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# SEA OF LEGENDS



## AHOY, MATEY!

Welcome to the *Sea of Legends*! You may have heard all manner of tall tales about this New World—well, I'm here to tell you, it's all true. Every word of it and more. Magic is real. I've seen it with my good eye.

There be strange creatures, witchcraft, and skullduggery afoot. And of course, priceless treasures to plunder. So, keep your love close and your pistol in hand. With a loyal crew, full sails, and a little luck, you may just become the most notorious pirate in the Caribbean.

**WILL YOU ANSWER THE CALL TO ADVENTURE? THE SEA AWAITS!**

## GAME OVERVIEW

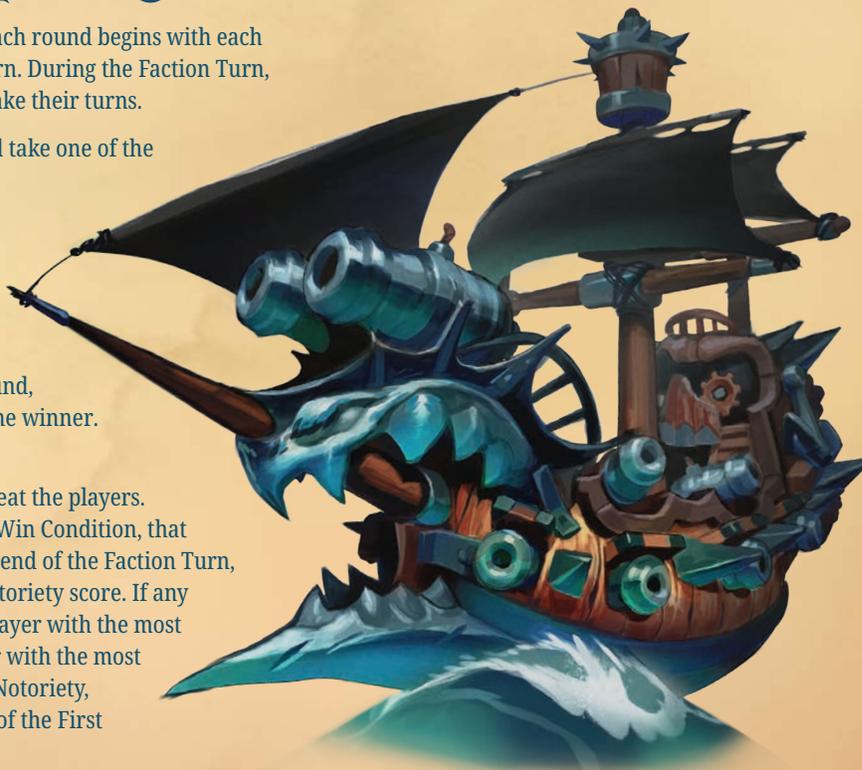
*Sea of Legends* is played in a series of rounds. Each round begins with each player taking a turn and ends with a Faction Turn. During the Faction Turn, all three Factions in play will be activated and take their turns.

On a player's turn, they can move across the board and take one of the following actions:

1. Take a Port Action
2. Go on an Adventure
3. Declare a Challenge

Ultimately, the players are seeking to gain Notoriety. If any player has 10 or more Notoriety at the end of a round, the game ends. The player with the most Notoriety is the winner. However, this is not the only way the game can end.

In *Sea of Legends*, it is possible for the Factions to defeat the players. If, during the Faction Turn, a Faction accomplishes its Win Condition, that Faction immediately wins and the game is over. At the end of the Faction Turn, if no Faction has won the game, players check their Notoriety score. If any player has 10 or more Notoriety, the game ends. The player with the most Notoriety is the winner. In the event of a tie, the player with the most gold is the winner. If no player has gained 10 or more Notoriety, play continues with a new Event card and the passing of the First Player token.



# GAME COMPONENTS

1 × GAME BOARD

## CAPTAINS OF THE SEA OF LEGENDS

4 × CAPTAIN MINIATURES

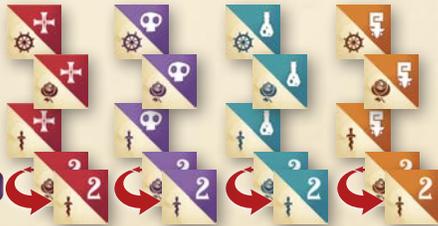


4 × CAPTAIN

4 × LOVER

4 × NEMESIS

4 × SECONDARY



20 × CAPTAIN FLAGS



4 × CAPTAIN RINGS



4 × CAPTAIN CARDS

20 × LOVER / NEMESIS CARDS

4 × CAPTAIN DICE

14 × BONUS DICE



1 × FIRST PLAYER TOKEN



30 × 5-GOLD TOKENS



30 × 1-GOLD TOKENS



10 × SHIP CARDS (4 × CLASS 2, 6 × CLASS 3)

50 × TAVERN CARDS

40 × NOTORIETY TOKENS



30 × FAVOR / MALICE TOKENS



12 × NPC STRENGTH TOKENS



4 × CLASS 1 (STARTER) SHIP CARDS

40 × CREW CARDS



12 × STARTER CREW CARDS



5 × FACTION OBJECTIVE AIDS



4 × PLAYER AID CARDS

# SEA OF LEGENDS

A COMPLETE GAME INVENTORY CAN BE FOUND ON PAGE 43

## SPANISH ARMADA



18 × FACTION DECK (RELICS)

1 × NPC STAT CARDS

6 × EVENT CARDS

1 × FORT

8 × SPANISH GALLEON

1 × FLAG



## ATLANTIAN USURPERS



3 × FACTION LOVER / NEMESIS CARDS

29 × FACTION DECK (LEGENDARY CREW & RELICS)

2 × NPC STAT CARDS

6 × EVENT CARDS

1 × FLAG

1 × FORT

9 × TROPHIES

4 × SEEKERS

3 × WOUND TOKENS

1 × KING ALARAN



## BRITISH EMPIRE



3 × FACTION LOVER / NEMESIS CARDS

21 × FACTION DECK (LEGENDARY CREW & RELICS)

2 × NPC STAT CARDS & 1 × ROYAL TREASURY

6 × EVENT CARDS

1 × FORT

7 × FLAGS

6 × NAVAL OFFICERS

1 × ADMIRAL



## CHILDREN OF TALOC



3 × FACTION LOVER / NEMESIS CARDS

25 × FACTION DECK (LEGENDARY CREW & RELICS)

2 × NPC STAT CARDS

6 × EVENT CARDS

1 × FLAG

1 × FORT

4 × SUMMONING RELICS

6 × MERFOLK GUARDIANS

1 × TETZAHUUTL



## THE DREAD TIDE



3 × FACTION LOVER / NEMESIS CARDS

21 × FACTION DECK (LEGENDARY CREW & RELICS)

