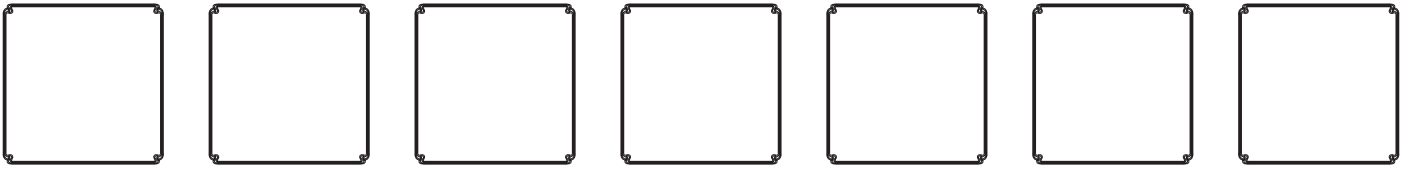
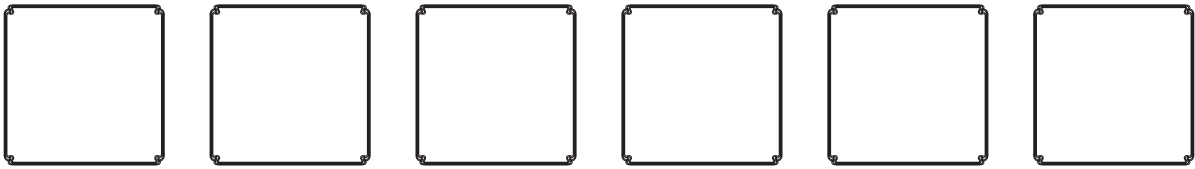


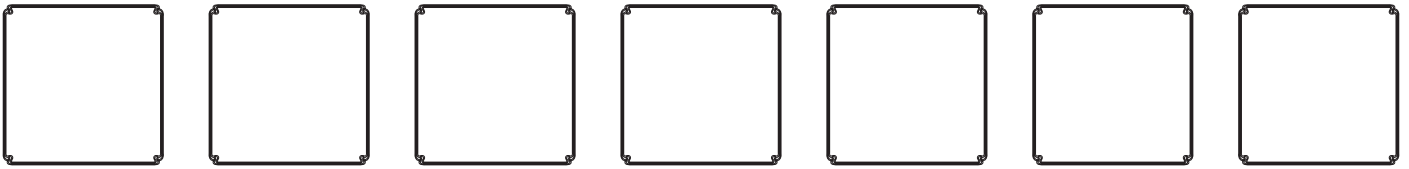
GOAL



THIRD PLAYER'S CHOICE



SECOND PLAYER'S CHOICE



FIRST PLAYER'S CHOICE

3 players START here

You are traveling through a tangle of shipwrecks.

Each shipwreck has a hidden number.

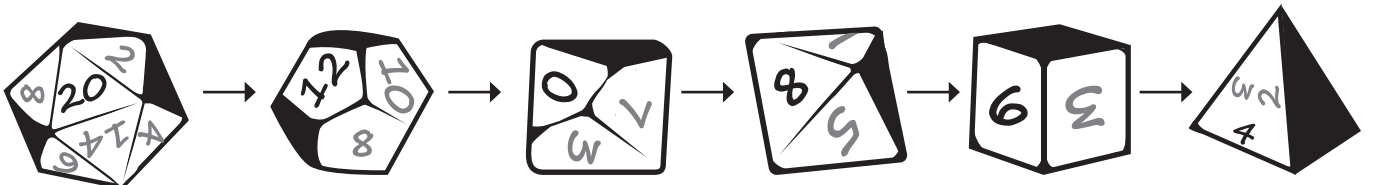
At each shipwreck, you will roll a D20, but first you must choose:

Travel HIGH up on the ship's deck. This means you're betting you'll roll HIGHER than the shipwreck number.

Travel LOW around the ship's hull. This means you're betting you'll roll LOWER than the shipwreck number.

Travel through the MIDDLE and loot the shipwreck. This means you're betting you'll roll THE SAME as the shipwreck number, but you'll also find a special item.

If your bet is wrong, the Threat Dice becomes more dangerous as the harpy circling above becomes more aware of your presence.



