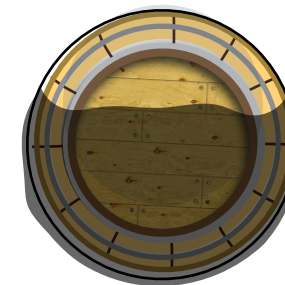
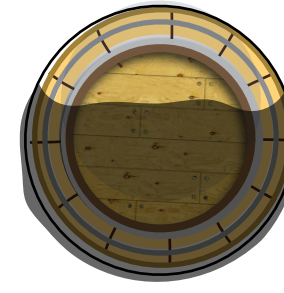
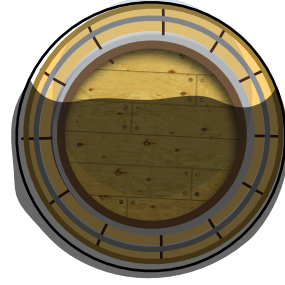


When printed at a page print size of 200mm x 250mm the barrel images should be the correct size for a 25mm hole punch.



Barrel Magic Expansion

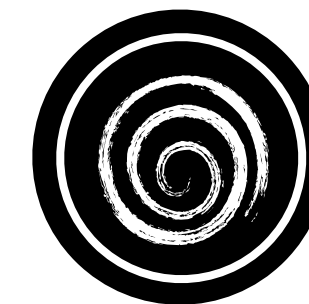


This expansion adds more barrel magic and 'Barrel' tokens to enable barrels to be selected based on player preference or randomly selected for variability. The tokens selected are placed on top of the barrels printed on the board.

The barrel tokens included are the original eight barrels printed on the board plus four more (two to be conjured at

dusk (yellow text) and two when a pirate has the moon (white text). Select four of each type.

The blank barrels are useful if you wish to reduce the barrel magic available to simplify the game play for speed or for new players (covering up the more complex magic of the barrels conjured at dusk - yellow text).



Four New Barrels

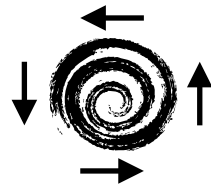
To vary the gameplay or customise for playing styles the following Barrel Magic can be included in the eight used during the game.

Barrel Magic

Conjured at Dusk



Whirlpool



Place the whirlpool anywhere without a ship on the Sea of Souls. Ships already within and those moving within its adjacent 8 spaces move one space anti-clockwise. Ships cannot land on or traverse the centre of whirlpool. Remove the 'Whirlpool' object card from the **object deck** during 'Setup' at the start of the game.



Fog



A pirate's ship is shrowded in fog which stays with the ship if it moves. Other pirates cannot board this ship or interact with it in any way whilst it is hidden. The conjurer cannot board or fire broadsides but can use objects and conjure Acion cards as usual.

Barrel Magic

Conjured when a pirate has the Moon token



Wreck



A pirate may look through the Object deck (not the discard pile) and take a card. Remove the 'Shipwreck' object card from the **object deck** during 'Setup' at the start of the game.



Compass



A pirate may take the compass when they have the moon token. Barrel magic 'Compass' is a way of ensuring you have the compass during your move. The compass can still be stolen from you when boarded or when another ship ends its move on a treasure map.