PIRATES of MARACAIBO

Rulebook

A game by Alexander Pfister, Ryan Hendrickson, and Ralph Bienert
For 1 - 4 players ages 12 and up • playing time: 25 minutes per player

The Caribbean at the end of the 17th Century: Profitable trade routes, burgeoning industry, and an aggressive contest for power by various distant nations has created a massive need for any and all would-be sailors willing to work on waters fraught with naval combat. A job is easy to find, but many are discontent with desperately low wages and cruel working conditions. "Why not, then," you think, "enjoy a life of wealth and adventure on the high seas? Pirates do as they please and take what they want."

But beware—the cost of a merry life is often an unexpected and abrupt appointment with the gallows, so you'd better catch as much glory as there is to be had, as swiftly and cunningly as you can.

Whether your reputation in battle strikes fear in the hearts of captains of Treasure-laden galleons, the sight of your majestic ship and its massive figurehead announces your arrival in any port well before you land, or so much as the rumor of your undiscovered horde of Buried Treasure sparks desire for wealth and adventure in many kindred spirits long after you're gone, make the most of your limited time sailing around the Caribbean to outshine your contemporaries as the most legendary pirate captain in history!

COMPONENTS

COMMON COMPONENTS



1 Exploration Board

3 Raiding Dice
(yellow, green, & white)

Approx. 125 Marker Cubes
(in different colors and quantities; white pearls, green emeralds, yellow gold, & gray upgrades)

62 Doubloon Tokens
(20×"5", 20×"2", 22×"1")

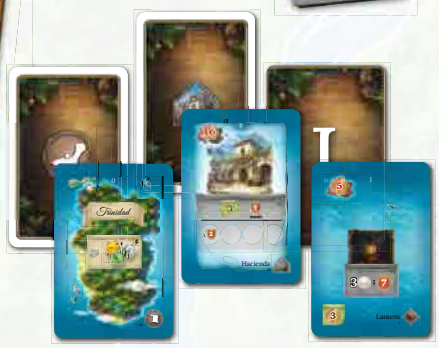
3 Treasure Island Boards
(Gold, Emerald, and Pearl)



12 Figurehead Tiles



6 Treasure Value Tiles



42 Tier I Cards
- 8 Locations
- 12 Residences
- 22 Improvements



41 Tier II Cards



25 Quest Cards

PLAYER COMPONENTS

4 Ship Boards
(1 per player; one reverse side is for the Solo Mode)





28 Double-Sided Player Tokens
(7 in each player color)

Residence Token/ +50 VP



4 Hideout Boards
(1 per player; one reverse side is for the Solo Mode)



20 Double-Sided Black Market Tiles
(5 in each player color)



4 Ship Tokens
(1 in each player color)



4 Explorer Tokens
(1 in each player color)



4 Scoring Tokens
(1 in each player color)

FOR SOLO MODE

1 Solo Ship Board
(reverse side of a player's Ship Board)





12 Solo Cards
(6×"A", 6×"B")



1 Solo Hideout Board
(reverse side of a player's Hideout Board)



FOR RUBIES MODULE
2 Ruby Supply Tiles



1 Ruby Market Tile

FOR RETIREMENT MODULE
1 Residence Discount Tile
(can also be used for the game "Maracaibo")





SETUP

❶ Optionally select one or more modules that will modify the setup and rules for the game. It is recommended that no module be used until all players are familiar with the game. *A list of modules can be found on page 14.*

❷ Place the **Exploration board** between the players.

❸ Sort the **Tier I cards** by type *(as shown on their backs)*: Locations, Residences, & Improvements.

Create the Tier I deck by gathering the following cards:

- **15** *random* Improvement cards +
- **4** *random* Residence cards +
- **All** Location cards.

Shuffle these gathered cards together into a face-down deck to form the Tier I draw deck.

Return the unused Residence and Improvement cards to the box without looking at them.

❹ Draw cards from the Tier I draw deck and place them face up next to the Exploration board, in columns, from left to right, to create a layout like the one shown above. The three **Treasure Island boards** should be placed face up with the cards in their indicated locations.

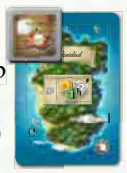
This area, including the Gulf and Maracaibo spaces on the Exploration board, will be referred to as the **Caribbean**. For your first games: If there is a cluster of 4 or more adjacent Location cards, swap one or more of these cards with Improvement cards to break up the cluster.

Note: *Once players are familiar with the game, there are alternate Caribbean diagrams on page 11, or feel free to make up your own layout holding to the general concept that the area is roughly 9 columns and 4 rows.*

❺ Shuffle all Tier II cards and place them face down near the Caribbean.

❻ Place **4 Marker cubes** onto each Treasure Island board (starting from the bottom space, matching the island's Treasure). All remaining Marker cubes should be placed within reach of all players.

❼ Randomly place all 6 **Treasure Value tiles** face up onto the top left corner of each Location card that has a Symbol. *(Illustration merely shows an example)*



❽ Each player takes a **Ship board**, a **Hideout board**, and the following components that match their color: Ship token, Explorer token, Scoring token, Black Market tiles, and Player tokens.



