TIDE OF AVARIS

PLAYTESTING RULEBOOK

Game Length: 90-120 minutes   **Ages: 12+**   **Players: 2-4**

Game Objective and Overview

Become the most successful pirate in the Coralunas by leading your free-spirited crew to amass impressive treasure collections. But be careful: any unburied treasure could tempt others to swoop in and steal your riches, so bury your treasure before rival pirates or the relentless Navy snatch it away. You'll need to strike a daring balance—timing your burials while upgrading your ship and thwarting rival pirates' plans to bury their own loot! At the heart of the adventure are your Crew Dice—the lifeblood of your ship and the unpredictable engine of your ship's actions. Success demands clever manipulation and sharp management of your dice as you adapt your tactics and chart your course to victory! **The pirate with the most Treasure Points when the Treasure Bag is empty wins!**

Game Setup

1. **Player Setup**
   - Each player chooses a Pirate, then collects the following components matching their color:
     - 2 Sloop Tokens
     - 4 Upgrade Tokens
     - 1 Pirate Ship
     - Privacy screen to keep their resources hidden.
       1. In Tabletop Simulator, this is the translucent box matching your color.
     - 5 Crew Dice
     - 1 Captain's Log
     - Treasure Points Log
       1. In TTS, this is a counter inside your box
   - Place the Crew Dice behind the screen, the Sloop tokens above your Player Board, and the 4 upgrade tokens on the square below the 4 upgrade symbols on your Player Board.
2. **Board Setup**
   - Place the board in the center of the table.
   - Place all Treasure in the Treasure Bag and shake it well.
     - For a 3 player game, there should be 36 - 6 of each color
     - For a 4 player game, there should be 48 - 8 of each color.
   - Shuffle the Relic, Explore, Navy, Burial Bonus, and Endgame Bonus decks
   - Place the **Relic** and **Explore** decks face down on their designated spaces on the board.
     - Draw 5 Relics, placing them face up in the spaces next to the deck.
   - Place the **Navy** and **Burial Bonus** decks face down beside their spaces on the board.
     - Draw **one Burial Bonus**, placing it face up on its respective slot on the board.
   - Draw **four Endgame Bonuses**, placing them on the Black Endgame Bonus slots. Place the Gold and Treasure ones on the Yellow Endgame Bonus slots, returning the rest to the game box.
   - Fill each treasure slot on the game board with one Treasure (see [Rising Tide](#)).
3. **First Day Setup**
   - Players place their player token on the Treasureless space located in the right-side Region closest to them

- The last player to pirate something goes first, and other players place their tokens on the Midnight Wager track in clockwise order,
- Each player collects the resource(s) indicated next to their token as their starting resource(s).

A fully set up 4-player game of Tide of Avaris.

Important Terms and Notes

1. Ship: Pirate or Naval Ship
2. Occupied: A space with another Ship on it
3. Connected Location: Any space that shares a dotted line with the current space
4. Treasure Space: Any space with a Treasure currently on it
5. Treasureless Space: Any space without a Treasure on it
6. Golden Rule: If a card ever conflicts with game rules, the card's rules take precedence
7. Round Down: If a player cannot divide evenly, always round down

8. X-side down: When Gaining/Collecting a Treasure, always place it X-side down, unless told otherwise

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Day Overview

The game is structured around a series of **days**, each consisting of **three** phases: **Sunrise, Sunset, and Night**. Players take **one turn** during the **Sunrise** phase and another during the **Sunset** phase. The Night phase then follows with all players *simultaneously* resolving the Night actions in order.

Crew Dice

The heart of your Pirate Ship is your capricious Crew, represented by your Crew Dice. While all dice share the same components, the values on each rolled face will vary, shaping how your Crew contributes to your success for the Day. When rolled, the face-up side of each Crew Die reveals the tasks that Crewmember is willing to undertake today. Each die face has three possible tasks represented by the following components: a **Color**, a **Resource**, and a **Number**. As captain, you Command each Crewmember to perform **one** of these 3 tasks: Move the Ship, Gain Supplies, or Compete in the Midnight Wager.