D20 Threat Dice at ZERO failures

D12 Threat Dice at ONE failures

D10 Threat Dice at TWO failures

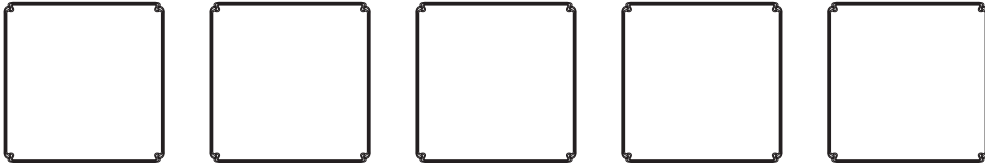
D8 Threat Dice at THREE failures

D6 Threat Dice at FOUR failures

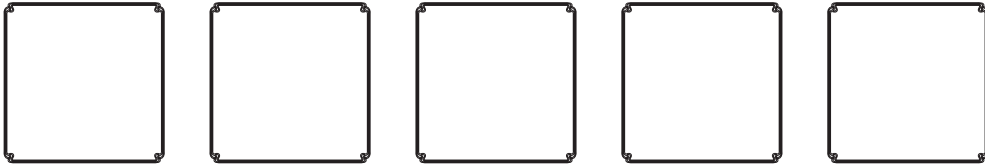
D4 Threat Dice at FIVE failures

GOAL

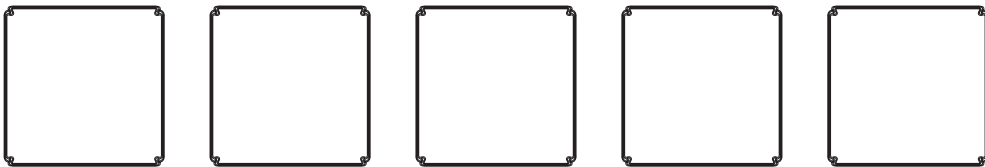
FOURTH PLAYER'S CHOICE >



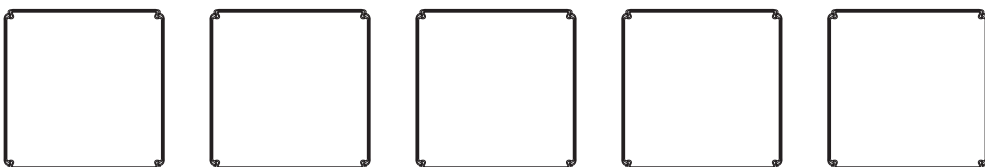
THIRD PLAYER'S CHOICE >



SECOND PLAYER'S CHOICE >



FIRST PLAYER'S CHOICE >



4 players START here

You are traveling through a tangle of shipwrecks.

Each shipwreck has a hidden number.

At each shipwreck, you will roll a D20, but first you must choose:

Travel HIGH up on the ship's deck. This means you're betting you'll roll HIGHER than the shipwreck number.

Travel LOW around the ship's hull. This means you're betting you'll roll LOWER than the shipwreck number.

Travel through the MIDDLE and loot the shipwreck. This means you're betting you'll roll THE SAME as the shipwreck number, but you'll also find a special item.

If your bet is wrong, the Threat Dice becomes more dangerous as the harpy circling above becomes more aware of your presence.



D20 Threat Dice at ZERO failures



D12 Threat Dice at ONE failures



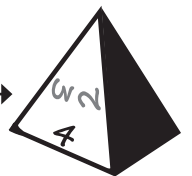
D10 Threat Dice at TWO failures



D8 Threat Dice at THREE failures

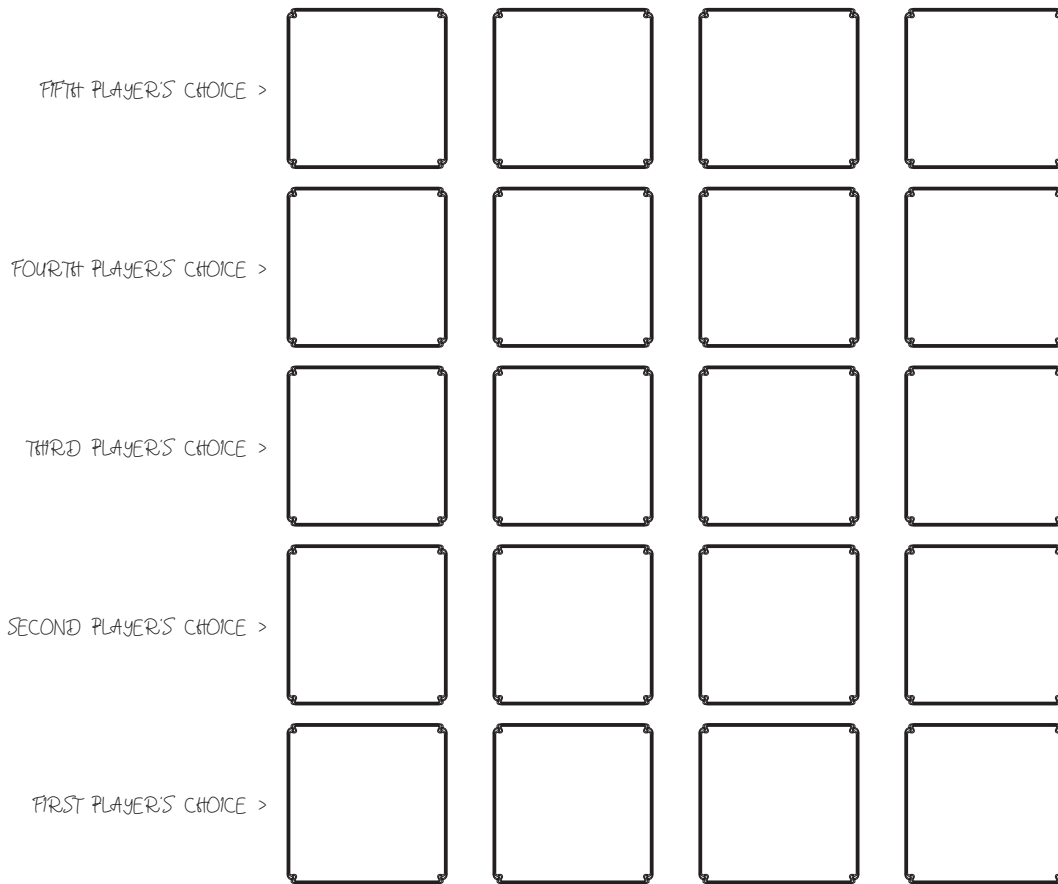


D6 Threat Dice at FOUR failures



D4 Threat Dice at FIVE failures

GOAL



5 players START here

You are traveling through a tangle of shipwrecks.

Each shipwreck has a hidden number.

At each shipwreck, you will roll a D20, but first you must choose:

Travel HIGH up on the ship's deck. This means you're betting you'll roll HIGHER than the shipwreck number.

Travel LOW around the ship's hull. This means you're betting you'll roll LOWER than the shipwreck number.

Travel through the MIDDLE and loot the shipwreck. This means you're betting you'll roll THE SAME as the shipwreck number, but you'll also find a special item.

If your bet is wrong, the Threat Dice becomes more dangerous as the harpy circling above becomes more aware of your presence.

