

Preparation:

Shuffle the deck. Deal yourself three coins.

Objective:

Obtain 12 victory points. The game ends if you get either 12 victory or 12 penalty points. In the first case you win while in the latter you loose.

Gameplay:

Each round start drawing cards from the draw pile into the harbor. If you draw two ships of the same color you lose as many coins as the difference of their depicted coins (or one coin if both cards depict the same amount of coins). If you have not any coins you lose nothing. Your turn ends.

If you draw a character who already exists in the harbor put the second only character card in the penalty area. The depicted points of that card are penalty points. Your turn ends.

If you draw a Sailor or a Pirate you have two options. Either pay the cost of the card in coins, put it in the discard pile and continue your turn or put it in the penalty area. In the latter case the depicted points are penalty points and your turn ends.

Since, Sailors and Pirates are now bad guys (you cannot hire them) you cannot use them to expel ships.

Expeditions and tax increases remain unchanged.