The 6 faces of the Crew Dice.

- **Color**: Used to Move the Ship.
- **Resource**: Allows you to Gain Supplies.
  - Symbols:
    - 🟡 Gain 1 or 2 Gold
    - 🍾 Gain 1 Rum
    - ⚔ Gain 1 Extra Die in **this** Combat as the Attacker
    - 🛡 Gain 1 Extra Die in **this** Combat as the Defender
- **Number**: Adds to your bid in the Midnight Wager.

- *Example: Sable Marlowe has one remaining Crew Die with the Pink-side face up. She Commands that Crewmember to Search for Resources, allowing her to gain 2 gold.*

Crewmembers can be Commanded anytime **during your turn** or **at the beginning** of th**e** *Battle* Phase of Combat that you are involved in (see Combat). Any Crew Dice not Commanded during those two times will be **automatically** Commanded at the **beginning** of the *Midnight Wager Phase* to Compete in the Midnight Wager. Once Commanded, the Crewmember becomes exhausted and should be placed in their Bunks until the start of the next Day.

Treasure Hold

Throughout the Tide of Avaris, players will be amassing Treasures, which they will store on their Ship until they Bury. Each Player mat has a section designed to store their Treasure, known as the Treasure Hold. The Hold is divided into two sections: Upper Hold and Lower Hold. Players must place Treasure in the correct Hold, filling them from left to right accordingly:


The Treasure Hold section of the Player Mats

1. **Upper Hold:** Players place the first treasure of each color (Red, Pink, Blue, Teal, Green, Yellow) in the Upper Hold.
2. **Lower Hold:** Any treasures that are the same color as one already in the Upper Hold are placed here.
   a. Example: *Sable Marlowe Collects a Red Treasure. Since she already has a Red Treasure in the Upper Hold, she places this one in the leftmost empty spot in her Lower Hold.*

- When a Pirate Buries their Treasure, they gain the number of Treasure Points indicated on the **rightmost,** covered space in the Upper Hold, plus **1 for each** filled space in the Lower Hold.
  - *Example: One-Eye Morgan buries his Treasure. The fourth space is the rightmost covered space, so he would score 10 points. He also has 2 Treasures in his Lower Hold, so he scores 2 more points, for a total of 12.*
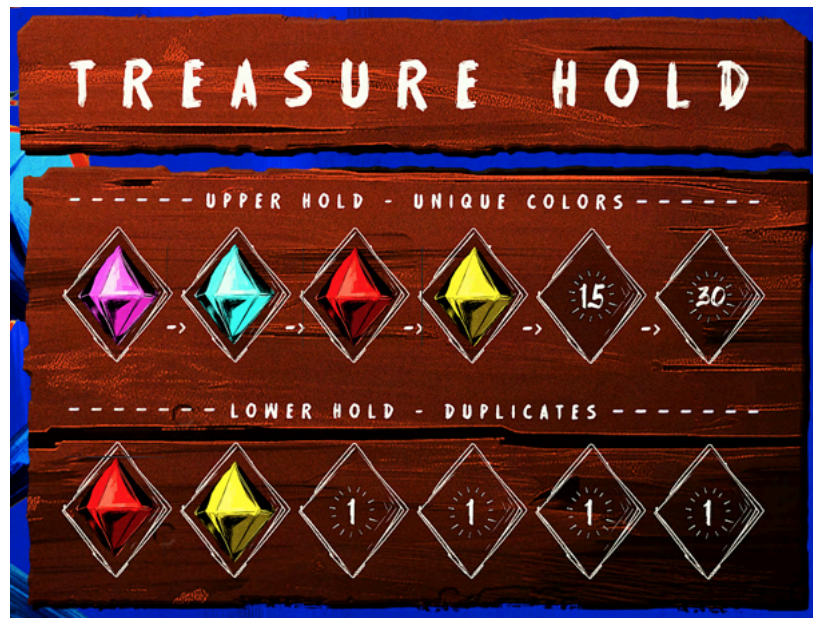
A burial worth 12 Treasure Points.