⑨ Each player places their components in the following locations:

- **Ship token** in the starting zone, to the left of the Caribbean.
- **Explorer** on the starting space of the Exploration track at the bottom of the Exploration board.
- **Score token** on the 0 space of the score track at the top of the Exploration board.
- **Ship board** in front of them with the multiplayer side up.
- **Hideout board** with the multiplayer side up near their Ship board.
- All other components near their Ship board

⑩ One player flips all of their **Black Market tiles** to random sides and places them near their Ship board. Then, each other player must flip their Black Market tiles so that all players have the same sides facing up.

⑪ Shuffle the **Quest cards** and place them face down near the Exploration board. Each player draws 2 Quest cards into their hand. They must keep 1 of these cards, hidden from opponents, and discard the other face down. After this, shuffle all discarded Quest cards back into the Quest deck. Then, reveal the top 2 cards from the Quest deck and place them face up near the deck to create the **Quest Market**.

⑫ Randomize the **Figurehead tiles** and place a number of them face up near the Exploration track equal to the number of players plus 2. These will be referred to as the **Figurehead Market**. Return the rest to the box.

⑬ Place the **Doubloon tokens** and **Raiding dice** within reach of all players.

⑭ Randomly determine a first player. In clockwise order, each player gains doubloons per the turn order:

1st Player	- 10 doubloons
2nd Player	- 11 doubloons
3rd Player	- 12 doubloons
4th Player	- 13 doubloons

⑮ Finally, the last player in turn order (i.e., to the right of the first player) places one of their Player tokens with the 50 VP side down onto the Maracaibo space on the Exploration board, to show they will be the last player to act when the end of the game is triggered.

GAMEPLAY

The game takes place over **three rounds**, with players taking turns in clockwise order. During a player's turn, they move their Ship token across the Caribbean and then perform the actions shown where they stop. Each round ends once a player has reached Maracaibo, and after 3 rounds, the game will end.

PLAYER TURN

During your turn, you **must** first **1. Move your Ship**; after ending your movement, **2. Perform Actions**.
After this, play proceeds to the next player in clockwise order.

1. Move your Ship

You **must** move your Ship token **1 to 3** *spaces* in the Caribbean.

What is a *space*? Each **card**, as well as the **Gulf** and **Maracaibo** spaces on the Exploration board, are considered to be *spaces*.

*Treasure Islands are **not** spaces; you can **not** move onto or through them.*

With each movement, your ship must move to a touching (adjacent) space. From the starting zone, your first movement can be to any card in the left-most column of the Caribbean.

Important: You must end your movement in a column of spaces that is closer to Maracaibo (at least one column to the right) than the column your ship started in this turn!



***Example:** Black moves their ship up and to the right, ending up in a column closer to Maracaibo. They could not have moved only up and stopped there, because their ship would have ended up in the same column it started in.*

When moving, other player's ships do not impact where you can move, and any number of Ships may share a space.

Ending Movement on a Card with Another Ship

Card is used specifically here: you never pay opponents when sharing the Gulf or Maracaibo spaces (they are not cards).

If you end your movement on a **card** with any opponent Ships, you must pay **each** of those opponents **1 doubloon**, but *only if you have the doubloons to do so.*

*To clarify: This means, you **can** move onto a space with other Ships if you are broke with no consequence!*

If you only have enough doubloons to pay some opponents, you **choose** which opponents to pay.

***Example:** In the above example, Black must pay 1 doubloon to Blue - but only if they have the money to pay.*

All cards in the right-most column of cards are considered adjacent and touching the Gulf of the Exploration board *(regardless of how it might look with how your cards are set up).*

Important: When you move your ship onto the Gulf, you must immediately end your movement (forfeiting all remaining movement).



2. Perform Actions

Perform actions based on the type of space you ended movement on. There are five types of spaces: **Improvement cards, Residence cards, Location cards, the Gulf, and Maracaibo.**



When you end movement on an **Improvement card**, you must choose **one** of the following options:

A) Ignore the card and gain 5 doubloons from the supply.

B) Acquire the Improvement by spending doubloons equal to the cost shown at the top-left corner of the card, reduced by any discounts you may have (e.g., from other Improvements or Ship upgrades). Then, take the card and place it face up by your Ship board. Lastly, draw the top card from the Tier II deck and place it face up onto the space from which the acquired Improvement card was removed. All Ship tokens on this space are placed on top of the new card. (In the very rare event that the Tier II deck runs out, place a face-down Tier I card from those removed from play; from a face-down card, players can only gain 5 doubloons.)

If you acquire an Improvement showing a **lighting bolt icon**, you may immediately perform all shown actions, in the order of your choice.

All **ongoing benefits** shown go into effect immediately. All effects are explained on page 16.

***Example:** Tobacco has a printed cost of 8 doubloons. Thanks to Ghost Ship, which Black acquired on a previous turn, they need to pay only 5 doubloons.*







When you end movement on an **Residence card**, you must choose **one** of the following options:

A) Ignore the card and gain 5 doubloons from the supply.