2 × NPC STAT CARDS

6 × EVENT CARDS

1 × FLAG

1 × FORT

5 × INFESTATION TOKENS

6 × UNDEAD SOLDIERS

1 × SKELETAL COLOSSUS



# COMPONENT OVERVIEW

## SYMBOLS

 .....NOTORIETY

 .....PLAYER ICON

 ..... CAPTAIN

 ..... LOVER

 ..... NEMESIS

 .....TAVERN

 .....HIDEOUT

 ..... HIRING HALL

 .....SHIPYARD

 .....MOVEMENT

 .....BONUS DICE

 ..... FORT

 .....NPC FACTION

 .....NPC STRENGTH

 .....STRENGTH VALUES

 ..... GOLD COST

 ..... GOLD GAINED

## PLAYER CARDS

### CAPTAIN CARD

PLAYER ICON →  
STARTING LOCATION →



← CAPTAIN ICON  
← CAPTAIN ABILITY

### LOVER CARD

LOVER ADVENTURE STARTING LOCATION →  
FAVOR TOKEN →



← LOVER ICON

AS YOU GAIN FAVOR, MOVE FAVOR TOKEN DOWN TO MARK UNLOCKED ABILITIES ↓

### NEMESIS CARD



← NEMESIS ICON  
← NEMESIS ADVENTURE STARTING LOCATION

← MALICE TOKEN

AS YOUR NEMESIS BECOMES STRONGER, MOVE MALICE TOKEN DOWN TO MARK UNLOCKED ABILITIES ↓

### PLAYER DICE



## ACTION DECK CARDS

### SHIP CARD



### CREW CARD



### TAVERN CARD

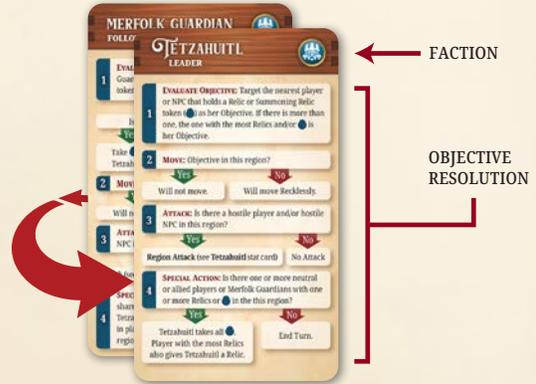


### ITEM / RELIC CARD



## FACTION CARDS

### OBJECTIVE AIDS



### EVENT CARDS



EVENT CARD BACKS ALL LOOK THE SAME. COMBINE AND SHUFFLE THIS DECK BEFORE GAMEPLAY BEGINS.

### NPC STAT CARDS



## OTHER GAME PIECES

### ADVENTURE TOKENS



# GAME SETUP



Scan here to download the *Sea of Legends App*.

Sea of Legends is an app driven boardgame that uses a digital device or computer to help provide dynamic and interesting storytelling for your Pirate adventures.

## TABLE SETUP

- 1 If you have not already, install the Sea of Legends app on a compatible Android, iOS, Windows or Mac device.
- 2 Place game board central to all players.
- 3 Shuffle and place the Tavern cards to create the Tavern deck.
- 4 Set up the Crew deck by removing all Gunner, Navigator and Quartermaster Crew cards. Shuffle and place the remaining cards to create the Crew deck.
- 5 Set up the Ship deck by removing all Class 1 Ship cards and place the remaining cards to create the Ship deck. Ship cards do not need to be shuffled.
- 6 Place the 4 blue Captain dice, fourteen white Bonus dice, Gold, Notoriety, NPC Strength and a few Favor/Malice (double sided) tokens in a central location off the board.
- 7 Choose 2 Factions in addition to the Spanish Armada to use for this game.

*If this is your first time playing Sea of Legends along with the Spanish Armada, choose the Factions:*

- Children of Tlaloc and The Dread Tide.

- 8 Separate the pieces listed in the inventory section of each faction guide for the two chosen factions and the Spanish Armada. All faction pieces from factions not chosen will not be used for this game session and may be returned to the game box.
- 9 Place NPC stat cards ( ) for the three factions along with their Faction Objective Aids.
- 10 There are Event cards for 1–2 player games and Event cards for 3 or more player games, each version is labeled under the faction icon in the top left corner. Each Faction has three Event cards for each Event deck. Shuffle together the nine Event cards from all three Factions, including the Spanish, into one Event deck.
- 11 Place the 3 faction ( ) decks and 2 separated faction lover/nemesis cards.
- 12 Place all other faction tokens and miniatures off the board in a central location.
- 13 Randomly determine the first player and place the First Player Token in front of them.
- 14 Further player tableau setup is explained on page 10.

## 8 NPC STAT CARDS & THEIR FACTION OBJECTIVE AIDS



## 9 EVENT CARDS



## ACTION CARDS

### 3 TAVERN DECK



### 4 CREW DECK NO STARTER CREW



### 5 SHIP DECK NO STARTER SHIPS



### 7



### 2



## LOVER CAPTAIN NEMESIS LOOT



PLAYER SETUP ON P. 10



**10** FACTION DECKS SORTED BY CARD TYPE & FACTION



**11** FACTION LOVER/NEMESIS DECKS



**15** SEE P. 10



**13**



**12**



**1** SEA OF LEGENDS APP

**6** CAPTAIN DICE BONUS DICE

LOVER CAPTAIN NEMESIS LOOT

**PLAYER SETUP ON P. 10**

SHIP CREW

# PLAYER SETUP

## PLAYER SETUP

- The first player selects a Captain card **1** and places it directly in front of them with the starting side (white not gold Player Icon) face up. Remaining players repeat in clockwise order.
- Each player takes the flag **2** and adventure tokens **3** that match their Player icon and color.
- Each player takes their matching Captain miniature and places it on the map in the region indicated under the Captain's name **4** on the card.
- Take the 20 Lover/Nemesis cards that DO NOT include a faction icon. Shuffle them and deal three to each player.
- Each player will choose one card to be their Lover, one card to be their Nemesis, and the remaining cards are returned to the deck of other Lover/Nemesis cards.

*If this is your first time playing Sea of Legends we recommend using one of the following combinations of Captain, Lover, and Nemesis for a balanced game:*

- Captain Kahina with Lover Magpie & Nemesis Josephine
  - Captain Cesare with Lover Clara & Nemesis Axe Fist
  - Captain Spell with Lover Mireya & Nemesis Nasir
  - Captain Ton with Lover John & Nemesis Olivia
- Each player places their Lover card **5** to the left of their Captain and their Nemesis card **6** to the right of their Captain and then places a Favor token adjacent to their topmost Lover ability **7** and a Malice token adjacent to their topmost Nemesis ability **8**.
  - Unselected Lover/Nemesis cards form the Lover/Nemesis deck. Place it next to the Faction Lover/Nemesis decks, as seen at **15** on previous page.
  - Each player places their Captain **9**, Lover **10** and Nemesis **11** adventure tokens on the game board in the location indicated under their corresponding card name. You will have your Secondary Lover/Nemesis Adventure token, marked "2", remaining **12**.
  - Each player places a Class 1 Ship **13** below their Lover card and 1 Gunner, 1 Navigator, and 1 Quartermaster crew card **14** below their Captain and Nemesis cards.
  - Each player takes 8 gold from the supply **15**.

Final setup steps are explained on page 11. 

## LOVER

Your Lover represents your companion and partner throughout your adventures. Lovers offer you unique abilities that will assist you on your high-seas adventures. As you go on Lover Adventures, your Lover will grow in affection for you, and you'll move the Favor token down the card to indicate additional Lover's abilities that have been unlocked. In Sea of Legends it is even possible to gain multiple Lovers through careful gameplay.

### LOVER



### CAPTAIN



### SHIP



### CREW



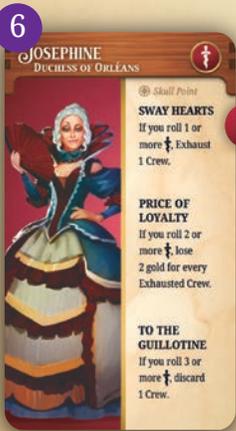
## SHIP

Your Ship card represents your trusty vessel. No pirate worth their powder is going to do much plundering in the Caribbean without a boat. Ships come in three classes, and have important stats representing the power of your cannons, speed of your sails and room in the cabins for crew. In addition, Ships beyond Class I bestow additional Notoriety.

## CAPTAIN

The Captain represents your pirate character in Sea of Legends. Your Captain card begins the game with the non-Legendary side (white player icon) facing up. Every Captain has a special ability that represents their unique skills in combat, sailing or charisma. As you adventure out into the world your Captain will encounter dangerous and powerful forces. Go on enough Captain adventures profiting from their treacherous machinations and you may be instructed to flip the card to the Legendary side (gold player icon) gaining the Captain a new more powerful ability.

