Jamaica

Objective: Players compete to have the most points after racing one lap around the island;
this is done by collecting gold doubloons, treasures, and finishing furthest ahead.

Setup

1. Unfold the game board and place it in the centre of the table.

2. Shuffle the 12 Treasure cards into a face-down pile, place the pile onto the empty treasure chest space in the middle of the board, and return 3 Treasure cards to the box without looking them.

3. Place the Combat die ( ) on the Fortress on the game board.

4. Each player chooses a colour, takes the corresponding coloured Ship ( ) and places it on the *Port Royal* space of the board, facing so that it will move in a clockwise direction around the island.

   > **Ghost Ship Variant (2-Player Games):** If playing with two players, place the black Ship on the *Port Royal* space with the players Ships; it will act as the Ghost Ship.
   >
   > - When setting up for the other players, assign a Personal board to the Ghost Ship; place 5 Doubloon tokens in one Hold on the board, 3 Doubloons in another Hold on the board, and place the *Lady Beth* Treasure card face-up, next to the Ghost Ship's board.

5. Sort the Doubloon tokens ( ), Food tokens ( ), and Gunpowder tokens ( ), placing them near the board to form the bank so that they are in easy reach of all players.

6. Place a Treasure token ( ) on each of the 9 Pirate Lairs (skull-shaped rocks) on the board.

7. Each player takes a Personal board, 3 Food tokens, and 3 Doubloon tokens.

   - Each player places the 3 Food tokens in one of the five Holds on their Personal board and the 3 Doubloon tokens in a different Hold on the board.

8. Each player takes the deck of 11 Action cards that matches their Ship's colour, shuffles them into a face-down pile, and places it above their Personal board to form their draw pile.

   - Each player should ensure to leave enough space next to the draw pile for a discard pile.

9. Each player draws the top 3 Action cards from their draw pile and holds them so that the action icons are shown in the top left-hand and right-hand corners of the cards.

10. Randomly select a player to be the Captain (starting player) for the first round of the game, and give them the Compass marker ( ) and 2 Action dice ( ).

End of Game

The end of the game is triggered when one player's Ship (👑) has done a complete lap of the island and reaches the *Port Royal* space; the player's Ship stays on the *Port Royal* space and the round is played to completion, ensuring all players get an equal number of turns.

- If the player's Ship reaches *Port Royal* using the morning action (☀️) of their card, the evening action (🌙) is ignored.

   Ghost Ship Variant (2-Player Games): It is possible that the Ghost Ship can win the game.

   Once all players have completed their final turn, each player adds up points from the following sources to determine their final score:

   Ship Position: The player scores a number of points equal to the white number at the edge of the board of the space on which their Ship is located.

   - If the player's Ship is on the space or a space before the space marked with the red '*-5*', that player loses 5 points instead of gaining any points.

   Doubloons (🪙): The player scores a number of points equal to the number of Doubloon tokens in the Holds on their Player board.

   Treasure & Curse Cards: The points provided by any Treasure cards the player has.

   - Cursed Treasure cards cause a player to lose points instead of gaining them.

The player with the most points wins the game.

Tie-breaker: In the event of a tie, the player who has progressed furthest towards the *Port Royal* space is the winner, and if players are still tied, the tied players share the victory.

Treasure Cards

Powers: There are 4 Treasure cards that provide special powers.

● When a player draws a power Treasure card, they place it face-up next to their Player board; the player can use the card's power as long as they keep that card.

● Players can have more than 1 power Treasure card.

6th Hold: This card acts as a 6th Hold to store cargo.

    ● The normal loading rules apply to cargo in the *6th Hold*.

    ● If a player steals the *6th Hold* card from another player, they also steal the contents of the Hold.

Lady Beth: The player adds 2 points to the Combat die (⚅) during Combat.

Morgan's Map: *Morgan's Map* increases the owner's hand-limit from 3 cards up to 4 cards.

Saran's Sabre: The owner of *Saran's Sabre* can reroll their own Combat die or force their opponent to reroll their Combat die; the resulting second roll must be accepted.