B) Construct it by spending doubloons equal to the shown cost at the top-left corner of the card (reduced by any discounts). After paying, place 1 of your Player tokens, with the symbol-side face up, in the left-most empty spot of the card. This is now considered to be a **Residence token**. The **first** player to Construct each Residence scores 2 VP immediately (from covering the 2VP bonus spot). Each player with their token on a Residence scores the shown conditional scoring at the end of the game. Each player may place no more than 1 Residence token onto each Residence card, and Residence tokens cannot be moved once placed.



Example: *Yellow pays 16 doubloons to construct the Hacienda, which allows them to score 2 VP per 1 Doubloon income at the end of the game.*

When you end movement on an **Location card**, you have no choice, do all of the following in order:

1. Increase Treasure Value

If there is a Treasure Value tile on this Location, you **must** place 1 matching Marker cube from the supply onto the depicted Treasure Island. The Markers are placed from bottom to top, and the large top spaces take unlimited Markers.



Example: *In this game, when a player stops their movement in Trinidad, the Pearl Treasure Island gets a white Marker cube.*

2. Activate Black Market

If one of **your** Black Market tiles are on this location, you may activate it. *Ignore Opponent Black Market tiles. Black Market effects are explained on page 15.*



Example: *When Blue moves their Ship to Tobago (pictured right), they may activate their Black Market tile to Bury Treasure (page 8).*

3. Upgrade Ship

You may Upgrade your ship as described in the Upgrading Ships section on page 9.

4. Location Actions

Each Location shows one or more actions that may be performed in any order. If there is a "/," *(i.e., 'or')* then only the actions from one side of the slash may be performed. Here are the Location actions:

Raiding



1. Roll all 3 Raiding Dice. You *may* optionally reroll <u>all</u> of the dice once.

2. Select **one** die; gain 1 Raiding Power for each pip on your selected die. The **color** of the die you select impacts which **color of Treasure** you may collect when performing a Raiding Actions to gain Treasure: Yellow die --> Gold, Green die --> Emeralds, and White die --> Pearls.



3. Increase your Raiding Power by permanent effects from your Improvement cards, Ship Upgrades, and Figurehead tile. Some effects may depend on your selected die's color.

4. Spend Raiding power to perform Raiding Actions.
*Important: **Each** separate Raiding Action may be performed only **once per turn** - this includes any unlocked ones as well.*
There are three standard Raiding Actions depicted on the Ship Board (listed below) and more may be unlocked with Ship Upgrades, and acquired cards.



Spend 1 Raiding Power to gain 1 point.



Spend 2 Raiding Power to gain 3 doubloons.



Spend 5 Raiding Power to gain 1 Treasure of color that matches the color of your selected die. When gaining Treasure (unless otherwise noted) they are taken from Treasure Island, see below for specifics.

5. All unused Raiding Power is lost at the end of the player's turn.

Treasure 

Gain 1 Treasure of the indicated type by removing a Marker cube from the associated Treasure Island, *from top to bottom;* place it on your Hideout board.

If there are no Markers on this Treasure Island, take the Marker from the supply instead.

The Marker must be placed in the matching **storage area** for the Treasure type, above the **shovel line**. You may place the Treasure covering an empty **bonus space** in that storage area (if any); if you do, immediately gain the covered bonus.
For any effects that reference "Treasure": Each Marker is considered to be one Treasure of the type matching the area it is in, whether it is above or below the shovel line.

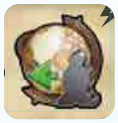


Treasure will be worth varying amounts of points at the end of the game, depending on how many Markers are on the associated Treasure Island. This is explained further in the Endgame Scoring section on page 11.



***Example:** Laura was hoping to gain Gold but does not feel like rerolling and potentially losing the rolled 6; she selects the green die, taking 1 Emerald and 1 point (for a total of 5+1=6 Raiding Power), gaining an additional 2 points for the Emerald after she places it on the Storage area bonus space.*

Explore



The player may move their Explorer up to a number of spaces equal to the value shown to the left of this action icon. The Explorer **must move at least one space,** and must move in the direction indicated on the Exploration track. Spaces occupied by opposing Explorers **are skipped over**, which **does not consume** any movement value.

You may gain the effects of all icons on the space your Explorer ended movement on. *See icons on Page 15.*



***Example:** Bonaire allows Blue to move their Explorer up to 3 spaces. Moving along the upper path (in red font), the furthest space they could get to would be to the Quest icon. Moving along the bottom path (in green font), they could move all the way to the "3 doubloon" space, as they skip over spaces already occupied by other player's Explorers.*



Bury Treasure

The player may bury 1 Treasure per shovel icon by moving a Treasure Marker down **below the shovel line** of its storage area on their Hideout board. The Marker must be placed onto an empty Buried Bonus space under the shovel line, and the player gains the effect of the bonus that was covered (some spaces have no bonus). The player is still considered to possess this Treasure for all purposes. If there are no empty spaces under the shovel line, then no more Treasure of that type may be Buried.