## NEMESIS



6

8

## LOOT

15 8 GOLD TOKENS



2 5 FLAG TOKENS



3 4 ADVENTURE TOKENS



## CREW

Your Crew cards represent the first mates, sailors, and other scalawags you are able to put to work on your ship. Each Crew card has an ability. Crew abilities can impact port actions, dice rolls, and other game mechanics. Using a crew card exhausts them (represented by turning the card 90 degrees). Any time your ship visits a port in the game your entire crew is refreshed and returned to their upright position. Crew can also provide Notoriety for your Captain: for every 10 gold worth of Crew you gain 1 Notoriety.

## NEMESIS

Your Nemesis represents a sworn enemy or old grudge. Your Nemesis will try to interfere with your plans and as they grow in power they gain increasingly troublesome abilities. Some Event cards and Tavern cards will increase the danger a Nemesis poses, forcing you to move the Malice token down the card to indicate additional Nemesis abilities that have been unlocked. You can thwart your Nemesis by going on Nemesis Adventures. At the end of each Nemesis Adventure, you'll move the Malice token back up the card reducing their abilities. With enough effort and luck you may even defeat a Nemesis so they never bother you again.

## GOLD

Gold represents the plunder and loot your Captain has accumulated on their adventures. But be careful, hoarding too much Gold can make you a target for other enterprising pirates. Best to bury it when no one else is looking.

## FLAG TOKENS

Flag tokens are used to indicate when a player or Faction controls a Port. Placing a Flag replaces any previous Flag in the Port region. Flags may be placed or removed as the result of some Adventures.

## ADVENTURE TOKENS

Adventure tokens represent ports of interest for the app-driven stories that are being told. Adventure tokens are ALWAYS placed in a port region. There are 3 adventure token types, Captain (skull and crossbones), Lover (heart), and Nemesis (skull and crossbones). Traveling to the location of these tokens allows you to activate that story type in the app. At the end of an adventure you will usually be instructed to move the relevant Adventure token to a new port location.

## FINAL SETUP STEPS

- The last player (the player sitting counter-clockwise from the first player) places a Spanish Galleon on a Sea region (a region without a name). Such as:



- Open the Sea of Legends app and follow the instructions including assigning Captains, Lovers, Nemesis and Factions.

## YOU ARE READY TO BEGIN!

# KEY CONCEPTS

## MOVEMENT

It's never safe for a Pirate Captain to stay in one place too long, keeping on the move is crucial to success (and survival). In *Sea of Legends* you can move up to a number of regions as indicated by your ship's . This movement can be further impacted by additional modifiers from cards in your tableau. For example, if that total movement value is 3, then you can move up to three regions. All movement must be completed at once. You may move before or after you take your action, but you may not divide your movement.

## MAP

The Map in *Sea of Legends* is divided into two types of regions, Sea and Ports. Ports have a name with a banner on the region while Sea regions have no label. It is important to pay attention to these different types of regions as many factions' actions are modified by these two region types.

- If you move into a region with a hostile NPC, you must stop and Challenge them.
- If you start your turn in a region with a hostile NPC, you may move out of the region but if you choose to stay in the region you must Challenge the NPC.

## PORTS

Ports represent the various ports, towns and other population centers throughout the Islands of the Caribbean. Port regions are important in several ways.

- 1) Adventure tokens are always placed in a Port region.
- 2) Different types of actions are available in different types of Ports.
- 3) Players may Challenge a Port.

Additionally, Flags, Forts, and some Faction tokens can modify Ports in special ways.

## ACTIONS

During a game of *Sea of Legends* a Captain can take one of three actions:

- **Take a Port Action** (p. 18)  
Different Ports allow you to take different Port Actions like recruit new Crew or Upgrade your Ship.
- **Go On an Adventure** (p. 20)  
This is how you continue one of the many stories using the *Sea of Legends* app. By going to the location of an Adventure token a Pirate can choose to go on an Adventure.
- **Declare a Challenge** (p. 21)  
Challenges are how Pirates attack, outwit or overcome adversaries. A Captain can challenge Ports, NPCs and other Captains.

## ADVENTURING IN THE APP

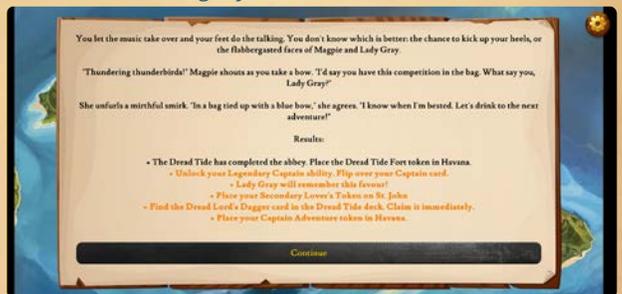
*Sea of Legends* uses a digital app to provide the many adventures you and your foolhardy crew go on. Your decisions will make waves throughout the Caribbean as each player takes part in interwoven narrative adventures the app provides. Each choice matters as the colorful cast of characters, factions, and of course, other players, will all remember your actions.



Adventures come in three flavors and await on every island of the Caribbean. Your **Captain's** story arc immerses you into the deadly machinations of the factions in play, your **Nemesis's** story arc uncovers and hopefully defeats their evil plans, and your **Lover's** story arc offers you the opportunity to be chivalrous, dastardly, or just plain selfish. The choices you make in each story arc really matter, they are remembered and impact future adventure episodes, other player's adventure episodes, and gameplay on the board.



All of these story arcs, and the adventure episodes they are constructed from, are different each game. The Factions, Lovers, and Nemeses selected all impact the stories generated, and the App tracks which of the hundreds of adventure episodes you've played, so that you won't see episodes repeated until you've experienced all of the episodes of that category.



# KEY CONCEPTS: CHALLENGES

## DIE FACES

-   Add 1 to the total Strength Score of this Roll
-  Add 2 to the total Strength Score of this Roll
-   Assign to activate a  ability
-   Assign to activate a  ability
-   Must be spent to activate a  ability

## CAPTAIN DICE



Players always have access to the 4 Blue Captain Dice to form their dice pools for a Challenge. Captain dice are also unique from the white bonus dice because only they have a facing that adds a 2 to the total Strength of your score.

## BONUS DICE



Players may also gain access to a quantity of White Bonus Dice to add to their dice pools for a Challenge. Bonus dice are available from Crew, Items, Relics, Lovers, and your ship. You may never roll more than 18 total dice (4 Captain dice + 14 Bonus dice).

## CHALLENGE STRENGTH SCORES

On your adventures you will encounter adversaries and challenges to overcome. The relative power or difficulty of these encounters are represented by Challenge Strength Scores. This will be the target number you will be trying to achieve in Strength with your own roll and manipulation of the dice.

### An NPC Challenge

Strength Score is represented on their Stat Card under the STR column:



*Note: Examples in this rulebook, use this icon to represent the position of the NPC Strength token on an NPC's Stat card.*

### Adventure Challenge

Strength Scores are represented by a Challenge rating:



You may encounter other obstacles and challenges on your adventures but if they require a challenge roll they will always provide a Strength or Challenge number as shown.

When facing another Captain you both roll off in a contested roll, challenger rolling first. Each Captain's target Challenge Strength Score is based on the opposing Captain's roll. The challenger (aggressor) always wins tied rolls.

