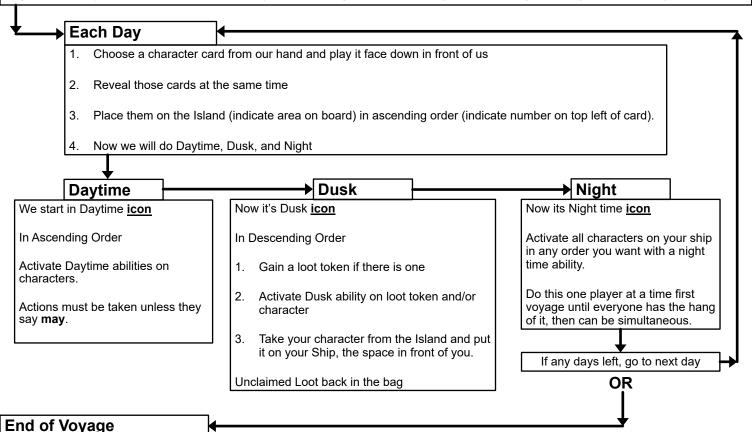
Libertalia - Winds of Galecrest Teaching Guide

Use this to teach Libertalia to new players. It is intended to get you playing as Key soon as possible. Point to component/symbol = Bold and Underlined Interpret the guide as you need to but follow the flow of this guide. Start at Setup. This assumes you have read the rulebook. Start at setup Action = (!)Setting **Objective** Setup Have the most points at the end of 3 (!) Lay out board. Sky Pirates. Voyages. Points are gained from gaining Doubloons. (!) Give each player a deck of cards, Part of a fleet that lands on a new graveyard, and chest points tracker. island each day and competes for the We gain Doubloons from loot we gather, loot the island contains. characters (beggar) we play, and our (!) Layout loot tokens for first voyage. place on the reputation track. Begin your first voyage

(!) Shuffle your personal deck, draw 6 cards, and get the other players to draw the same cards. Give a brief overview of each card.

(!) Put out Reputation counters. Explain Reputation breaks ties, higher reputation character goes right. Reputation breaks end of game ties. Explain the first voyage is <u>4 days</u> long, second will be <u>5 days</u>, and third will be <u>6 days</u>. Give everyone Doubloons based on Reputation.

Begin the first day. Explain the flow of the first day from choosing a character to Day, Dusk, and Night. Then go to the first day.



Lilu oi voyage

The voyage is over and we do the following in order:

- 1. Activate all Anchor abilities on any loot or characters still on your ship. When gaining doubloons here add them straight onto your points dial
- 2. Convert doubloons to points on your dial
- 3. Discard all loot tokens back to bag. Discard all characters in ships (unless an ability says otherwise)
- 4. Start a new voyage. Point out how many days it will be. Give Doubloons based on current Reputation. As you deal new character cards point out that not everyone will have the same character cards left over from the first voyage.

End of game

After third voyage game ends. Most points = winner. Ties broken by Reputation.