





I



II



III



Turn Resolution

1 - **Pay** all construction costs

- Card or Wonder
- Naval Construction

2 - **Move the ship** corresponding to your Naval Construction, if any.

3 - Apply all **effects**.

(with the exception of Coin losses)

4 - Resolve **Island Exploration**.

5 - Resolve the construction of **cards from the discard**.

(no Naval Construction)

6 - Resolve **Coin losses**.

(Taxes and Pirates)