If there are multiple bury actions performed during the same turn, you may bury the same or different Treasure types. Each Buried Treasure is worth 2VP at the end of the game, and this is in addition to scoring based on the Treasure Islands (page 11).



Example: *Jasmin buries her only Emerald. For covering a Buried Bonus space, she adds one Marker cube to the Emerald Treasure Island, page 7.*



Gain Quest
The player may gain 1 Quest card from the top of the Quest deck or from the face-up Quest Market. If a face-up card is gained, immediately replace it with a new face-up card from the top of the Quest deck. Quests should be kept hidden from opponents until Endgame Scoring.

Acquire Improvement



Acquire a Crew or Equipment Improvement card (depending on the icon) from anywhere in the Caribbean, paying 3 extra doubloons. Draw the top card from the Tier II deck and place it face up onto the space from which the acquired Improvement card was removed. All Ship tokens on this space are placed on top of the new card.

ACTIONS FROM EFFECTS

Upgrading Ships



Players will have numerous opportunities to upgrade their Ship board, which will give them immediate, as well as ongoing effects. To perform an **Upgrade**, the player places a gray Marker cube from the supply onto an empty Upgrade slot on their Ship board.

There are three Upgrade barrier lines, and a Marker may only be placed to the right of a line if there are already at least as many Upgrades on the Ship board as the number on that barrier line.



Example: *To cross the first barrier line, the player must have Marker cubes on at least two of the six available Upgrades to the left of the line.*

Each Upgrade is associated with a benefit. One-time benefits (beige scroll) are performed immediately, and ongoing benefits (red scroll) go into effect immediately after the upgrade. There are numerous different benefits, and their explanations can be found in the Glossary on page 16.

Two Upgrade benefits are important to understand in greater detail:

Gain Figurehead



The player must spend 3 doubloons. Then, they gain 1 Figurehead from the Figurehead Market and attach it to the left side of their Ship board. They gain the lightning bolt benefits (*if any*) immediately, and the ongoing benefits go into effect immediately as well. All Figurehead abilities are explained on page 15. You can only have 1 Figurehead tile, and you can never replace it with a new one.



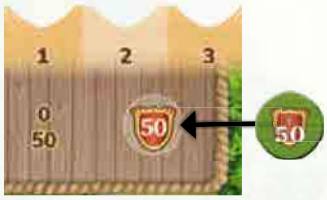
Place Black Market Tile
If there is an indicated cost, the player must spend that number of doubloons. Then, they place a Black Market tile of their choice onto any **Location card** that does not already have a Black Market tile (so each Location card can only hold at most one single Black Market tile). Black Markets cannot be placed onto the Gulf or Maracaibo spaces. The tiles are double-sided and must **not** be flipped over.

After placing the Black Market tile, **activate it immediately**. All Black Market effects are explained on page 15.

Victory Points (VP)



Each time this icon is activated, the player will gain the indicated number of points. Points are tracked on the perimeter of the Exploration board using that player's Scoring token. Each time a player's score exceeds the 50 space of the track, they place one of their player markers showing +50 on the 50 VP space and continue scoring from space 1 of the scoring track.



Doubloons



White number: The player gains the indicated number of doubloons from the supply. Players should store their doubloons on their Hideout board.



Red number: The player pays the indicated number of doubloons, returning the tokens to the supply. They must pay all of the indicated doubloons in order to proceed with the associated action.

Resource Limits

The doubloons, Markers, and Player tokens are considered to be unlimited. Use an appropriate alternative if more are required than are provided.

The Gulf



If your Ship is on any card in the right-most column of cards, you can move onto the Gulf using 1 movement. This is the first space a ship reaches on the Exploration board. You must stop at this space once your Ship moves onto it. You may Upgrade your ship as described on page 9. Then, you may choose **one** of the following options:

- Perform a Raiding action with an additional 2 Raiding Power.
- Perform an Explore action of value 4.
- Construct any Residence in the Caribbean that you have not already Constructed. Pay the cost as normal (with any discounts).

Maracaibo



When you start your turn with your ship on the Gulf, your next movement must be onto Maracaibo. It takes 1 Movement to do so, and you forfeit all remaining Movement points. You then immediately gain 6 points and a Ship Upgrade.

After that player's turn is complete, the round will immediately end.

- Exception: If it is the **third round**, continue playing until the end of the player's turn whose **Player token** is on Maracaibo, so everyone has taken the same number of turns in the game.

END OF ROUND

Each player gains income from all of their green scrolls (showing on their cards, Upgrades, Figureheads, etc.):

- Gain doubloons equal to all doubloon income icons on acquired Improvements and their Figurehead tile.
- Gain victory points equal to all victory point income icons on acquired Improvements and their Figurehead tile.



Example: *At the end of each round, this player gains 5 doubloons and 2 VP from these three Improvement cards.*

If three rounds have been completed, proceed to Endgame Scoring. Otherwise, move all Ship tokens to the starting zone in the Caribbean. The starting zone is to the left of the left-most column of cards. Play will continue in clockwise order from the player who just ended the round.

