

Quick Reference Guide



1. Setting up the game

A. Draw a Character Card

4 X
 9 X +
 1 X
 -Common qty.-
 -e.g- Thora-

B. Determine who plays the Banker.

C. Collect Starting Resources.

D. Place starting resources on the Origin Island & up to 2 adjacent islands (make any combination).

Option 1
 Option 2
 Option 3

E. Place the disaster & pirate cards face down & special ability cards face up.

F. Place IOM & Turn Counter tokens

2. ACTIONS: Take any 3 actions from the below, in any sequence. You can take the same action thrice, so long as you don't exceed a total of 3 actions.

Action I - Hire a Clan Member

Pay 1k OC to hire a clan token, place it on an island you own.

Action II - Buy a Ship

Resources	To buy	To Attack	Damage
	4k	4k	1
	7k	7k	3
	10k	10k	6

Buy any ship by paying the resources mentioned and place it on an island you own.

Action III - Collect Resources

Action IV - Move a Ship

Move a fleet of ships to a dock or invade a neighbouring island

- A. Moving to an adjacent island counts as one action.
- B. Movement from a dock to another is also an action.
- C. There are 2 harbour docks at the junction of each continent that allow you to move from one continent to other using the pathways.
- D. You must have a minimum of one ship on an island to claim ownership.
- E. You can place at most 7 ships on a dock or an island.
- F. You may have at most 5 ships per war fleet.

Redistribution

(Not counted as an action)

Types of Actions

- Hire a Clan Member
- Buy a Ship
- Collect Resources
- Move a Ship
- Redistribution
- Extra Action
- * Buy a Special Ability Card

* Expansion pack only

You can choose to pay 5k Ocean Crystals to take an extra 4th action. At the end of all actions on your turn, you can choose to redistribute ships. This is not counted as an action.

3. Free tokens per turns



From the 2nd turn onwards, at the end of every turn, collect a free Clan token & a Gunboat

4. Disaster card



From 3rd round onwards, one disaster card is flipped at the end of every round. Players can choose which clan member tokens or ships to remove to minimise losses

5. The Central Continent - ISLAND of MYTH

A. Entering the Central continent



The Central Continent unlocks after the 4th round.

- I. You can launch attacks on the central continent from any continent that you completely own.
- II. Variant - Unlock central continent the moment the 1st player captures a complete continent.

B. Establish Advance Base



In round 1, you must establish an Advanced Base on an island before you can attempt to conquer the IOM. You can attack the IOM in the same round.

C. Attacking Isle of Myth



The Countdown to end game begins after the 1st player conquers the IOM and takes the IOM token. There will be 3 more turns (beginner version) after which the game ends. The first player to reach the Isle of Myth receives 50k Ocean crystals + 50k AIWood

Countdown



D. Secure the home continent



If you lose any island on your continent, you have to immediately withdraw from the IOM to your Advance base & place the IOM token back.

Important : When you reach the IOM, enemies can attack you at 3 places - your base continent, Advance Base and IOM, and force you to pull back.

6. End of Game: The clan holding the Island of Myth token at the end of the game wins. If no one is on the Island of Myth, then the player who owns the most islands wins.