Play Immediately deck; only SP draws these cards
- 12. SP Player doesn't have a hand. Instead, for each SP Pirate turn, first draw a Must Play Immediately card and play it, and after draws and plays a Hold until Played card.
- 13. Every time you perform an Action with Blackbeard, you must stop to see if AP action occurs.
 - If there is a Warship or KC on the map and Blackbeard conducts an action that would trigger Warship or KC activity, the activity automatically occurs
 - Otherwise, draw the top card from Hold Until Played deck; play AP action against Blackbeard if possible; discard the card
- 14. As soon as Blackbeard's Notoriety reaches 12, the first SP in each Player turn thereafter will use his AP action to attempt to deploy a KC, placing it in the Blackbeard's Sea Area. Blackbeard may place and use KCs normally.
- 15. Blackbeard may not surrender to a KC; he may Retire only by entering a Port and using Letter of Marque.
- 16. Blackbeard never dies from Mutiny; in case of roll higher than his Leadership rating, Loyalty is reduced by 3; if equal to Leadership rating is reduced by 2
- 17. Each SP Pirate will use his Actions for the greatest possible gain to himself OR the greatest possible damage to Blackbeard
- 18. If an SP draws a Letter of Marque card, he must expend all subsequent Actions to reach a Pro-Pirate Governor; he keep the Letter of Marque card and immediately draws another; after acquiring a Letter of Marque he continues his VP-acquiring mission. Once he is able to gain at least 30 VP from retiring, he will try to do so.
- 19. An SP Pirate always choose to voluntarily using D&R when applicable
- 20. If Blackbeard's Crew Loyalty reaches zero, he loses 2d6 worth of Notoriety Points immediately and another 1d6 at the end of every one of his Player turn in which he does not raise the level above zero

PORT STATUS SUMMARY	Port Status									
Activity	Anti-Pirate Port	Pro-Pirate Port	Safe Haven	Neutral Port	Pirate Port					
Convert Booty to Net Worth	No .	Yes, 1:1 basis	Yes, 1:1 basis + 10% (rounded up)	Yes, 2:1 basis	Yes, 1:1 basis					
Ransom Hostage	No	Yes, except in Arab or Portuguese Ports	Yes, except in Arab or Portuguese Ports	Yes, except in Arab or Portuguese Ports	No					
Refit No		Yes, except in Arab Ports: remove 1d6/2 Damage Hits per Action	Yes, except in Arab Ports: remove 1d6/2 + 2 Damage Hits per Action	Yes, except in Arab Ports: remove 1d6/2 Damage Hits per Action	Yes, remove all Damage Hits of both types					
Retire	No	By Bribe	Voluntary	No	No					
Other	Treat as Pro-Pirate if Pirate has <i>Letter of Marque</i>	May purchase Safe Haven	No	No	D&R earns +3 Crew Loyalty					

PORT INFO & SAFE HAVEN 21 St. Augustine 31 Port o' Spain 41 Port Royal 51 Carmantin 61 Mocha 11 Boston 12 New York 62 Bombay 22 Campeche 32 Martinique 42 Santiago 52 Whydah 13 Philadelphia 23 Honduras 33 Guadaloupe 43 Havana 53 Cape Lopez 63 Severndroog 44 New Providence 54 Kilwa 64 Goa 14 Virginia 24 Portobello 34 San Juan 35 Santo Domingo 55 Zanzibar 65 Calicut 15 Bath 25 Cartagena 45 Bermuda 36 Isla de Tortuga 26 Curacao 56 Ethiopia Isle Ste. Marie 16 Charleston 46 Cape Coast

Pirate ID's Markers to place on a port's At-Sea Box to keep track of Port Info (from Torturing Hostages, under corresponding Number Marker) and Safe Haven (under Safe Haven Marker).

RECORDERS.	A2	COLUMN TO SERVICE	BERT SELECT	Programme and a second	THE REAL PROPERTY.		E-William Control	CERCO SURE 7	ACCESS FOR STATE	HIPPONIS I	ROBERT STREET	14000000-022	Part of the	DOLD THE PERSON
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RECEIVED TO	A2	NO. Sept. 12	BORET SEE S	STREET, SPICE	PROCESSION.	110000000000000000000000000000000000000	E-Bell-conductor	CERCINALES. 7	2000 H10044	Parameter 1	SCHOOL STREET	1000000 1000	Philipping (SE)	Delta Properties
RECEIVED TO	A2	NO. Sept. 12	BORET SEE S	STREET, SPICE	PROCESSION.	110000000000000000000000000000000000000	E-Bell-conductor	CERCINALES. 7	2000 H10044	Parameter 1	SCHOOL STREET	1000000 1000	Philipping (SE)	Delta Properties
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AZ	A2	A3	A4	B[B2	B3	B4	c[<u>c2</u>	<u>c3</u>	D/	D2	E[E2
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