ENDGAME SCORING



Once three rounds have been completed (including a third income phase), and all players have performed the same number of turns, the game will end. Each player gains additional points for the following conditions (Endgame Scoring is also depicted on the Hideout boards):

❶ Gain 4 points for every river crossed on the Exploration board.

❷ Gain 1 point for every 5 remaining doubloons.

❸ Gain all points shown in the top-right corner of each acquired Improvement.

❹ Gain the depicted conditional points (gray scroll) on each Improvement with the Endgame Scoring icon .

❺ Gain the depicted conditional points for each Residence with their Residence token on it. Each Residence can score a maximum of 24 or 25 points.

❻ Each Treasure (unBuried or Buried) is worth points depending on the number of Markers on the respective Treasure Island.

- If there are 0-2 Markers on the Island, the Treasure will have a value of 2 VP each.
- If there are 3-4 Markers on the Island, the Treasure will have a value of 3 VP each.
- If there are 5-6 Markers on the Island, the Treasure will have a value of 4 VP each.
- If there are 7 or more Markers on the Island, the Treasure will have a value of 5 VP each.

❼ Additionally, gain 2 points for each Treasure that is Buried.

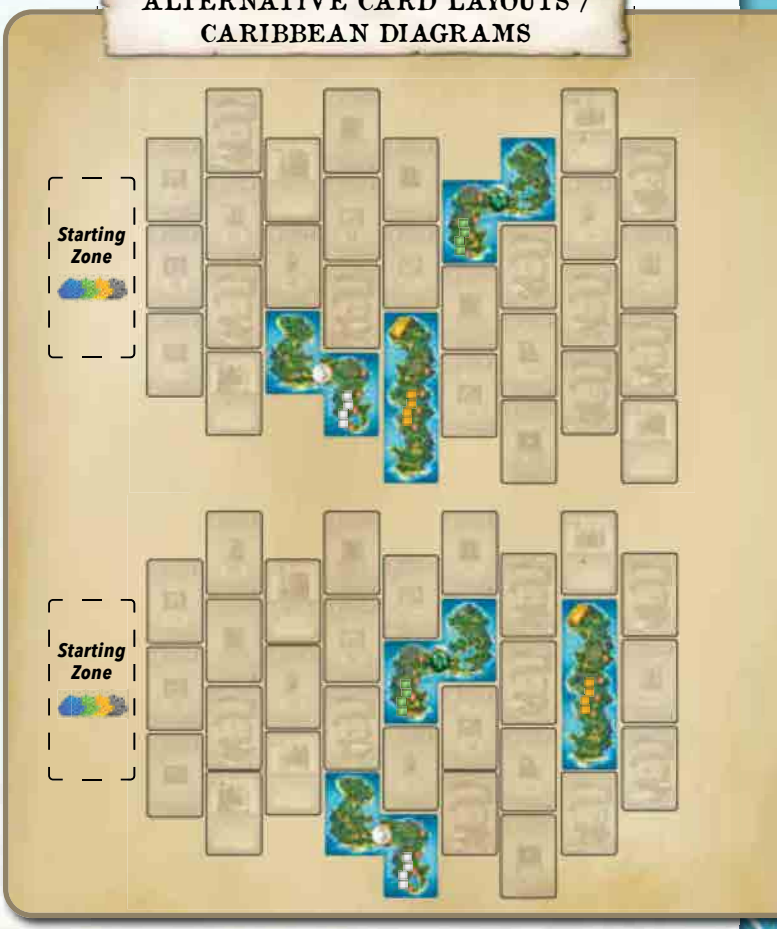
❽ Reveal all Quest cards and gain points depending on their listed conditions. Each Quest card has a top and bottom condition, and the player will score the points of the highest condition met or exceeded.
Quest cards can share the elements that meet their conditions.

Example: *If multiple Quest cards score for Crew Improvements, each Improvement can apply to each of these Quest cards.*

❾ Each player who scored points from at least 6 Quest cards gains an additional 10 victory points.

The player with the most points wins! If there is a tie between multiple players, it is broken by the player with the most Buried Treasure. If there is still a tie, the players share the victory.

ALTERNATIVE CARD LAYOUTS / CARIBBEAN DIAGRAMS



SOLO MODE



INTRODUCTION
You compete against Jordan, who is an automated opponent controlled by a deck of Solo cards.

SETUP
Follow the setup instructions for a two-player game; you are in control of one of the selected colors, and Jordan is in control of the other selected color. The only exceptions are: The Figurehead Market only consists of 3 Figurehead tiles and Jordan never gains or pays Doubloons.

Perform the following additional setup steps:

1. Flip Jordan's Ship board and Hideout board over to their solo sides.
2. Place one Marker cube on the leftmost position of the Raiding & Explore track on Jordan's Hideout board.
3. Separate the Solo cards into two decks based on the A and B in their top-right corner. Randomly replace 0 - 6 Solo A cards with Solo B cards. The more Solo B cards added, the more difficult the game will be.
4. Shuffle the assembled 6-card Solo deck and place it face down next to Jordan's Ship board.
5. Jordan draws a random Quest card as part of setup; place it face down next to Jordan's ship.

