

THE JOURNALIST

STARTS WITH:

"The source - uncertain.
The story - implausible.
If true? The scoop of
a hungry reporter's lifetime."

TURN SEQUENCE

- 1. Riverboat** Refresh Encounter cards if all Locations are empty.
- 2. Explore** Move to a Location with Encounter. Take Location Resource and Location Action.
- 3. Desperation** Spend Courage tokens to perform a Desperate Act.
- 4. Encounter** Roll your dice. May Re-roll twice. Spend dice to overcome Encounter or acquire Resources
- 5. Terrible Thing** If Encounter remains, discard Encounter to the Journal, and take a Terrible Thing token.
- 6. Trading Post** Move to Trading Post. Purchase Swag cards. Refresh Trading Post.
- 7. Refresh** Refresh your Swag cards and draw Feat cards to hand limit.

LOCATION ACTIONS

- / Gain a Courage or Treasure token.
- / Gain a Focus or Feat token.
- : Exchange any token from an opponent's stash with a token from your own stash. (No Doom tokens.)
- Discard any Feat cards, and then draw that many.
- Take The Map.
- Perform a Desperate Act at any available Location. Spend Courage tokens to add the Encounter to your score pile.

TERRIBLE THING

COURAGE

FEAT

FOCUS

TREASURE



THE CAPTAIN

STARTS WITH:

"That map doesn't exist.
And you better forget you ever
saw it. Understand?"

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