

# WILD GOOSE



Gain 3 Opponent takes this card during refresh

Gain 6

# BEEKEEPER



Gain 4

Gain 5 Each other gains 1

# BREWER



Gain 5

Gain 4 Provoke that card

# BLACKSMITH



Gain 4 Each gains 1

Gain 5

Gain 3

# KENNEL



Gain 1 Bank 2

Steal 2 Gain 2 Exhaust Kennel

Gain 1 Provoke Kennel

# DAM



Gain 2 Bank 2

Each banks 1

Steal 3 Bank 1

# SWAMP



Steal 3 Exhaust each

Gain 1 Bank 1

# POACHER



Steal 4 Provoke that

Opponent steals 1 Steal 5

# RAVENMASTER



Steal 5

Each banks 1 Steal 2 Steal 1 from each bank

# RUSTLER



Steal 5  
Exhaust that

Steal 5

# MATADOR



Steal 4

Steal 1  
Provoke that

# CARAVANER



Buy relic, paying 1 less for each other

If unable, swap Caravaner for any card in the market

# PIED PIPER



Buy relic

If unable, and your opponent played a non- card against you, take it during refresh

# FISHER



Gain 4

# DIVER



Gain 7 Sacrifice Diver

Gain 3

# GLASSBLOWER



Gain 4 Sacrifice Glassblower

Gain 4 Bank 3

# HERMIT



Gain 4 Sacrifice Hermit

Gain 4

Gain 5

# POWDERKEG



Steal 5 Sacrifice Powderkeg and that non-

Gain 1 Bank 1

# LIGHTHOUSE



Steal 2 Bank 3

Bank 2 Buy the top card of the deck for 2

# HIDEOUT



Steal 2

Gain 2 During refresh, swap Hideout for any anchor played this turn

# REEF



Steal 3 Gain 2

Gain 1 Bank 1

Sacrifice Reef

# CANNONEER



Exhaust that

Steal 5

Exhaust that Sacrifice Cannoneer

# VIKING



Steal 6 Sacrifice Viking Exhaust each card played this turn.

# BRAWLER



Steal 5

# PRIVATEER



Steal 10 Sacrifice Privateer

Sacrifice Privateer

# PIRATE QUEEN



Steal 3

Steal 4 Buy relic if able Sacrifice Pirate Queen

# NAVIGATOR



Buy relic, paying 2 less. Sacrifice Navigator If unable, buy a anchor for free




The two expansions may be included separately or both at once.

When playing with either expansion, you may use the extended play bank cards for a longer game.

**Each:** When a card says “each” or “each other”, it is referring to cards of that type played by **any** player, including you.

If an ability doesn't say “each”, it refers to the card that was specifically played against you.

**Swap:** When you swap or take a card, do not sacrifice, exhaust, or provoke it.

Do not include cards with the  player icon in a 2-player game.



### Design

Peter C. Hayward & Tom Lang

### Art

Dablia (Dani) Goolsby & Watership Creative

### Graphic Design

Watership Creative

### World

Tania Walker

### Special Thanks

Jay Little, the Jellybean Playtesters, and all our Kickstarter backers



0 76625 45852 6

JBG-556505

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### Freebooters

At the start of the game, shuffle all Freebooter cards into the market deck. They may be bought and played like all other market cards.

After you **buy** a Freebooter, you may spend  to buy another card from the market.

You may only do this once, even if the second card you buy is also a Freebooter.

Refill the market after each card is bought.

**Sacrifice:** When you sacrifice a card, move it to the bottom of the market deck during refresh (even if it is exhausted or provoked.)

When you swap a card for a sacrificed card, do not sacrifice either card.



Shuffle the cards from the Turf expansion into the market deck. They may be bought and played like all other market cards.

**Provoke:** When an effect provokes a card, the provoked card **must** be played on the next turn, unless it was swapped or exhausted. Its owner chooses which side to play it.

If you have 2 provoked cards, you must play both of them. If you have more than 2, you may choose which 2 to play.

If a player forgets to play a provoked card, the player (other than them) who has the least turnips chooses which side they play the provoked card on, replacing their chosen card.

### SURF:

Fisher  
Diver  
Glassblower  
Hermit  
Powderkeg  
Lighthouse  
Hideout  
Reef  
Cannoneer  
Viking  
Brawler  
Privateer  
Pirate Queen  
Navigator

### TURF:

Wild Goose  
Beekeepers  
Brewer  
Blacksmith  
Kennel  
Dam  
Swamp  
Poacher  
Ravenmaster  
Rustler  
Matador  
Caravaner  
Pied Piper