GAMEPLAY
You always take the first turn, and play will alternate between you and Jordan until the game ends after three rounds.

Your turn follows the multiplayer rules. If you land on a **card** with Jordan's ship, you must pay 1 doubloon to the supply, if possible. If Jordan lands on a card with your ship, take 1 doubloon from the supply.

Jordan's Turns
At the start of each of Jordan's turns, reveal the top card from the Solo deck. If there are no remaining cards on the deck to draw, shuffle all 6 Solo cards to create a new face-down Solo deck.
Jordan's turn begins with movement followed by one main action. In the case of a "B" card, Jordan will also perform a bonus action first.
On a solo card, there are multiple main actions depicted, but Jordan will only perform one of them. Jordan attempts to perform the top action, and if it cannot be completed, Jordan moves down to the next action. Continue until Jordan finds an action which can be completed. In the rare event that no main action is possible, ignore this entire solo card and draw a new one instead. (Do not perform the Bonus action on an ignored card.)



Actions of the solo card

If a location with the depicted action is within a 3 movement range, sail to this location. Then perform the following actions:

1. If there is a Treasure Value tile on this Location, place 1 Marker cube from the supply onto the depicted Treasure Island.
2. Place a Marker cube on the left-most and top-most uncovered Ship Upgrade on Jordan's Ship board.
3. Perform a **Raiding Action**:
   The Marker cube on Jordan's Hideout board will indicate the effects of their Raiding action:


Jordan takes 1 Treasure according to the roll of 1 die (see below).


Jordan takes 2 points and one Treasure according to the roll of one die.



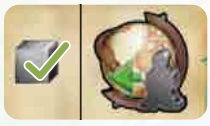
Jordan takes 2 points and 1 Treasure according to the roll of 1 die. If Jordan has more Treasures of this type than you, place 1 Marker cube from the supply onto the associated Treasure Island.



Jordan takes 3 points and 2 of the same Treasure according to the roll of one die. If Jordan has more Treasures of this type than you, place 1 Marker cube from the supply onto the associated Treasure Island.



The Treasure Jordan gains is determined by one die roll. On a roll of 4, 5, or 6, Jordan gains the Treasure of the island with the most Marker cubes. If there is a tie for most Markers, the tie is broken in the following order:
Gold > Emerald > Pearl.


If a location with the depicted action is within a 3 movement range, sail to this location. Then perform the following actions:

1. If there is a Treasure Value tile on this Location, place 1 Marker cube from the supply onto the depicted Treasure Island.
2. Place a Marker cube on the left-most and top-most uncovered Upgrade on their Ship board.
3. Perform an **Explore Action**:
   Jordan moves their Explorer by the value shown to the left of the action icon on the location. The usual movement rules apply. Their Explorer will always choose the longest path when presented with branching options. **Jordan gains no benefits from the spaces they stop on.** The Marker cube on Jordan's Hideout board indicates what Jordan does when Exploring:



Jordan takes 3 points.



Jordan takes 3 points, then moves 1 additional space.



Jordan takes 4 points then moves 2 additional spaces.



Jordan takes 6 points, then moves 2 additional spaces.



If a location shows the Quest action icon (e.g., Aruba) within 3 movement range, sail to this location. Then perform the following actions:

1. If there is a Treasure Value tile on this Location, place 1 Marker cube from the supply onto the depicted Treasure Island.
2. Place a Marker cube on the left-most and top-most uncovered Upgrade on their Ship board.
3. Jordan gains the rightmost quest, placing it face down on top of their other Quests. Refill the Quest market by sliding the remaining Quest card over and drawing a new card; place it face up next to the deck.

If a location showing either of these actions is within





3 movement range, sail to this location. If both are in range, apply the solo tiebreaker rule (explained later on this page). Then perform the following actions:

1. If there is a Treasure Value tile on this Location, place 1 Marker cube from the supply onto the depicted Treasure Island.
2. Place a Marker cube on the left-most and top-most uncovered Upgrade on their Ship board.
3. Instead of buying a card from the Caribbean, draw the top card from the Tier II deck and add it with Jordan's other bought cards.



Jordan buys an Improvement card. Start with the 1st Improvement card type: If a card of this type is within 3 movement range, sail to this location. If multiple cards are in range, apply the solo tiebreaker rule (explained later on this page). Then Jordan takes the card at no cost and replaces it with the top card from the Tier II deck. If no card of this type is in range, check for the 2nd card type, then the 3rd. If no Improvement card is in range, Jordan can't perform this action; proceed to the next possible action.

Ship Upgrades



When Jordan gets a Ship Upgrade, place a Marker cube on the left-most and top-most uncovered Upgrade spot on their Ship board. The first column is completed from top to bottom before proceeding to the second column, etc. All Upgrades have an immediate effect:



Advance the Marker cube on Jordan's Hideout board one space to the right. This increases the strength of their Exploration and Raiding actions.