- Players may move treasures around within and between Holds at any time, as long as no duplicate colors are in the Upper Hold and the holds are filled left-to-right.

Day

At the start of every Day, each player **rolls all of their Crew Dice**, keeping each Crewmember in the Crew area and hidden from other players until the player Commands that Crewmember to perform a task.

- After rolling, players may immediately spend **one gold to reroll** as many Crew Dice as they would like.

Note: Crew Dice are only rolled at the beginning of each Day, but are to be used over two turns, so ration wisely!

Sunrise and Sunset

After finalizing Crew Dice, players take 2 turns each Day: one at Sunrise and one at Sunset. Turns follow the turn order shown in the Midnight Wager section of the Board, with all Sunrise turns completed before Sunset turns. Turns are broken down into 3 steps: Move, Act, and Collect. These steps **must** be done in order, but any step may be skipped. These three steps are structured as follows:

1. **Move**:
   - Pay the movement cost and Bribe cost (if required) to move to any Connected Location.
     - i. **Movement Cost:** The Color of the Connected Space determines the Movement Cost
       1. For Treasure spaces, exhaust 1 matching colored Crewmember or 2 Crewmembers of **any** color to move the ship
       2. For Treasureless spaces, exhaust 1 Crewmember of any color to move the ship
       3. One Rum may be drunk to move onto **any** connected space
          - a. Example: *Sable Marlowe wants to move onto the Pink "Raid" space. Since this space has a Pink Treasure, she spends one Pink Treasure Die. Alternatively, she spends one rum. Or she could spend one Teal and one Blue Treasure Die.*
          - b. Example: *Sable Marlowe wants to move onto the "Raid" space. Since it has no treasure, she spends one Teal Treasure Die to move. Alternatively, she could spend a rum to move onto this space.*
     - ii. **Bribe Cost:** When moving onto an occupied space players **must either** pay the Bribe amount–shown next to **their own** token in the Midnight Wager–to the

occupying ship, or fight them (see [Fight](#)). If there are multiple occupying ships, the Bribe goes to the highest turn-order player, with the Navy taking priority only if no players are present.

1. Example: S*able Marlowe wants to move onto the Pink "Raid" space, but it has both the Navy and One-Eye Morgan on it. After paying the Movement cost, she must pay a Bribe to One-Eye Morgan as well because he is the highest player in turn order. Since Sable Marlowe is in 2nd position, she must pay One-Eye Morgan 1 gold. If instead she decided to fight the Navy or One-Eye Morgan, she would not have to pay the Bribe cost*

○ Repeat this process to move as many spaces as you would like, and once you have finished your Movement, you may Act.

2. 🏴‍☠️ **Act:** *Choose 1 of the following: Bury Treasure, Take Board Action, or Fight*

- ○ **Fight:**
  - i. If a player moves on a space with another ship and does not pay the Bribe cost, the player **must** initiate Combat (see [Combat](#)).
    1. Note: if a moves onto a space with more than one pirate or naval ship, they may choose who they want to fight, ignoring the other ship(s).
    2. *Example: Sable Marlowe ends her movement on the same space as One-Eye Morgan. She does not Bribe One-Eye Morgan, and so must fight him.*
- ○ **Bury Treasure**:
  - i. If a player chooses to Bury Treasure, they immediately bury *all* of the treasure in their Treasure Hold, secretly counting up the Treasure Points (see [Treasure Hold](#) for how to count).
    1. Example: *Sable Marlowe ends her turn on the Blue space. She then decides to take the Bury Treasure action. She would remove all treasure from her Hold, counting the points.*
  - ii. If the player satisfies the available Burial Bonus, they take it and place it face up with the rest of their treasure, adding those Treasure Points to their total.
    1. Example: *The Burial Bonus required a Burial on a Blue Treasure space. Since Sable Marlowe buried on a space with Blue Treasure, she collects the Burial Bonus and adds 3 Treasure Points to her total.*
  - iii. If a player takes the Bury action, they ***must*** skip the Collect step of their turn.
- ○ **Board Action**:
  - i. Pay the cost (if any) and then receive the benefit indicated in the white flag on the space you ended your movement on.
    1. Example: *Sable Marlowe ends her movement on the "Raid" space and chooses to take the Board Action, so she collects 2 gold and 1 rum.*
    2. **Note: The player must have moved this turn to perform a Board action or Fight.**
    3. **Note:** If a Board Action ever tells the player to take a Random Treasure, and the Treasure Bag is empty, they may instead take 2 gold.

