

Libertalia - Winds of Galecrest Teaching Guide

Key

Point to component/symbol = **Bold and Underlined**

Action = (!)

Use this to teach Libertalia to new players. It is intended to get you playing as soon as possible.

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

Setup

(!) Lay out board.

(!) Give each player a deck of cards, graveyard, and chest points tracker.

(!) Layout loot tokens for first voyage.

Setting

Sky Pirates.

Part of a fleet that lands on a new island each day and competes for the loot the island contains.

Objective

Have the most points at the end of 3 Voyages. Points are gained from gaining **Doubloons**.

We gain Doubloons from **loot** we gather, **characters (beggar)** we play, and our 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 **4 days** long, second will be **5 days**, and third will be **6 days**.

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

Each Day

1. Choose a character card from our hand and play it face down in front of us
2. Reveal those cards at the same time
3. Place them on the **Island** in ascending order of **Rank**.
4. Now we will do Daytime, Dusk, and Night

Daytime

We start in Daytime **icon**

In Ascending Order

Activate Daytime abilities on characters.

Actions must be taken unless they say may.

Dusk

Now it's Dusk **icon**

In Descending Order

1. Gain a loot token if there is one
2. Activate Dusk ability on loot token and/or character
3. Take your character from the Island and put it on your Ship, the space in front of you.

Unclaimed Loot back in the bag

Night

Now its Night time **icon**

Activate all characters on your ship in any order you want with a night time ability.

Do this one player at a time first voyage until everyone has the hang of it, then can be simultaneous.

If any days left, go to next day

OR

End of 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. 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.