Roll a die. Jordan takes the 1st Figurehead if you rolled 1 or 2, the 2nd if you rolled 3 or 4, or the 3rd if you rolled 5 or 6. If you have already taken a Figurehead, Jordan doesn't take a Figurehead.



Jordan gains the rightmost Quest and places it face down on top of their other Quests. Refill the Quest market by sliding the remaining card over and drawing a new card face up next to the deck.



Assign a number 1-4 to each Residence (e.g., ascending from left to right), then roll one die. Reroll a 5, 6, or any number that would cause you to place Jordan's token onto a Residence card for the second time. Place one of Jordan's Player tokens on the rolled Residence. If it's the first token on this Residence, Jordan gains 2 points.

Bonus Actions

On all B cards there is a bonus action, which is performed before the main actions. The bonus actions are:


Ship Upgrade


Raiding Action



Explore Action

Important Notes:

1. The **Gulf** contains the Raiding and Explore action. Therefore, if the Gulf is within a 3 movement range and the solo card tells Jordan to do one of those 2 actions, Jordan will always move to the Gulf and perform this action.
2. When at the start of the turn Jordan is on the Gulf, no solo card is flipped. Instead Jordan moves to **Maracaibo**, gets an Upgrade and 6 points.
3. Tier II Location cards grant points for Improvement cards, Buried Treasures, etc. Jordan ignores these additional points.
4. Whenever Jordan gains Improvement cards, ignore all the effects, endgame points and income.

Solo tiebreaker rule: If Jordan has more than one option to sail to, choose the one in the column closest to Maracaibo. If there are still multiple options in the same column, choose the top one among the tied options.

ENDGAME SCORING

Jordan will always take the final turn since you take the first turn of the game. You score endgame points using the multiplayer rules. Jordan scores endgame points for the following conditions:

1. 4 points for each river crossed on the Exploration board.
2. 6 points for each Improvement card acquired.
3. 15 points for each Residence constructed.
4. Treasures are scored according to the multiplayer rules.
5. 5 points for each Quest card acquired.
6. 10 points if Jordan acquired at least 6 Quests. **If you have more points than Jordan, then you have won!**

MODULES

Select one or more of the following Modules and modify the setup and gameplay rules accordingly:

FOG OF WAR: LOCATIONS

Setup

When creating the Tier I deck, place the Location cards face down, and all other cards face up. Shuffle the deck and then place the cards into the Caribbean so that the Location cards stay face down. Place 1 doubloon onto each face-down Location card.

Gameplay

Firstly, you can move **onto** and **through** face-down locations spending movement as normal. *Moving through has no effect on placed doubloons and does not flip the card over.* Each time a player's ship **ends its movement** on a face-down Location card, that player gains any doubloons on top of the card and then flips it face up. They then perform all actions shown on that Location, and the card will stay face up for the rest of the game. During the income phase, at the end of each round, place 1 doubloon onto each Location card that is still face down.

Solo Gameplay

Whenever Jordan sails onto or over a face-down Location card, flip it face up and return all doubloons on it to the supply. Jordan then gains 1/3/5 points if this happens during the 1st/2nd/3rd round of the game. When Jordan has multiple tied movement paths, Jordan always chooses the path that visits the most face-down Location cards.

FOG OF WAR: IMPROVEMENTS

Setup

When creating the Tier I deck, place the Improvement cards face down and all other cards face up. Shuffle your tier I deck and create a layout of cards according to the Caribbean diagram of your choice. When creating the Tier II deck, cut it into two equal-sized piles. Flip one of these piles face up and then shuffle the two piles together. This means the top card on the Tier II deck will sometimes be face down and other times be face up.

Gameplay

When Tier II cards are placed into the Caribbean, keep them in their current orientation (face up or down).

Each time a player's ship moves onto a face-down Improvement card, the card is immediately flipped face up. The player may choose to stop their movement on the card or continue moving as long as they have movement points remaining.

Solo Gameplay

Whenever Jordan sails through a face-down card, flip it face up, but continue movement. When Jordan has multiple tied movement paths, Jordan always chooses the path that visits the most face-down cards.

PIRATE SKIRMISH

Gameplay

Ignore the "Pay 1 doubloon rule when landing on a Card with opponent ships"; instead, do the following: When you end ship movement on a **card** with any opponent ships, immediately enter combat. All players with ships on this card roll 1 die. *There is no reroll and ignore the color of die.* Apply permanent Raiding Power increase abilities *(ignoring those that relate to die color)*. The player with the highest overall result gains 2 points and takes up to 1 doubloon from each other player on this card. If there is a tie for highest, nothing happens. After, proceed to perform actions as normal.

Solo Gameplay

Jordan will always increase their Raiding Power by the current round number, e.g., a roll of 4 in the 2nd round equals a Raiding Power of 6. The winner of combat gains 5 points but no coins. If tied, nothing happens.