3. ✋ Collect Treasure:

- ○ After completing the Act step, the player may collect the Treasure on their current space, placing it their **Treasure Hold** (see Treasure Hold).
- ○ **Note: if the player chose the Bury action, they must skip this step.**
- ○ Example: *Sable Marlowe took the Board Action, "Raid", allowing her to collect the Red Treasure on her current space. She places it in her Treasure Hold.*

☾ Night

The **Night** is when players Upgrade their ships, face a Naval attack, Bid for Turn Order in the Midnight Wager, and ready the sea for the next Day. This phase takes place over four steps: **Upgrade, Navy Hunts, Midnight Wager,** and **Rising Tide**.

Step 1: Upgrade

- During the Upgrade phase, players may spend any rum or gold they have to purchase upgrades:
    - ○ Attack - Attack Dice rolled in combat as the attacker. All players start with 1 as their base roll.
    - ○ Defense - Attack Dice rolled in combat as the defender. All players start with 1 as their base roll.
    - ○ Fleet - Number of Sloops in your Fleet for Controlling Areas.
    - ○ Crew Dice - Number of Crew Dice you roll at the start of a day.
        - ■ If a player sacrifices a Crew Die during play, they may also buy it back for 4 rum.
- To upgrade, players pay the cost shown in the square immediately below their upgrade tracker, then move the tracker down one space as many times as they can afford.
- This may be repeated any many times as players would like

Step 2: ⚓ Navy Hunts

- Once all players have completed upgrades, the Navy moves around the board, searching for pirates to Battle.
- Roll the Navy Die and move the Navy ship up to two spaces in the indicated direction, immediately stopping and initiating Combat if it **moves onto** a space with a Pirate.
    - ○ If the Navy Die rolls a cardinal direction, move it along the dotted line in the direction out of the diamond on the space: top is N, right is E, bottom is S, and left is W.
        - ■ Example: *The HMS Resolute rolls a N. It first moves to the Buy a Sea space. Then, since there is no North direction on the Buy a Sea, the Navy does not move further.*
    - ○ If the Navy Die shows the "Spotted" symbol, move the Navy up to two spaces onto the space with the nearest pirate, taking the most advantageous route for the Navy to do so.

- - - Example: *The HMS Resolute rolls a Spotted. Sable Marlowe is two spaces away from the HMS Resolute, so the resolute will move onto her space. The HMS Resolute will first move onto the Crew Spirit Die space, and then onto the Explore space, giving it the Wind Advantage.*
    - If more than one pirate is equidistant, target the player who is lowest in Turn Order.
    - If the Navy cannot move in the rolled direction or has no pirate within range, it stays in place.
  - If there is no Navy on the board at the start of this phase, draw a new Navy card and place the Navy on the space designated by the Navy card, skipping any other steps.

Step 3: Midnight Wager

- During the Midnight Wager phase, players compete to determine the turn order for the next Day.
- All players reveal any remaining Crew Dice and add up the numbers on their faces. Arrange the turn order cubes in ascending order of each player's total.
  - Example: *Sable Marlowe has 2 Crew Dice remaining during the Midnight Wager, one with a 4 a one with a 3 on it. Therefore, her Wager is (3+4=) 7. Peter le Creuset had only one Crew Die remaining with a 1, so his Wager is 1. Sable Marlowe would place her ship above Peter le Creuset's.*
- If players tie, maintain the relative order from the previous Day between tied players.
  - *Continuing the above example, One-Eye Morgan and Captain Quinn each had no Dice remaining, so they both Wager 0. Since One-Eye Morgan went before Captain Quinn yesterday, One-Eye Morgan stays ahead. So Sable's cube would go in spot 1 (7), Peter's in spot 2 (1), One-Eye's in spot 3 (0), and Quinn's in spot 4 (0).*