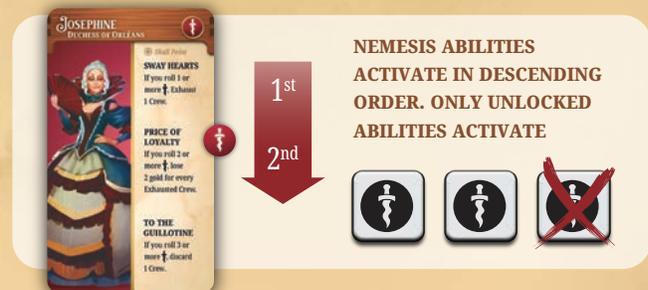
## CALCULATING A ROLL'S STRENGTH

Once you have determined your total dice pool you will roll all the dice. You can then manipulate your dice roll result with abilities using the cards in your player tableau. You can activate Crew, Items, Relics, and Captain and Lover abilities in any order. Add together any numerals rolled to determine your Strength for the Challenge. While the Captain, Lover, and Nemesis icons don't directly modify Strength, they can activate various abilities that affect your final Strength score.



## YOUR NEMESIS TRIES TO INTERFERE

Nemesis cards have dastardly abilities to try and sabotage the results of your roll. Nemesis abilities are resolved once all dice assignment and manipulation is complete. Dice with a  are not assigned but instead totaled for a threshold count. Nemesis abilities then activate in descending order from the topmost unlocked ability until the threshold is reached.



## RESOLUTION

The final strength of your roll is then compared to the Challenge Strength Score and it is then determined whether you succeeded in overcoming the challenge or failed. Ties always go to the challenging Captain. Succeeding usually results in some rewards or positive story progression and failure can yield penalties or less beneficial story results.

# KEY CONCEPTS: FACTIONS

Factions represent a wide array of coalitions, cultures, and empires with interests in the Caribbean. Each Faction in Sea of Legends has its own Objectives and a unique path to victory. Factions have unique rules described in their Faction Guide. For specific information on each Faction, make sure to read the Faction Guide and have it nearby during game sessions. Though each faction is unique there are some key concepts that affect all Factions.

## NPCs

NPCs are the non-player characters that inhabit the Sea of Legends and represent the Leaders and Followers of the various Factions represented by miniatures on the board and their matching NPC Stat cards.



The Faction Guides give the full details on how to use each Faction's NPCs, and any special rules. However, some general rules and ideas apply to all Faction NPCs.

- When instructed to place an NPC on the board it is referencing the miniature for that NPC.
- When a Faction NPC is defeated in a Challenge or attack, they will be removed from play; removed from the board and returned to the supply, available to be placed again.
- **Cautious NPCs:** When a Cautious NPC evaluates their objective/movement they generally avoid regions in which they would be defeated.
- **Reckless NPCs:** When a Reckless NPC evaluates their objective/movement they take the shortest route possible and the first player can even move them directly into danger even if there is a safer alternate path.



## NPC STAT CARDS

Each NPC Stat card details and tracks an NPC's stats, abilities, and rewards. Most Factions have NPC Stat cards for their Leaders and Followers. The Leaders are typically stronger than their Followers and will often have special rules, explained in their Faction Guides.



## EVENT CARDS

Event Cards represent the growing strength and calculated actions of each Faction. Event cards have NPC Faction icons to indicate which Faction they correspond to, in addition to the text on the card. An Event card contains instructions that relate to and affect Factions, as well as modify the game state.



## FACTION DECKS

The Faction decks contain the Relics, Legendary Crew, and special cards unique to each Faction. These cards come into play during special Adventures using the Sea of Legends app.



# KEY CONCEPTS: FACTIONS

## FACTION LOVER & NEMESIS DECKS

Faction Lover/Nemesis cards represent special characters you will meet on your adventures as you play with that Faction. Depending on the actions you take they may join your crew, grow bitter and seek your demise or even fall madly in love with you. You can not begin the game with a Faction Lover or Nemesis, they can only be unlocked by your actions during gameplay.



## FACTION TOKENS

In addition to the miniatures and cards that represent the Factions, each Faction has associated Faction tokens that affect gameplay. All Factions will have one or more Flags and a Fort token. Some Factions have additional tokens explained in their Faction Rules, but there is a broad category of Faction Objective tokens tied in with Faction Objectives and their Win Conditions.

**FLAGS:** Faction Flag tokens indicate the depicted Faction controls a Port region. Generally, Factions place a Flag token as the result of an Adventure in the app. However, some Factions, such as the British Empire, have Faction Rules that allow them to place, or otherwise interact with, Flags. Players and other Factions consider these Captured Ports. A Player may not take a Port Action at a Captured Port.



**FORTS:** Fort tokens indicate a Faction has a strong presence in a Port. Factions may place a Fort token as the result of an Adventure in the app. A Port region with a Fort token cannot be Challenged or the target of an NPC. Fort tokens prevent players and opposing Factions from placing a Flag and some other Faction tokens in the region. A Faction's Fort does not interfere with its own actions and Objectives.



**FACTION OBJECTIVE TOKENS:** Faction Objective Tokens are a specific category of Faction token. They are usually directly tied to the Objectives and Win Conditions for a given Faction, such as the Summoning Relic tokens of the Children of Tlaloc. Faction Objective tokens may be picked up and dropped through Free Actions and are affected by Faction Alignment.



**OTHER FACTION TOKENS:** The Faction Guides introduce various other Faction tokens. These tokens might be used to track the Factions progression toward their Win Condition or might modify the region they're placed in in specific ways. The Faction Guides explain any unique rules that apply to the Faction Tokens.



Wound token (Used to track King Alaran's Wounds)



Infestation token (Used to mark Infested Ports)

## FACTION ALIGNMENT

Each Faction in the game maintains an alignment of hostile, neutral, or allied in relationship to other Factions and each player. That alignment reflects actions you have taken on your adventures in the app and affects how you interact with the Faction and how they interact with your Captain. By default, all NPCs are hostile to players and to NPCs of other Factions, unless their Faction Guide specifically states otherwise or an Item or Relic changes that alignment.

## FACTION OBJECTIVES

Each NPC in a Faction has one or more Objectives. Faction Objectives will explain how the Followers and Leaders of the various Factions must behave when activated by the first player during the Faction Turn. These Objectives are generally designed to push each Faction toward its unique Win Condition.



## FACTIONS WINNING THE GAME

In Sea of Legends, players aren't the only ones who can win a game. Each Faction has its own Win Condition and can potentially beat all the players at the table. In addition if a player has aligned with a faction and that faction wins the game, then that player shares the win with that faction. This means sometimes players will need to work together to keep factions under control and paying attention to other player's alignment with factions can prove to be very important.

## NOTORIETY

*How you win a game of Sea of Legends*

Notoriety is a measure of the infamy and reputation your Captain has gained during the game. To become a legend on the Sea of Legends you need to build up your Notoriety. A player who reaches 10 or more Notoriety may have won the game (refer to Winning the Game on p. 27).

In *Sea of Legends*, players are racing to become the most Notorious Captain in the Caribbean. Notoriety (👤) is tracked using Notoriety tokens. Each token is worth 1 Notoriety.

Many actions and achievements in *Sea of Legends* may allow you to gain Notoriety.

- Going on Adventures
- Acquiring a better ship
- Burying gold
- Defeating some Faction NPCs, especially Faction Leaders
- Capturing some Ports. A player that captures a Port with a red Notoriety icon gains 👤 equal to the number shown.



When you're awarded Notoriety for one of these actions or achievements, place the appropriate number of 👤 tokens on your Captain card.

Some Notoriety depends on employing Crew members, holding Relics, or unlocking a Lover's True Love ability.

- Crew: +1 👤 for every 10 gold worth of Crew employed
- Relic: +1 👤 while held
- True Love: Gain 1 👤 while unlocked

When you gain Notoriety from one of these sources, place a Notoriety token beside your Crew, or on the card for a Relic or your Lover. If you gain or lose these cards or abilities, your Notoriety may also increase or decrease.

## PROLOGUE

After you have completed setup for a game of *Sea of Legends* but before the first Game Round begins players will take turns going through their prologue story using the App.



Your Captain's prologue is a short story with some choice that will impact the path your Captain will follow during the rest of the game. To begin playing through the prologues, the player to the left of the First Player should take the device with the *Sea of Legends* app and click on the portrait of the First Player's Captain.



