

IV

The rules for **Jamaica** are shown here in the form of a large maritime map, each island dealing with a separate section of rules. We recommend that you follow the rules together, starting with island **1-Game round**. When you have finished a section, you will earn points on the first island, move on to the following one, **2-Action Types**, which you will also explore completely. Continue from island to island, ending with **7-Game End**. At the bottom of the map, the **Continent** contains notes which will be used during the course of the game.

Do not start playing until you have explored all the islands.

1-GAME ROUND

1 - Dice Roll



The *Captain* throws the *action dice*.



He chooses in which order to put them on the *navigation box*, after consulting the 3 *action cards* in his hand.

4 - End of the Round



Once everybody has completed their actions, each player takes the top card from his *deck* to bring his hand back up to 3 cards. Played cards remain face up on the *discard pile*.



The *compass* passes to the player on the left, who thus becomes the new *Captain*.

2 - Choice of Card



Once the dice have been placed, each player chooses the card from his hand that he wants to play...



...and puts it face down across his *discard pile*.

3 - Actions



Wait until everybody has chosen their card. Then the *Captain* turns his over...



...and carries out the two actions: first the **morning** one, then the **evening** one.



The **morning** action is linked to the left die (sun) and the **evening** action to the right die (moon).



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2-ACTION TYPES

Loading



If one of the three *loading* symbols is shown then the player must load the resource. The *action die* shows how many tokens must be loaded into an **empty hold** (you can therefore never add tokens to a *hold* that already contains some).



If you no longer have an empty *hold* available during loading then you must empty one to make room (the tokens concerned are put back in the *Bank*).
Important: you are not allowed to return the same type of token as the ones you are loading.

Movement



If one of the two *movement* symbols is shown then the player must move his ship **forwards** or **backwards**. The die indicates the number of spaces that the ship **must** move.

The player must always pay the price of the space in which his movement ends...

... however, if it is already occupied by another ship then combat must **first** take place.

3-

Free Spaces



If a player ends his movement on a *pirate lair*, he pays **nothing**.



If there is still a *treasure* token on it, it is removed from the game and the player takes a *treasure card* and puts it next to his holds.

4-COST OF THE SPACES

Spaces with a Cost



a) A *port* space costs the number of *doubloons* b) A *sea* space costs one number of *food* token for each white

COMBAT

1 - Attack



The player who lands in an occupied space is the attacker.

He starts the battle by spending the number of *gunpowder tokens* of his choice (if he has any).

Then he rolls the *combat die* and adds the result to the number of *gunpowder tokens* spent.

This gives him his **combat strength**.

2 - Defence



Then, it is the defender's turn to allocate any *gunpowder tokens* he wants, to roll the *combat die* and thus calculate his own **combat strength**.

3 - Comparison

Attack	Defence
10	7

The player with the higher **combat strength** wins the battle.

If both players' strength is the same, nothing happens.

4 - Result of the Battle

The winner of the battle can choose one of the following 3 options:



a) steal the contents of one of his opponent's *holds* (the usual loading rules apply);



b) steal a *treasure* from his opponent;



c) give a *cursed treasure* to his opponent.

! - Star




If a player rolls the star, he **immediately** wins the battle.

If the attacker rolls the star, his opponent **cannot** therefore defend himself.

If the defender rolls the star, he wins the battle **regardless of the combat strength of the attacker**.

A new round begins.
Start again at point 1-Dice Roll,
then 2- Choice of Card, then 3, etc.



In turn, the other players do the same:
they turn over their card and carry out the
2 actions, always in accordance with the dice
placed by the Captain.

Powers

The 4 *treasure cards* shown below provide a special power. When a player draws one of these, it is placed beside his *holds* face up. He can use its power for as long as he retains the card.



Morgan's Map

The player can have 4 *action cards* in his hand instead of 3.



Saran's Sabre

Allows the player to re-roll his own *combat die* or to make his opponent re-roll his. The second result must be accepted.



Lady Beth

Adds 2 points to the *combat die*.



6th Hold

This card acts as a 6th *hold*.
The usual loading rules apply.

6-TREASURES

Treasures

The 8 *treasure cards* shown below modify the player's score at the end of the game. When a player draws one of these, it is placed next to his *holds* face down. It is only revealed at the end of the game, when the points are being added up.



5 *treasures* add points.
Their values range from +3 to +7.



3 *treasures* are cursed and deduct points. Their values range from -2 to -4.

A player can have more than one *treasure card*.
Any *treasure* can be stolen or given following combat.

8-CONTINENT

1 - GAME ROUND

If his *deck* is empty and the player has to draw a card, the *discard pile* is shuffled to create a new *deck*.