Step 4: Rising Tide

- In the Rising Tide phase, the Tide of Avaris washes new Treasures ashore.
- Deposit the new treasures on each Treasure space currently without a treasure by drawing randomly from the Treasure Bag.
  - To repopulate the treasure, begin with the sea in the top-left corner of the board. Place a treasure in the Northernmost space, then place them clockwise within the sea until all spaces in that sea are filled. Repeat this process, moving clockwise to the seas to the east, south, and west.
- Draw new Burial Bonus if the Burial Bonus space is empty.

☀ Relics

Relics are special enhancements to your ship that allow you to break certain rules of the game, providing unique advantages. Relics can be obtained by taking the "Add Relic(s)" Board Action or Defeating certain Monsters. Once acquired, a Relic is immediately placed into one of the four Relic slots on the player's board, from where it cannot be removed. If all four slots are filled, the player cannot gain additional Relics.

◈ Random Treasure

On actions like Explore and Control a Sea, players may be instructed to Collect a Random Treasure. To do so, draw one from the Treasure Bag, placing it in your Hold as normal. If a player goes to take a Random Treasure and the Treasure Bag is empty, they may instead take 2 gold.

Board Action Specifics:

All of the Board Actions follow the same formula, where the player pays the cost if necessary, and gains the reward. However, some Board Actions have specific rules. They are as follows:

: Gain 2 Rum.

: Gain 2 Gold and 1 Rum.

: Pay 1 gold to gain the additional treasure on this space

: Traverse through the Whirlpool to any other space on the board.
Note: You cannot Act after Riding the Whirlpool, but you may Collect.

Taking Control:

There are 4 actions in the game that require players to send Sloops from their Fleet out to take control of special resources. The current player must send more Sloops to the location than there are currently in the area. Doing so gives that player control of that resource until someone sends a larger Fleet, in which case, the new player takes control of the resource. Sloops are only returned to players' supply when control is stolen by another player.

: Send Sloops to Take Control of the Crew Spirit Die. This die is considered one of your Crew Dice and can be spent accordingly. Roll immediately.

: Send Sloops to Take Control of the Marauder Spirit Die, a special die that bolsters the player's combat roll when **attacking**. This die may be used in any combat by the attacker.

: Send Sloops to Take Control of the Guardian Spirit Die. Doing so grants you a special die that bolsters the player's combat roll when **defending**. This die may be used in any combat by the defender.

: Send Sloops to Take Control of any one of the 4 Regions. Controller of the Region receives 1 random Treasure each time **another** pirate Collects Treasure
NOTE: Treasure gained from Exploring or Acting does not count.

: Relocate the Navy to any space up to 2 spaces away.

: Draw A Burial Bonus and Gain 1 Rum. Draw the top Burial Bonus from the deck. This card is private to you but functions like other Burial Bonuses.

: Pay 1 rum to Bind any 2 treasures, Flip any two treasures to the side with the "X". These treasures can no longer be stolen.

Treasure vs. Bound Treasure.

: **Pay 1 Rum to immediately recycle 2 expended dice**. Choose any two dice (expended or not) and immediately place them back in your dice area and reroll them.

: **Unlock one Endgame Bonus**, Choose one Locked Endgame Bonus to flip over and place the highest unplaced Treasure Token on it. If none are left, the action can no longer be taken.

A Locked vs. Unlocked Endgame Bonus.

: **Add Relic(s).** Take one available Relic for free and a second one by paying 2 Gold. The active player may choose at the start of this action to clear the available Relics and re-fill the row with 5 new ones for free. Replace any empty Relic slots when done.