They will then read the Prologue for the first player out loud and select any decisions the First Player makes and rewards they may gain. The player with the app will then pass the device to the player on their left, who will now click on their Captain's portrait reading their prologue aloud. Continue this process of passing the device until every player has completed their prologue at which point the first Game Round will begin.



# ROUND SUMMARY

## ROUND BEGINS

### PLAYER TURN

Move and take any one action in any order.

### MOVEMENT

Move up to the number of regions indicated by your ship's movement  as well as any additional modifiers from your tableau.

### TAKE A PORT ACTION

First, Refresh Crew, then take a Port action at one of the following locations:

-  TAVERN – earn gold, find Rumors and Items
-  HIRING HALL – hire Crew
-  SHIPYARD – buy a ship
-  HIDEOUT – bury gold



### GO ON AN ADVENTURE

Use the Sea of Legends™ app to reveal unique rewards and stories.

### DECLARE A CHALLENGE

- Highest Strength wins, attackers win ties
- Challenge players, NPCs, and Ports

PLAYER ACTIONS

### FACTION TURN

Controlled By First Player

#### 1. ACTIVATE FACTION

##### A. ACTIVATE NPC

- A1. EVALUATE OBJECTIVE
- A2. MOVE
- A3. ATTACK
- A4. SPECIAL ACTIONS

##### B. REPEAT STEPS A1-A4 FOR ALL OTHER NPCs IN ACTIVE FACTION

#### 2. REPEAT STEP 1 FOR ALL OTHER FACTIONS

#### 3. END OF FACTION TURN

- A. CHECK FOR WINNER
- B. DRAW AN EVENT CARD
- C. PASS THE FIRST PLAYER TOKEN



FACTION ACTIONS

## ROUND ENDS

### — WIN THE GAME —

Repeat rounds until a Faction or player wins.

## THE GAME ROUND

Each round, every player takes a turn starting with the first player and proceeding clockwise around the table. After all players have taken a turn, the Faction Turn is resolved, with the first player activating all the Factions in play. At the end of the Faction Turn, an Event card is resolved and the First Player token moves clockwise.

### PLAYER TURN

On your turn, you may move once and you may take one of three player actions (Take a Port Action, Go on an Adventure, Declare a Challenge). You can do this in any order (move, then Take a Port Action, Go On an Adventure then move, etc.). During their turn a player may also take any number of Free Actions.

### PLAYER MOVEMENT

Your ship's movement is represented by the  on your ship card. This number may be further modified by other effects such as cards in your tableau. All movement must be completed at once but may come before or after you take a player action.



- If you move into a region with a hostile NPC, you must stop and Challenge them.
- If you start your turn in a region with a hostile NPC, you may move out of the region but if you choose to stay in the region you must Challenge the NPC.

*Kahina wants to move from Cartagena to Havana which is 3 regions away. Her little ship only has a  of 2. However, her Navigator crew card states "Exhaust to gain 1 movement." Kahina needs to get to Havana so she turns the Navigator card sideways to exhaust it, modifying her movement to 3. This allows her to complete the distance and arrive at Havana on her turn even with a slower ship.*

### PLAYER ACTIONS

On their turn, a player may take one of three player actions:

- **Take a Port Action**
- **Go on an Adventure**
- **Declare a Challenge**

### FREE ACTIONS

There are a few ways in which a player may have an option to take a "Free Action" such as flipping a Tavern Rumor card over to claim a Relic. Free actions do not count as your player action for the turn and can be performed provided there are no hostile NPCs occupying the region.

# PLAYER ACTIONS

## TAKE A PORT ACTION

There are four Port types in Sea of Legends represented by four icons. They are:



Each Port type represents the Port Action you can take in that region. To take a Port Action, a player must be in the same region as the corresponding Port type. Keep in mind that if a hostile NPC is in a region, the only action you can take is the Challenge action in that region (see p. 21).

When you begin any Port action, first refresh all of your Exhausted Crew.

### TAVERN ACTION

Tavern actions represent visiting the many seedy and colorful watering holes spread across the Caribbean. At the local Tavern you will find Tavern games of chance to test your luck (or guile) against and hear rumors of treasure and trinkets that are the essence of pirating life.



When you take a Tavern action, draw the top card of the Tavern deck and read each section aloud. Each Tavern card has three sections. You will use all three in the following order:



### 1. TAVERN GAME

Each Tavern card has a Tavern Game at the top of the card. Pirates cheat, so they never walk away empty handed. However you may be prompted to choose between two possible outcomes when you pick up this card. You then immediately gain a reward as listed on the card.

*Note: When using a card ability to draw from the Tavern deck you skip playing any Tavern Games.*

### 2. RUMOR

After a few drinks, the locals get chatty! Some Tavern cards have a Rumor of a Relic that you can find by going to a specific Port region. Others have an Item that you can claim immediately.

### 3. ITEM OR RELIC

Place the Tavern card in your tableau.

**Items** are single-use cards that have a powerful but limited effect, immediately flip this card around and gain it as an item.

**Relics** have special abilities and are worth Notoriety while held. A player flips this card around and claim a Relic mentioned in a Rumor if they start or end their turn in the named region. This is a free action. However, if the Relic is in a region occupied by any hostile NPCs, the player may not claim the Relic.

If a Tavern card is revealed and not kept, or if a Tavern card is discarded, place it face up next to the Tavern deck in a Tavern discard pile. If you need to draw a Tavern card and there are none remaining in the Tavern deck, shuffle the discard pile to create a new Tavern deck and draw a card.

### HIRING HALL ACTION

There are many places to recruit crew across the Caribbean. The Hiring Hall Action represents visiting a port notorious for finding exactly the type of sailor a Pirate such as yourself needs. Of course the Pirate life is not without dangers, so you'll need some gold to sink in their pockets before they call you Captain.

When you take a Hiring Hall action, draw the top three cards of the Crew deck. Each Crew has a gold cost in the top right of the card. You may spend gold to hire as many revealed Crew as you can afford. Place any Crew revealed and not hired face up in a Crew discard pile next to the deck.

If you hire more Crew than can fit in your ship, you must discard Crew down to your maximum Crew capacity. Discarded Starter Crew are returned to the game box. Note: Legendary Crew do not take up space aboard your ship and may not be discarded unless an Adventure instructs you to do so.

*Note: You gain 1 Notoriety for every 10 gold worth of Crew employed aboard your ship.*



## ⚓ SHIPYARD ACTION

A fearsome Captain without a fearsome Ship isn't much of a Pirate. Some Ports are famous for their shipyards. Visit one of these ports when you are ready to expand into a vessel that strikes fear into the hearts of mariners and rival pirates.

When you take a Shipyard action, look through the Ship deck. You may purchase any ship you can afford of equal or higher Class than your current ship. A ship's cost in Gold and Class are listed on the top right of the card.



When purchasing a new ship, you can trade in your old ship, subtracting the value of your current ship from the ship you'd like to buy.

Always discard your old ship after acquiring a new ship. Discarded Class 1 ships are returned to the game box. Discarded Class 2 and Class 3 ships are returned to the Ship deck.

Higher Class Ships earn Notoriety! Whenever you acquire a ship of a higher Class than your current ship, you gain the Notoriety listed on the ship card.

- Class 2 ships reward 1 Notoriety
- Class 3 ships reward 2 Notoriety



**Example:** A player takes a Shipyard action and purchases a Class 2 ship. They return 15 gold to the supply and select a Class 2 ship, the Peggy, from the Ship deck. Their Class 1 ship is returned to the game box. The player places their new ship in their player tableau, and then, because they acquired a higher Class ship, they take 1 [Notoriety] token and place it on their Captain card.