2 - ACTION TYPES

Each player must completely resolve his morning action before starting the evening one! For example:

- if the first action is *movement*, the cost of the space cannot be paid for with resources that will be acquired with the second action;
- the player is not allowed to avoid any combat between two *movement* actions nor avoid paying the cost of a space;
- *doubloons* obtained with the gold-gold card cannot be combined and placed in a single hold.

Loading

If a player has to load a resource type and all his holds are already filled with the same resource, the action is ignored.

Movement

Players are allowed to move backwards as their first *movement*. However, they must still reach the island in order to finish.

5 - SHORTAGE

shown on the golden needle. These are paid to the *Bank*.

square depicted. These are paid to the *Bank*.

If the player does not have enough *gold* or *food* tokens to pay the cost, then there is a **Shortage!**

1 - Pay



The player pays to the *Bank* as much as he can afford (in the above example, 2 *food* tokens instead of the 3 required).

2 - Move backwards



Then he moves his ship back to the first space where he is able to pay the **full** cost (this could be a *pirate lair*, since it's a free space).

3 - Pay



Finally, he pays the cost of the new space.

!

If the player stops at a *pirate lair* as a result of a *Shortage*, there is nothing to pay. If there is a *treasure* token in the lair, he can take it.

3 - COMBAT

- No combat can take place in *Port Royal*.
- If the star is thrown on the *combat die*, the **gunpowder** is still used up.
- If a player's *movement* ends in a space where there is more than one opposing ship, he chooses who to fight and there is only one battle.

4 - COST OF THE SPACES

- When paying for a space, the player is free to choose which hold or holds to pay from.
- A space is only paid for once: when the ship lands on it.

5 - SHORTAGE

- When moving backwards as the result of a *Shortage*, if the first space that can be paid for is already occupied then there is a **battle first**.
- When moving backwards beyond a fork, the player chooses the route.

6 - TREASURES

- **Saran's Sabre:**
 - you are not allowed to add *gunpowder* to the second roll;
 - you can also force your opponent to re-roll if he rolls the star;
 - the *Sabre's* power must be used **immediately** after the die roll if you want to change it.
- You cannot look at a hidden *treasure* before stealing it from an opponent.
- If you steal the 6th **hold**, you also steal its contents.

7- END OF THE GAME

1- End of the race



As soon as a player reaches *Port Royal*, he stops there. Any remaining evening action is ignored.

The current *Game Round* is finished normally and the game ends.

Now the players add up their points.

2- Points



8



+3

+3

+6



+7



-4

= 23 POINTS

A player's final score is calculated as follows:

The white number on the space where his ship currently is...

+ any *doubloons* in his *holds*...

+ any *treasures*...

- any *cursed treasures*.

Note: ending on the space marked -5, or any space before that, costs 5 points.

3- The Winner

The player with the highest number of points wins.

In the event of a tie, the player who is furthest along in the race wins.

If still tied, the players concerned share the victory.

Two-player game

The black ship becomes the *Ghost Ship*. It is placed in *Port Royal* along with those of the two players.

A board with 5 *holds* is assigned to it. Place 5 *doubloons* on one of its *holds* and 3 *doubloons* on another. Remove the **Lady Beth** card from the *treasure cards* and place it next to its *holds*. The *Ghost Ship* thus adds +2 to its combat rolls. This card can never be stolen.

The *Game Round* remains the same except for step 3-*Actions*: the *Captain* carries out his two actions, then his opponent does the same, then the *Captain* moves the *Ghost Ship*. He moves the ship twice each round. The number of spaces moved is determined

by the *action dice* as usual. The *Ghost Ship* never pays any movement costs. The direction in which the ship moves is semi-automatic: before each movement there are 3 possibilities:

- the *Ghost Ship* is leading the race -> it must move backwards.

- the *Ghost Ship* is last -> it must move forwards.

- the *Ghost Ship* is in neither of these situations -> the *Captain* chooses the movement direction. He can even decide to make it attack his own ship. Likewise if it reaches a fork: the *Captain* decides.

If its movement ends on a *pirate lair*, the *Ghost Ship* takes any *treasure* that may be there. This is left face down and placed next to the *holds*: the players cannot examine it.

Battles are fought normally. The opposing player rolls the *combat die* for the *Ghost Ship* and takes any decisions required if it wins the battle. If the *Ghost Ship* wins a battle, it can steal whatever it wants. However, anything other than *gold* is thrown in the sea (that is, it's returned to the *Bank*): *gold* is placed in the *holds* according to the normal *loading* rules. It can also steal *treasure cards*, but it never gives any away.

If a player wins a battle against the *Ghost Ship*, he can steal the contents of a *hold*, steal a *treasure card* (except **Lady Beth**) or give it a *treasure card*.