    ● The player must immediately use the Sabre's power after the die roll they wish to modify.

    ● A player cannot add Gunpowder (⬣) to the second roll.

    ● The player cannot force their opponent to reroll if they roll a Star (✴).

Treasures: There are 8 Treasure cards that modify a player's score at the end of the game.

● When a player draws a Treasure card, they place it face-down next to their Player board; the card will only be revealed at the end of the game during scoring.

● Players can have more than 1 Treasure card.

Treasures (x5): These cards add 3 to 7 points to a player's score (+3, +3, +5, +7, and +7).

Cursed Treasure (x3): These cards subtract 2 to 4 points from a player's score (-2, -3, and -4).

General Rules

Empty Draw Pile: If a player's draw pile is empty and they need to draw a card, they shuffle their discard pile to make a new draw pile

Ghost Ship Variant (2-Player Games): If playing with the Ghost Ship, the *Lady Beth* Treasure card cannot be stolen from the Ghost Ship.

- The Ghost Ship can technically be used in games with less than 6 players to induce more battles, however, as the Ghost Ship throws away resources it gains it creates more shortages which tends to slow down the game.

Shortages

If a player does not have enough Doubloons ( ) or Food ( ) tokens to pay the required cost after moving, they must perform the following steps:

- When a player is forced to move their Ship due to a shortage, if the Ship ends in a space that contains an opponent's Ship, combat takes place.

- A player never has to pay the cost of the new space when they are forced to move their Ship due to a shortage.

- When a player is forced to move their Ship back into a fork, they choose which branch it is moved into.

- A shortage can never move a player's Ship back further than the *Port Royal* space.

1. The player pays as much of the cost to the Bank as they are able to.

2. The player rolls the Shortage die ( ) and based on the result, moves their Ship ( ) accordingly:

 Circle: The Ship moves back to the nearest Port space.

 Square: The Ship moves back to the nearest Sea space.

 Skull: The Ship moves back to the nearest Pirate Lair.

Star: The Ship does not move.

Combat

When a player's Ship ( ) ends its movement on a space occupied by an opponent's Ship, they must battle:

- Combat cannot take place on the *Port Royal* space.

- If a player's Ship ends its movement on a space occupied by multiple Ships, they choose a single opponent and only one battle takes place.

- The player whose Ship lands on an occupied space is the attacker.

- Spent Gunpowder tokens ( ) are returned to the Bank.

  Ghost Ship Variant (2-Player Games): Combat remains the same, but with the opponent of the attacked Ship rolling the die on behalf of the Ghost Ship and making the Ghost Ship's decisions in the case of victory.

  - If the Ghost Ship wins a battle, it can steal whatever it wants; anything other than Doubloons ( ) are returned to the Bank, Doubloons are placed in one of the holds according to normal loading rules.

  - The Ghost Ship can steal Treasure cards, but never chooses to give any.

  - If a player defeats the Ghost Ship, they can steal resources from a Hold, steal a Treasure card (except for *Lady Beth*), or give a Treasure card as though it were any other player's Ship.

1. **Attack:** The attacker starts the battle by spending as many Gunpowder tokens as they wish, rolls the Combat die ( ) and then adds the result of the die roll with the number of tokens spent to determine their firepower.

   - If the attacker rolls a star ( ), they immediately win the battle; their opponent does not get a chance to defend themselves as per below; they do no recover any Gunpowder tokens spent.

2. **Defense:** The defender spends as many Gunpowder tokens as they wish, rolls the Combat die and then adds the result of the die roll with the number of tokens spent to determine their firepower.

   - If the defender rolls a star ( ), they immediately win the battle, regardless off the attacker's firepower; they do no recover any Gunpowder tokens spent.

3. **Compare:** The attacker and defender compare their firepower; the player with the highest firepower wins combat.

   - In the event of a tie, there is no winner and nothing happens.

4. **Aftermath:** The winner of the battle can choose one of the following 3 options:

   a) The player steals the contents of one of their opponent's Holds; normal loading rules apply.

   b) The player gives a Cursed Treasure card to their opponent.

   c) The player steals a face-up or face-down Treasure card from their opponent.

