

There are nine encounter cards:

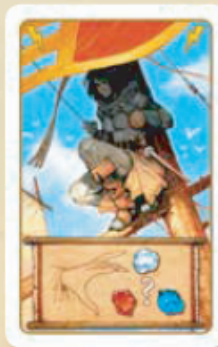
Madame Ching – Thief – Traitor – Siren – Pilots – Grizzled Sea Dog – Oracle – Traders – Sacred Treasures

Madame Ching – 4 cards



She has decided to use her experience and teach you to speed up your training. This card must be used when you end an expedition. It allows you to add a symbol of your choice to those present in your expedition to acquire new skills.

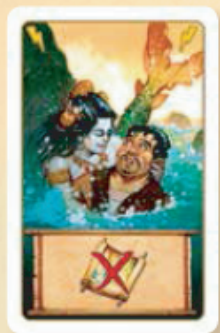
Thief – 2 cards



Playing this card allows you to steal a gem from a player of your choice. The chosen player holds their gems between their hands and shakes them. Without looking, the thief takes one randomly.

This card is considered to be an attack. ⚡

Siren – 4 cards



Each opponent must turn a navigation card bearing the symbol indicated by the card 90°. The cards turned this way are still taken into account for their number and color, but their symbol can no longer be used to gain a skill!

This card is considered to be an attack. ⚡



Example:

When a player suffers an attack from the Sirens, that player must turn a card bearing the same symbol as the Siren 90°.



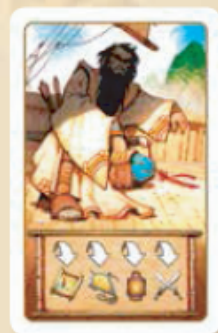
Traitor – 3 cards



Steal an encounter card randomly from another player's hand and add it to your own.

This card is considered to be an attack. ⚡

Grizzled Sea Dog – 2 cards



You can flip all your previously used skill cards face-up.

You will thus be able to use their effects a second time.

The Pilots – 6 cards

The pilots can be played in one of two ways:

- At any point to cancel the effect of an Attack ⚡ card.
- During your turn to be added to an expedition. In this case, it is considered to be a navigation card of a new color and the Junk is moved accordingly. Some pilots also have a symbol which can be used to acquire a new skill.

Note: you cannot play a Pilot and end your expedition on the same turn!

Oracle – 3 cards



Draw three encounter cards.



Trader – 3 cards



Keep this card in your hand until the end of the game.

Reveal it when totaling up your score. Choose a gem color: each gem of that color is worth 1 extra point for you!

If you have multiple traders, you can decide to choose to combine their effects on a single gem color.



The Sacred Treasures – 6 cards

Keep these treasures in hand until the end of the game. Reveal them when totaling up your score. Each of them is worth from 1 to 3 points.