

Player performed 2 actions this turn?

yes

no

Gain 1 command token as action

Perform **Travel** action

Make **one of your** crew members with craft skill and less than 2 fatigue tokens to participate?

yes

no

Put fatigue token on crew member. Add 1 for each craft symbol to next fate draw

Draw fate

Discard ability cards with craft symbols in your hand to add +1 for card

Check travel table to know how many region boundaries you can cross (dotted line, coasts, spiral binding, numbered edges of the atlas)

Have you crossed all the boundaries you can and want to cross?

no

yes

Make the ship token cross a region boundary

Is it an "edge of the atlas" boundary?

yes

no

Remove the ship from the map book, flip it to the page indicated in the map edge you are crossing, place the ship on any region touching the **opposite** map side you crossed

The new region has a hazard?

yes

no

Pass the hazard's **challenge (*)** or suffer the consequence

Perform **Explore** action

Choose one location number in your current map region, and open the storybook to the corresponding paragraph number

Read aloud the first box and follow its instructions until you reach the phrase "Return to the ship"

Return **Explore Triangular Tokens** to supply if you got any

Perform **Market** action in region with market location

Draw 7 cards from market deck

Can and want to buy a card?

yes

Spend the needed coins and gain the card

Is it a weapon?

yes

no

Put unwanted cards at the bottom of the market deck

Equip it to one of your crew

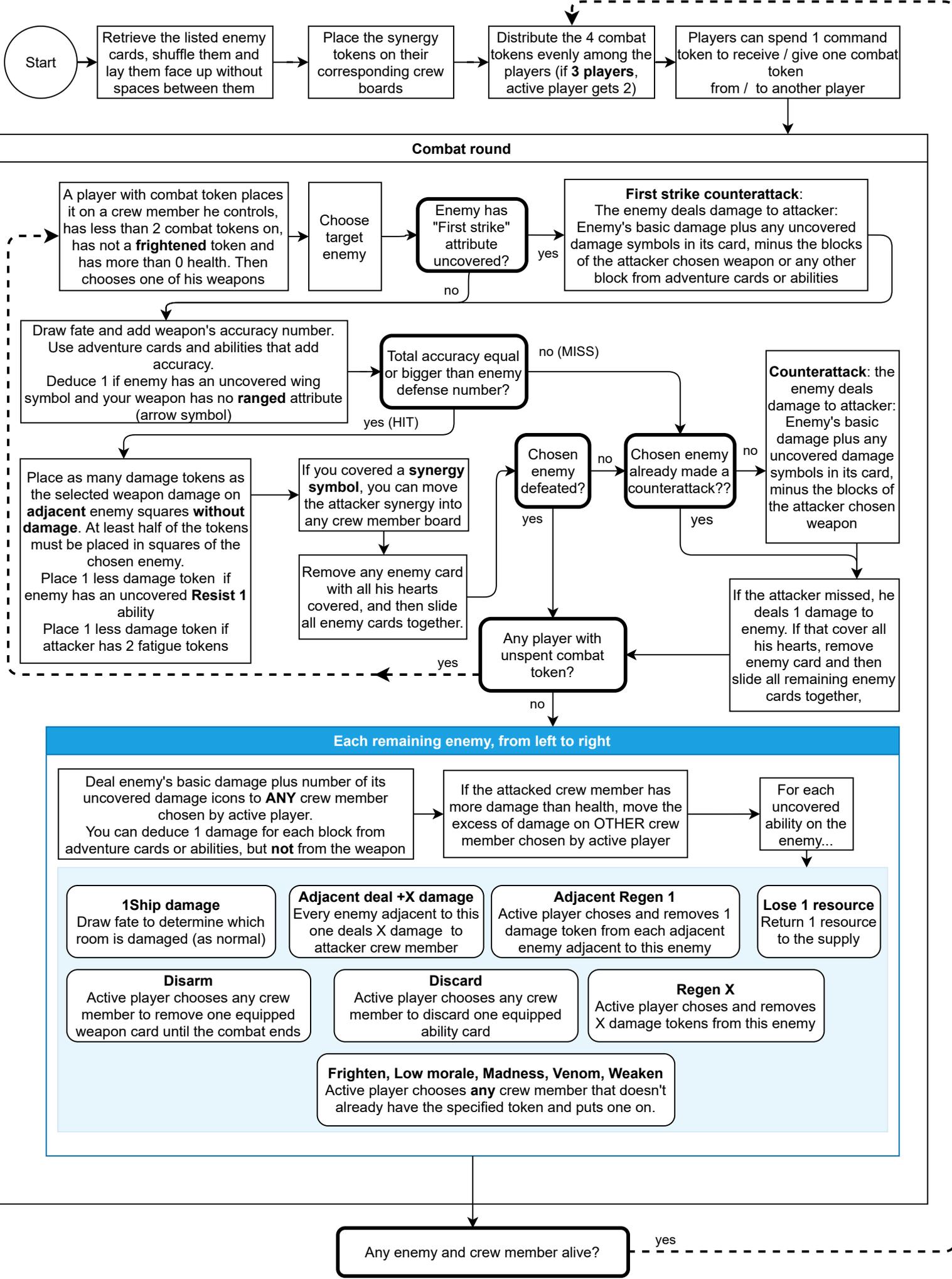
Place it by your other adventure cards

Perform **Visit Port** action in region with market location

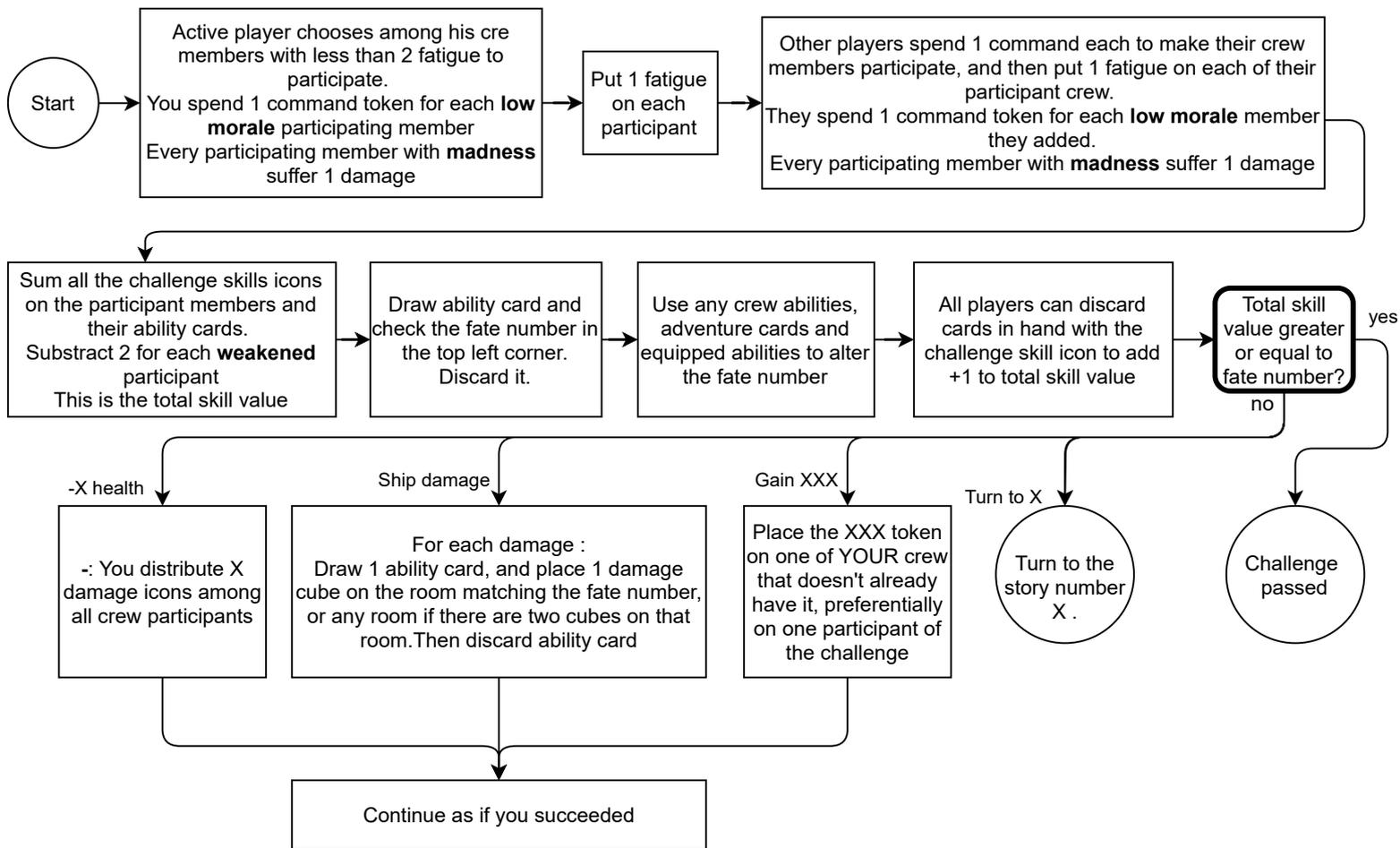
Perform any or all of these actions

<p>Inn: Spend 4 coins, and all crew members remove 1 fatigue</p>	<p>Healer: For every coin you spend, you restore all health to any one crew member</p>
<p>Shipyard: Repair 1 ship damage for each coin or resource token you spend</p>	<p>Spend XP: Spend XP to buy level cards. Then tuck it under the crew member so that the face in the card is hidden</p>

COMBAT



(*) PASSING A CHALLENGE



Synergy: A crew member can activate a synergy token on his board (except his own synergy token) at any moment in a combat, even after drawing fate. Then, return the synergy token to the matching crew board.

"Gain quest x" : Retrieve card X from quest deck and place it face up near the atlas

"Lose quest x" : Put the quest X in the **Used quest box**

Normal mode:

If all crew member have 0 health, move to the nearest port, remove all crew damage and fatigue, discard 6 top events and start a new turn.

If ship reaches 11 damage, move to the nearest port, remove all damage, discard 6 top events and start a new turn.

Brutal mode: If all crew member have 0 healths or ship reaches 11 damage, you lose the game.