Later, flush with gold from plunder, they take another Shipyard action. The player selects a Class 3 ship, the Ironwind, with a cost of 35 gold. They trade in the Peggy and return it to the Ship deck, reducing the cost of their new ship by 15 gold. They return 20 gold to the supply (35 gold - 15 gold = 20 gold) and place the Ironwind in their player tableau. Finally, because they've acquired a higher Class ship than the one being traded in, they take an additional 2 [Notoriety] tokens and place them on their Captain card. They've now gained a total of 3 [Notoriety] from the two Shipyard actions.

## ✂ HIDEOUT ACTION

It's dangerous for a Pirate to keep their piles of Gold on their ship. Word spreads fast in the Caribbean about where riches can be found and no Pirate wants to be the next mark for an ambitious young Captain. Some Ports are the perfect places to secretly stow some plunder and keep yourself out of Cannon fire.

When you take a Hideout action, you may bury gold in multiples of 10 as a single action. To bury Gold exchange 10 Gold for 1 Notoriety. Place the Notoriety on your Captain card. Buried gold is returned to the supply.



FOR EVERY 10 GOLD YOU BURY AT A HIDEOUT, GAIN 1 NOTORIETY



# PLAYER ACTIONS

## GO ON AN ADVENTURE

At its heart *Sea of Legends* is a storytelling game about the adventures your Captain goes on. Right from the start of the game you will be presented with a Prologue adventure on the app to help launch your Captain's story. Continuing that story as well as those involving your Lover and Nemesis require in-game actions. The Adventure action allows the Captain to complete one adventure episode to its conclusion using the Sea of Legends app.

**There are three types of Adventures:** Captain, Lover, and Nemesis. To go on an Adventure, a player must be in the same region as the corresponding Captain, Lover, or Nemesis Adventure token. Keep in mind that if a hostile NPC is in a region, the only action you can take is the Challenge action in that region (see p. 21).



When you go on an Adventure, pass the device with the Sea of Legends app to the player on your left. They'll read your Adventure out loud so the rest of the table can savor your peril. During Adventures, you'll be faced with decisions that will influence how your Lover, Nemesis, and even the mighty Factions react to your Captain on the board.

Each Adventure includes an important choice. Some options may be freely chosen based on how you would like to play out your Captain but some involve passing a Challenge, and some have an upfront cost (such as gold) that must be paid to select an option.



Adventures allow Captains to influence the Faction Alignment towards them, making new allies and enemies. You might even turn a Faction NPC into a Lover or Nemesis! As the game progresses, a player may gain an additional Lover or Nemesis. You'll use the Secondary Lover/Nemesis Adventure token to track these adventures on the board.

*Reminder: These characters enter play with their second ability unlocked.*



## RESULTS

When you complete an Adventure, the Results section will list any consequences of your completed Adventure, including any rewards you earned, and remind you of any costs you have incurred.

## CAPTAIN ADVENTURE

Captain Adventures will focus on building a relationship with one of the Factions in the game through their representative character. Making choices that help them will improve your relationship with both that character and the Faction.

- Gain Faction Ally Relics to move your alignment with that Faction to neutral or even allied.
- Reveal your Secondary Lover Adventure Arc with a chance to gain a new Lover.
- Complete three Captain Adventures to unlock your Legendary Captain ability.

## LOVER ADVENTURE

- Lover Adventures focus on improving your relationship with your Lover and unlocking new abilities.
- Unlock your Lover's abilities.

## NEMESIS ADVENTURE

Your Nemesis Adventures will primarily allow you to reduce the strength of your Nemesis and remove their abilities.

- Remove your Nemesis's abilities.
- Complete a Nemesis Adventure Arc (3 episodes) and defeat a Nemesis.

## DECLARE A CHALLENGE

Players may Challenge other players, NPCs, and Ports. Challenges require that the player roll dice to generate a Strength score to overcome opposition. If victorious, a Challenge action will provide a Captain with rewards.

During a Challenge, you need to successfully match the Strength score of your opponent to defeat them and be successful.

### CHALLENGE TYPES:

#### CHALLENGE AN NPC

The most common adversary Captains face is NPCs. If you occupy a region with one or more hostile NPCs, you may Challenge the strongest one. All allied NPCs in a region fight together as a single NPC. To determine their Strength look at their current Strength listed on their Stat and add it to Ally bonuses of any allied NPCs in the region.

NPC STRENGTH TOKEN INDICATES WHICH ROW OF STATS TO USE FOR CHALLENGES

REWARDS FOR DEFEATING AN NPC ARE AT THE BOTTOM OF THEIR CARD



Defeating an NPC will remove it and any allied NPCs from the board and earn you the Reward listed on their NPC Stat Card and any further rewards stacked under the miniature's base.

#### When you defeat an NPC do the following:

- Gain the Reward on the NPC Stat card for each NPC defeated.
- Gain any gold and/or tokens stacked under the NPC's base or on their card.
- Remove the NPC from the board and return it to the supply.

#### CHALLENGE A PORT

If you occupy a Port region, you may Challenge the Port. Capturing a Port will gain you its Port rewards as shown on the Port Banner printed in the Region. It will also allow you to take control of that Port and place your Captain Flag there.

*Note: If there is a Fort token or Hostile NPC in a Port region, you can not Challenge that Port.*

#### When you defeat a Port, do the following:

- Gain the Port Reward listed on the Port icon on the board
- Place your Captain Flag
- Remove any other Captain or Faction Flag
- Check Faction Rules for other Faction token interactions

#### CHALLENGE ANOTHER CAPTAIN (PLAYER)

If you occupy a region with other captains, you may Challenge one of them directly by taking a Challenge action. Defeating a captain in a Challenge will allow you to steal either gold, an Item, a Relic, or a Faction Objective token.

*Note: You may not Challenge another player if there are one or more hostile NPCs in the region.*

#### When a Captain defeats another Captain, do the following:

- Gain half of the losing Captain's gold (rounded down)
- OR take one of their Items or Relics
- OR take one of their Faction Objective tokens

#### FAILURE

When you fail to defeat an NPC or Port there are no consequences.

SEE CHALLENGE EXAMPLE ON P. 22-23



# CHALLENGE EXAMPLE



Ten dice is a great start, but the Merfolk Guardian is tough—Strength 8. The player decides to Exhaust their Gunner for one more Bonus die.

## 1. DECLARE A CHALLENGE

The player moves Kahina into Bridgetown and Challenges a Merfolk Guardian.

Merfolk Guardian Stat card is at 8 Strength.



- 4 Captain dice
- 2 Bonus dice from Axe Fist's Big and Mean ability
- 3 Bonus dice from the Class 2 ship
- 1 Bonus die from the Ancient Scythe (1 Bonus die per Relic held)
- 1 Bonus die from Exhausting Gunner

Total: 11 dice

## 3. ROLL YOUR DICE

The player rolls the dice.



## 2. DETERMINE YOUR DICE POOL

The player gathers their dice. They start with four Captain dice. Their Lover, Axe Fist, has unlocked his second ability, Big and Mean, giving them two more Bonus dice. The player adds three Bonus dice from their ship and one more Bonus die from an Ancient Scythe gained from an earlier adventure.

The player adds up the dice, but they only have a Strength of 5... so far. All is not lost, though. Pirates don't play fair—they can manipulate their dice.

PLAYER TABLEAU

**LOVER**

2 ABILITIES UNLOCKED

**CAPTAIN**

**NEMESIS**

2 ABILITIES UNLOCKED

**SHIP**

**CREW**

EXHAUSTED TO GAIN 1 BONUS DIE

**ITEM**

**GOLD TOKENS**

**FLAG TOKENS**

**LOOT**

# CHALLENGE EXAMPLE

## 4. DICE ASSIGNMENT AND MANIPULATION

The player will try to increase their Strength with Axe Fist, while mitigating the consequences from their Nemesis, Josephine.