- The player may not look at a face-down Treasure card before stealing it from their opponent.

Turn Order

1. **Roll the Dice:** The Captain rolls the Action dice (🎲) and chooses the order to place them on the Navigation Box.

   - The Captain should refer to the Action cards in their hand when doing this; the die placed on the left space will correspond to the action shown on the top left-hand corner of the card and will occur first, then the action shown on the top right-hand corner of the card will occur second.

2. **Choose Cards:** Each player secretly chooses a card whose actions they wish to perform in relation to the dice placed in the Navigation Box and places it face-down on top of their discard pile.

3. **Actions:** Once all players have chosen their card, beginning with the Captain and proceeding in clockwise order, each player performs the following steps:

   Ghost Ship Variant (2-Player Games): The Captain carries out their two actions, then their opponent carries out their two actions, and finally the Captain moves the Ghost Ship.

   i) The player flips over their card so that it is face-up.

   ii) The player performs the actions on their card, first the morning action (shown on the top left-hand corner), then the evening action (shown on the top right-hand corner)

      - The morning action is associated with the left die (☀️) and the evening action with the right die (🌙).

      Resolving Actions: The morning action must be completely resolved before proceeding to the evening action, as such:

         - A player cannot pay for the cost of the morning action with resources they would gain from the evening action.

         - A player cannot avoid combat or paying the cost between two movement actions.

         - A player cannot accumulate resources earned from two different actions in a single hold.

      Loading (🪙 , ⬛ & 🍖): The player places a number of tokens of the indicated type equal to the value shown on the die into an empty Hold on their Player board.

         - A player may never load tokens into a Hold that already contains tokens.

         - If a player has no empty Holds on their Player board, they must empty one of their existing Holds by returning the tokens to the Bank; when doing this, a player must

empty a different type of the token from the one they will be loading. If the player cannot load a different type of resource, the action is ignored.

Moving (⬅ & ➡): The player moves their Ship (👑) a number of spaces equal to the number shown on the die in the direction indicated and then pays the cost associated with the space that they end their move on from their Hold(s).

- A Ship moves forwards/clockwise if the arrows points to the right (➡) or backwards/anti-clockwise if the arrow points to the left (⬅).

- A player can move backwards as their first movement.

- When a player's Ship ends its movement in a space occupied by an opponent's Ship, they must engage in combat.

- If a player's movement ends in a Port or Sea space and they do not have enough Doubloons (🪙) or Food (🍖) tokens to pay the cost, then a shortage takes place.

Pirate Lair: If the space contains a Treasure token (🎁), the player discards the token and they draw a Treasure card that they place next to their hold; there is no cost associated with ending on a Pirate Lair.

Port: The player pays a number of Doubloons to the Bank equal to the number shown on the pin.

Sea: The player pays one Food token to the Bank for each white square shown in the space.

Ghost Ship Variant (2-Player Games): The Captain moves the Ghost Ship twice each round based on the dice results; there are 3 possibilities for each movement:

- The Ghost Ship never pays the cost of any space.

- If the Ghost Ship ends on a Pirate Lair, the Ghost Ship takes the Treasure, if there is any present; it is placed face-down next to its Player board with no players seeing it.

a) **The Ghost Ship is the only Ship in the lead:** The Ghost Ship moves back (anti-clockwise) a number of spaces equal to the number on the die.

b) **The Ghost Ship is the only Ship in last place:** The Ghost Ship moves forward (clockwise) a number of spaces equal to the number on the die.

c) **The Ghost Ship is neither of the above:** The Captain chooses the direction of the Ghost Ship's movement and can even move it so that it attacks their own Ship.

4. **End of Round:** After all players have performed their actions, they draw cards from their draw pile until they reach their hand-limit.

- The default hand-limit is 3, but can be increased to 4 with the *Morgan's Map* Treasure card.

- After players have drawn cards, the player with the Compass marker ( ) passes the marker to the player on their left; this player will be Captain for the next round, beginning at the Roll the Dice step.