: **Explore: Fight Monster on the top of the Explore deck.** Draw a card from the Explore Deck, and immediately fight that Monster **as the Attacker**. If victorious, gain the indicated reward. Monster cards have these features:

1. **Strength:** A blue or red box which determines the number of dice a monster rolls in combat.
2. **Special ability**, which may give the combat special rules.
3. **Reward** for defeating the monster.

Combat

Combat is how pirates settle the score. Winning Combat can result in gaining several treasures at once, but losing in Battle can be devastating, as the losing Pirate may have to give up some of their Unburied Treasure, as well as face the horror of a Sinking Ship. Combat takes place over 3 phases: Determine Sides, Parley, and Battle.

1. Determine Sides

Combat begins whenever one Ship **ends their movement** on a space **occupied** by another Ship and does not pay the required Bribe. The ship that **most recently moved** onto the occupied space is the **Attacker**, while the ship that was **already on that space** becomes the **Defender**. If multiple potential targets are present, the Attacker chooses which ship they wish to fight.

- Example: *Sable Marlowe ends her movement on One-Eye Morgan's space, and chooses not to Bribe him. Combat is initiated with Sable as the attacker and One-Eye as the defender.*

2. Parley

Before the dice are cast, either pirate may invoke the Right of Parley to reach a mutually beneficial agreement and thus skip the Battle phase. They have **30 seconds to negotiate** a deal. If they cannot agree within the allotted time, Battle ensues. Parleying players can **trade anything they have or own with** each other, including bound treasure, dice, gold, rum, promises, etc. The only rule is that

agreements must be honored until combat is over. **Note: This step is skipped if a Pirate is not fighting another Pirate.**

3. Battle

If no agreement is reached during Parley or if a player is fighting an Enemy, the Combat proceeds to the Battle. Both sides may now simultaneously Command any Crew Dice matching their side in combat (Attacker or Defender) and collect the number of dice they will be rolling.

- The Attacker collects and rolls their attack dice.
  - 1 + Number of Attack Upgrades + Number of Crew Commanded to Attack.
- The Defender collects and rolls their defense dice.
  - 1 + Number of Defense Upgrades + Number of Crew Commanded to Defend.

Attack Hit (1x), Defense Hit (1x), Miss, Wind Values on Combat Dice.

The side with the most hits wins the combat. In the case of a tie, both sides reroll all of their dice, including Commanded Crew. The number of hits is determined by a pirate's combat ability and their use of the wind, as described here:

- The number of hits is the number of 🛡 / ⚔ rolled, plus the number of 🌬 rolled, if you have the **Wind Advantage.**

Image 8: Wind Direction Arrows on the board.

- The Wind Advantage is determined by how the attacker moved onto a defender's space. If they followed the direction of the wind arrows on the board, the attacker has the Wind Advantage. If the attacker moved against the arrow, the defender has the Wind Advantage.
  - Example: *One-Eye Morgan moved on Sable Marlowe's space against the wind. He rolls two swords and one wind, making 2 hits and a miss since he does not have the Wind Advantage. Sable, the defender with the Wind Advantage, rolls two shields and a wind, granting her three hits. Sable wins the combat.*

Combat Outcomes

Pirate vs. Pirate:

- First, the winner **steals** half of the loser's **unbound** treasure, choosing whichever they would like, and then **Binding** it to their Ship. Then the loser also **faces a Sinking Ship** (see Sinking Ship).
  - *Sable Marlowe fights One-Eye Morgan as the Attacker and rolls 6 Swords, while One-Eye rolls 3 Shields, defeating him. Since One-Eye has 6 unbound Treasure, Sable gets to take 3. She chooses to take the Red, Blue, and Teal treasure, placing them in her Hold. One-Eye's ship begins to Sink.*

Pirate vs. Enemy:

- If the Pirate wins, they claim the treasure indicated on the Enemy's card. This card is then removed from the game, and their token (for the Navy) is placed back on the Navy space.
- If the Enemy wins, carry out the "On Win" instructions on the card (if any). Then, the losing Pirate **faces a Sinking Ship**
  - *Sable Marlowe fights the Navy as the Defender and rolls 5 Shields, while the HMS Resolute rolls 6 swords, defeating her. The HMS Resolute takes the rightmost treasure in Sable's Upper Hold, placing it on its card. Sable faces a Sinking Ship*

◈ Bound Treasure

After gaining Treasure in Combat (through Parlay or Defeating another Ship) or by taking the "Bind Treasure" Board Action, pirates are able to Bind Treasures to their Ship. Bound Treasures function just like regular, unbound Treasures, with one key exception: once Bound, that Treasure can never be stolen.