The player Exhausts their Quartermaster to change a  or  into a 1, but which die to choose?

Kahina has 2  and 2 , but she'll need Axe Fist's abilities to win, so she changes 1 .



The player assigns the other  to Kahina's Pilfer ability and draws a Rumor of a Mutinous Pistol from the Tavern deck. That will come in handy later, but it can't help her now.

They assign the 2  to Axe Fist's first Lover ability, Smash-tastic. Each  assigned now grants Kahina 1 extra Strength.



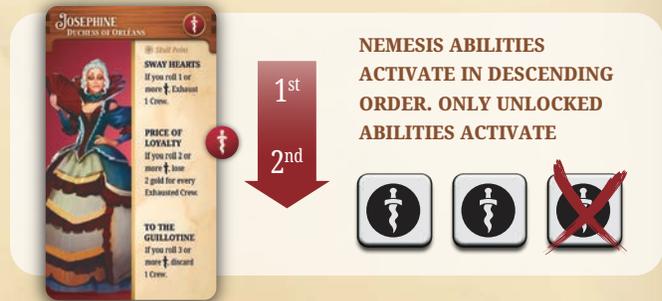
The player has increased their Strength from 5 to 8, but they still have those pesky 3  to deal with before the Challenge ends.

## 5. NEMESIS ABILITIES

The player has 3  remaining. In descending order, the player activates Josephine's first unlocked Nemesis ability, Sap Resources, and Exhausts her last Crew, the Navigator.

The second Nemesis ability, Price of Loyalty, is also unlocked. The player must now lose 2 gold for every Exhausted Crew. They've got three Exhausted Crew, so they lose 6 gold. Ouch!

Fortunately for the player, Josephine's last Nemesis ability is still locked, so the player doesn't have to activate it with their third .



## 6. PLAYER VS. PLAYER

If the player was in a Challenge against another player, the rival player would repeat steps 1–5. But in this case, the player is Challenging an NPC, so skip forward to step 7.

## 7. COMPARE STRENGTH

The player's final Strength is 8. The Merfolk Guardian also has 8 Strength. But attackers always win ties. Fortune favors the bold! The player defeats the Merfolk Guardian.



## 8. OUTCOMES

The defeated Merfolk Guardian is removed from the board. The player checks the Merfolk Guardian Stat card. Their reward for victory is 8 gold. However, the Merfolk Guardian also had a Summoning Relic tucked under its base, so the player claims the Summoning Relic as an additional prize.



# FACTION TURN

Your Captain has robbed the Spanish, undermined the careful plans of the ghastly Dread Tide and helped the Children of Tlaloc outsmart their rivals. But in Sea of Legends the Factions don't just sit still on the board waiting for players to plunder them. These factions fight back, and each faction provides a unique play experience for how they interact on the board. The Faction Turn is the second phase of the Game Round and careful preparation for and management of this phase is crucial to your pirating success.

During the Faction Turn, the **first player** controls the actions of all the Faction NPCs on the board. The first player may use the Factions against each other, or even against the other players. However, the first player does not have free rein to do whatever they like since the Factions have Objectives and special rules that guide how the first player may use them.

*Note: There are often multiple valid choices or no clear objective dictated for an NPC. If this is the case the first player should make a final decision for their own benefit. A good pirate manipulates every situation to their advantage.*

## FACTION GUIDE & OBJECTIVE AIDS

Each Faction has their own unique rules and objectives they follow that are explained in detail in the Faction Guide. There you will find the Key Concepts for how a faction operates and the specific rules for that faction. For your first game with a new faction it is important to have the faction guide nearby and accessible to all players. Each Faction also has a double sided Objective Aid card for easy reference to guide the first player on how each NPC operates.

## FACTION ALIGNMENT

Understanding Faction alignment is crucial to evaluating how a Faction NPC will act on their turn. During the Faction Turn, each Faction's alignment will impact how its Followers and Leaders evaluate their Objectives, move, attack, and perform special actions in relation to the players in the game and other Factions.

A Faction NPC will be hostile, neutral, or allied with a player or other Faction NPC. All Faction NPCs are allied to NPCs of their own factions and hostile to players and to NPCs of other Factions, unless their Faction Guide specifically states otherwise or an Item or Relic changes that status.

	Hostile	Neutral	Allied
Attack	Yes	No	No
Captured Port	Blocked	Blocked	Not Blocked
Shared Victory	No	No	Yes

## FACTION ACTIVATION

### 1. ACTIVATE FACTION

The first player may choose the order they activate each Faction. Complete the following steps for all the NPCs of that Faction before activating another Faction in play. The first player continues until all Factions with NPCs in play have activated.

#### a. ACTIVATE NPC

Select an NPC from the activated Faction and complete the following steps in order:

1. Evaluate Objective
2. Move
3. Attack
4. Special Actions

Repeat for each other NPC in the active Faction, one at a time.

#### a1. EVALUATE OBJECTIVE

Each Faction NPC has one or more Objectives that affect their movement, attacks, and special actions. The first player must evaluate the NPC's Objective and resolve the NPC's activation.

An Objective will usually designate a target for the active NPC as well as establish the NPC's general approach which will either be Cautious or Reckless.

- If an NPC targets other NPCs and/or players, the target must be hostile.
- NPCs always target the nearest valid Objective.
  - The nearest valid Objective is determined by counting the number of regions that separate the active NPC and its potential Objective. NPCs will always choose the path with the fewest number of regions.
- NPCs are either Cautious or Reckless based on their rules in the Faction Guides.
  - **Cautious:** A Cautious NPC will only target Objectives they can defeat. When determining the shortest path to its Objective, a Cautious NPC will ignore any region in which it would be defeated unless no other path to an Objective exists.
  - **Reckless:** A Reckless NPC will always target the nearest Objective, even if they cannot defeat it, or if it would result in entering a region occupied by a stronger hostile NPC.

- If an Objective contains multiple conditions, all the conditions must be met for the Objective to be valid
- It is possible that an NPC does not have a valid Objective.

**Cautious Example**, here is the Spanish Galleon's Objective:

A Spanish Galleon will Cautiously target captured Ports.

If there are no captured Ports it can defeat, it will Cautiously target Players or NPCs.

The Cautious Spanish Galleon (STR 5) in Claw Bay must target the nearest captured Port it can defeat, so it targets the captured Port in Skull Point as its Objective.

When determining the shortest path, the Spanish Galleon ignores the Sea region with the Merfolk Guardian (STR 6) as the Galleon would be defeated.

So, the shortest path to Skull Point is through Port Royal with an Undead Soldier (STR 3), then Havana, and finally Skull Point.



**Reckless Example**, Undead Soldier's Objective:

An Undead Soldier will Recklessly form a Horde by Uniting with other Undead Soldiers.

The Reckless Undead Soldier (STR 3) in Skull Point must move closer to the Undead Soldier in Port Royal.

The path Port Royal through Havana or the Sea region with the Merfolk Guardian (STR 6) are equal in length.

Even though Havana is safe, because the Undead Guardian is Reckless, the first player may move it into the Sea region with the stronger Merfolk Guardian.

**a2. MOVE**

Each NPC must move unless they're in a region where they can complete their Objective. By default, NPCs move along the shortest path (pass through the fewest regions) toward a region where they may fulfill their Objective.

*Note: A Cautious NPC will ignore any region in which it would be defeated. Reckless NPCs will always move along the shortest path.*

If there is no Objective for an NPC to move toward, then they must be moved by the first player until they've gone their complete move stat or enter a region with a hostile NPC or hostile player.

*Note: The first player must only consider regions that the NPC could legally move into. Any region that the NPC can't or won't move into is ignored when determining the shortest path.*

**a3. ATTACK**

If an NPC moves into a region occupied by a hostile NPC or a hostile player, the active NPC completes its move and immediately makes an attack against that hostile NPC or hostile player. If there are multiple targets in the region, the active NPC must attack the strongest hostile NPC.