- *Example: Sable Marlowe has just defeated Admiral Mei. Since Admiral Mei has 4 Treasures, 2 of which are Bound, Sable may only choose 1 Treasure to take. She takes the Red Treasure and Binds it. Sable's new Red Treasure cannot be stolen, but she could Parley it away.*

Sinking Ship

If a player is defeated in Battle, their ship becomes severely damaged and begins to sink. In order to save it, players **must** lighten the load by choosing to jettison one of the following, placing it back in the game box:

- **Any one** Crew Die, and keep all remaining Treasure.
- **All** remaining treasure (minimum one).
  - Note: if a player has no Treasure to Discard, they must choose to lose a Crew Die
- Example: *Peter le Creuset is facing a Sinking Ship. He has 3 Treasures left, so he decides to lose a Crew Die, throwing his crew member overboard to save his ship.*

Once the player makes this choice, they must move their ship off of the game board. At the start of their next turn, they place their ship at their **starting location,** ignoring any other ships on that space. Crew dice are not rerolled until the start of the next day, so if a player's ship is sunk before they've taken all of their turns in a day, they must complete their turns with their remaining dice.

Endgame

When the Treasure Bag runs out, this signals the end of the Tide of Avaris and the End of the Game.
- If the Treasure Bag is empty at *any* point during the Rising Tide phase, the subsequent Day will serve as the final Day to of the game
- After the Midnight Wager of this final Day, all players automatically Bury any treasure in their Holds, on their current spot, in Turn Order. Players then apply Endgame Bonuses and count up their points to determine the winner.

Endgame Scoring and Bonuses

There are a few Endgame Bonuses features that can increase Pirates' Treasure Points.
Only Unlocked Endgame Bonuses 🔓 are scored.

Two of these – Matching Colors and Gold – are always Unlocked and therefore scored by all players.
- Matching Colors
  - Players receive Treasure Points for having multiples of the same color treasure. The amounts are indicated on the "matching treasure" card.

- ■ 3 of a kind = 2 points
- ■ 4 of a kind = 4 points
- ■ 5 of a kind = 6 points
- ■ 6 of a kind = 8 points
- ■ 7 of a kind = 12 points
- ■ 8 of a kind = 17 points
- ● Gold
  - ○ Players gain 1 Treasure Point for every 2 gold on their player mat at the end of the game.

The rest of the Endgame Bonuses are Unlocked through the "Unlock Endgame Bonus" Action, and are awarded to the Pirate(s) who satisfy their condition.

- ● In the case of a tie, the points are divided evenly among the tied players
- ● *Sable Marlowe, One-Eye Morgan, and Peter le-Creuset all have the Most Deployed Crew, worth 7 points. They would each receive 2 Treasure Points.*

The Pirate with the Most Points is Declared the Winner. In the case of a tie, the Pirate highest in the Turn Order of the final day wins!

SYMBOL GLOSSARY

Treasure	Gold	Rum	Crew Dice	Fleet
Treasure Point	Sail	Action	Collect	Wind
Navy	Relic	Random Treasure	Bound Treasure	Bind Treasure
Spotted	-1 Hit (Combat)	Miss (Combat)	Attack	Defense
Temp Attack	Temp Defense	Recycle Dice	Explore	Burial Bonus
Region Controller	Guardian Spirit	Rage Spirit	Crew Spirit	Whirlpool
Final Burial Bonus (Unlocked)	Final Burial Bonus (Locked)	Sunrise	Sunset	Night