Most attacks target a single NPC, though some NPCs may make region attacks.

- **Attack:** target the strongest hostile NPC, or a hostile player if there is no hostile NPC. Attack outcome only affects the targeted NPC or player.
- **Region Attack:** target the strongest hostile NPC. Region attack outcome affects all hostile NPCs and all hostile players in the region.

**NPC VS NPC**

An attacking NPC will always target the strongest hostile NPC in a region, including all allies. When an NPC attacks a hostile NPC, they compare Strength scores.

- 1. Calculate total NPC Strength:** Take the base Strength of the attacking NPC and add any modifiers from allied NPCs in the region. Do the same for the defender.
- 2. Compare Strengths:** If the attacker's Strength is greater than or equal to the defender's, the attacker wins. If the defender has the higher Strength, the attacker loses.

If an NPC loses the combat, they are removed from the board along with all allied NPCs in the region. The winning NPC gains all rewards indicated on the NPC Stat card for each defeated NPC along with any gold, Notoriety, or other Faction Objective tokens the defeated NPCs hold. Stack all these rewards under the winning NPC's game piece.

# FACTION TURN

## NPC VS CAPTAIN

When an NPC attacks a hostile Captain in a region, there is no need to compare Strength scores. **NPCs automatically win when they attack hostile Captains.** Look at the NPC Stat card and apply the effects of the attack to the hostile Captain.

*Note: If there is more than one hostile Captain and the NPC's Objective does not dictate the target, the first player chooses the target. This absolutely should be used to the first player Captain's advantage.*

Any gold or Faction Objective tokens that the NPC takes from a player should be stacked under the base of the NPC or placed on the NPC Stat card, as appropriate.

## NPC VS PORT

Most NPCs do not attack or interact with Ports. However, some NPCs will target Ports for their Objective. Primarily this occurs with Captured Ports. A Captured Port is any Port controlled by a player or Faction other than the active one.

- An NPC must equal or exceed the Port Strength of a region to Capture it or to remove a Flag from a Captured Port.
- Cautious NPCs will not target Port regions that exceed their strength.
- NPCs cannot target or affect a Port with an opposing Faction Fort.



## a4. SPECIAL ACTIONS

Many Faction NPCs have special actions that they must take at the end of their turn if certain conditions are met. These special actions are usually directly tied to their Objectives and detailed in their Faction Guide and on their Objective Aid.

- b. Repeat steps (a) for all other npcs in the activated faction
- 2. REPEAT STEP 1 FOR EACH FACTION UNTIL ALL FACTIONS WITH NPCs IN PLAY HAVE ACTIVATED.**

## 3. END OF FACTION TURN

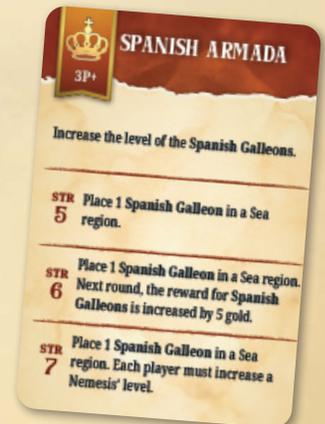
### a. CHECK FOR WINNER

At the end of the Faction Turn, if no Faction has won the game, players check their Notoriety. If any player has 10 or more Notoriety the game ends (see Winning the Game! p. 27). If no Faction or player has won, proceed.

### b. DRAW AN EVENT CARD

Event cards represent the conditions changing and the power of different factions in the Caribbean increasing. It is important for any Pirate to pay attention to the shifts in the balance of power across the sea.

The first player draws the top card from the Event deck.



*Note: If there are no Event cards remaining, shuffle the discard pile to create a new Event deck.*

This card will determine which NPCs increase in Strength, where NPCs and tokens are placed on the game board, and any other effects for the following round.

An Event card consists of two sets of instructions that affect Factions.

First you follow the top set of instructions, which details an increase in strength or some other event for one of the factions in play. The first player should follow the instructions by moving the NPC Strength token down the corresponding NPC Stat card and follow any other instructions given.



## WINNING THE GAME

Typically, the second set of instructions is subdivided to correspond to the Strength shown on an NPC Stat card. These instructions are cumulative and are resolved in descending order, so the stronger the NPC, the more instructions from the Event card you will carry out.



A common effect of an Event card is to place additional NPCs in a particular Port region or Sea region.

When placing NPCs in Sea regions, the first player must avoid placing the NPC in an occupied region unless there are no unoccupied Sea regions.

*Note: If you run out of a type of NPC miniature, that NPC cannot be placed on the board.*

When an NPC is placed by an Event card, the NPC will not take any action this turn.

Finally, some Event cards will include instructions preceded by the phrase “Next round.” These effects will be in place until the next Event card is revealed at the end of the following round.

### C. PASS THE FIRST PLAYER TOKEN

After the Event card has been resolved, place it in a discard pile next to the Event deck. Finally, the First Player token passes in a clockwise direction to the next player, then you’re ready for the next round.

**YOU ARE NOW READY TO START A NEW ROUND**

A Faction or player can win the game if certain conditions are met.

### FACTION WINS

Each Faction has its own Win Condition. (Refer to the Faction Guides for more details.) If a Faction achieves its Win Condition during the Faction Turn, the game ends immediately and all players lose, unless allied with the winning Faction.

### PLAYER WINS

Players race to gain 10 or more Notoriety by the end of a round. If one or more players have gained 10 or more Notoriety tokens, the player with the most Notoriety wins the game. In the event of a tie, the player with the most gold wins.

### NOTORIETY

When counting your Notoriety, count all the Notoriety tokens on your Captain card. Then check for additional Notoriety tokens for Crew employed, Relics held, and True Love unlocked. Don’t forget that some Faction Objective tokens also award Notoriety while held!

*First Mate’s Tip: “Don’t give up too quickly, Cap’n! If the round isn’t over, then you might still have a shot at stealing a Relic from a player and nabbing their Notoriety along with it.”*



# SEA OF LEGENDS™

## PLAYER GUIDE

### ROUND BEGINS

#### PLAYER TURN

Move and take any one action in any order.

#### MOVEMENT

Move up to the number of regions indicated by your ship's movement  as well as any additional modifiers from your tableau (p.10).

#### TAKE A PORT ACTION

First, Refresh Crew, then take a Port action at one of the following locations:

-  TAVERN – Earn gold, find Rumors and Items (p. 19)
-  HIRING HALL – Hire Crew (p. 19)
-  SHIPYARD – Buy a ship (p. 20)
-  HIDEOUT – Bury gold (p. 20)

#### GO ON AN ADVENTURE (p. 18)

Use the Sea of Legends™ app to reveal unique rewards and stories.

#### DECLARE A CHALLENGE (p. 21)

- Highest Strength wins, attackers win ties
- Challenge players, NPCs, and Ports

PLAYER ACTIONS



*Controlled By First Player*

#### 1. ACTIVATE FACTION (p. 24)

##### A. ACTIVATE NPC

A1. EVALUATE OBJECTIVE

A2. MOVE

A3. ATTACK

A4. SPECIAL ACTIONS

B. REPEAT STEPS A1-A4 FOR ALL OTHER NPCs IN ACTIVE FACTION

#### 2. REPEAT STEP 1 FOR ALL OTHER FACTIONS

#### 3. END OF FACTION TURN (p. 26)

A. CHECK FOR WINNER

B. DRAW AN EVENT CARD

C. PASS THE FIRST PLAYER TOKEN

FACTION TURN



### ROUND ENDS

## WIN THE GAME

If a Faction achieves its Win Condition during the Faction Turn (see Faction Guides, p.28), that Faction and its allies win.

If a player has 10+  at the end of a round, the player with the most  wins. Tiebreaker: most gold.