QUEST HUNTERS

Setup

Each player draws 3 Quest cards and keeps 2 of them. The Quest Market always has 3 cards instead of 2.

Endgame Scoring

Quests are only considered completed if their more difficult (bottom) condition is met. Each completed Quest is worth double its printed point value. Each incomplete Quest will lose that player 5 points.

RUBIES

Setup

Place the 2 Ruby Supply Tiles onto Bonaire and Tobago, and place the Ruby Market Tile next to the Gulf.

Gameplay

When a player's ship ends its movement on a Location with a Ruby Supply Tile, they may gain 1 Ruby. They show this by taking one gray Marker from the supply and placing it on the ship image of their Hideout board.

When a player's ship ends its movement in the Gulf, they may sell **1** Ruby they own **onto the Ruby Market tile** by placing it on one of its **empty** (if any) bonus spaces to immediately take the covered bonus. Additionally, *if you sell a Ruby to the Market tile or not,* you can return any number of your owned Rubies to the supply to gain 2 points for each returned in this way.

Solo Gameplay

Jordan also gains 1 Ruby on a Location with a Ruby Supply Tile. In the Gulf, Jordan sells 1 Ruby to a random empty space (assign each of the 6 spaces a different die number and roll a die. If the rolled space is occupied, take the next empty one). At the end of the game, Jordan scores 2 points per remaining Ruby they still have.



RETIREMENT

Setup

Place the Residence Discount tile on the matching spot on the Exploration board. Each player places one of their Player tokens there.

Gameplay

When players move their Explorer to the Residence Discount tile (it counts as a space), they must immediately construct a Residence at half price, moving the Residence token from the tile to the Residence of their choice. Then move your Explorer back to the starting location of the Explorer track. The Residence Discount Tile can only be used one time per player.

When calculating the cost of the Residence, add all card discounts first before halving the price, rounding up.

Extra: This Tile can also be used in the game "Maracaibo". If you do, put the tile on the indicated spot of the Explorer Track. The rules are the similar: In the setup, every player puts a figure from the general supply on this tile. If you enter it, place your figure from there on a Prestige building at half price and move your Explorer back to the starting location.



GLOSSARY

Quest Cards

*Each Quest has a top and bottom condition; score **one of these** if the condition is met or surpassed. Quest cards can share the elements that meet their conditions.*



Reminder: "Treasure in Storage and Buried both count as you "Having" it.

Have the indicated number of Treasures.



Have the indicated number of Buried Treasures.



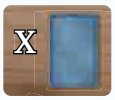
Have the indicated number of this type of Improvement card.



Have the indicated doubloon income.



Have the indicated points income.



Have the indicated number of Improvement cards (including constructed Residences).



Have crossed the indicated number of rivers on the Exploration board.



Have the indicated numbers of each indicated type of Improvement card.



Have the indicated number of Ship Improvement Cards.



Have the indicated number of Buried Treasures and point income.



Have the indicated number of Improvement Cards which granted immediate effects (lightning symbol).



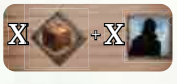
Have the indicated amount of ship upgrades.



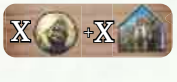
Have the indicated numbers of Crew Improvement cards and crossed rivers on the Exploration track.



Have the indicated numbers of Equipment Improvement cards and crossed rivers on the Exploration track.



Have the indicated numbers of Equipment and Crew Improvement cards.



Have the indicated numbers of Ship Improvement cards and constructed Residences.



Have the indicated numbers of Buried Treasures and crossed rivers on the Exploration track.

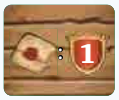
Black Markets



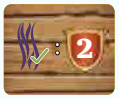
You may Bury one of your Treasures.



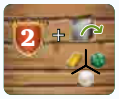
Gain 1 point (max. 6) for each Buried Treasure you have.



Gain 1 point (max. 6) for each Quest card you have.



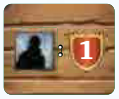
Gain 2 points (max. 6) for each river you have crossed on the Exploration track. If you crossed 4 rivers, you still only get 6 points.



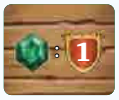
Gain 2 points and place a Marker cube on any Treasure Island.



Gain 1 point (max. 6) for each Equipment Improvement card you have.



Gain 1 point (max. 6) for each Crew Improvement card you have.



Gain 1 point (max. 6) for each Emerald Treasure you have.

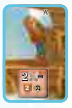


Gain 1 point (max. 6) for each Pearl Treasure you have.

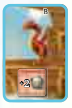


Gain 1 point (max. 6) for each Gold Treasure you have.

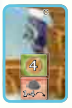
Figureheads



A (Mermaid)
Once when Raiding, the player may spend 2 Raiding Power to gain 2 points and 2 doubloons.



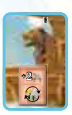
B (Dragon)
During each Explore action, the player may move up to 2 extra spaces.



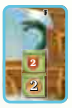
C (Harpy)
The player may move their ship up to 4 spaces during each Move phase. Increase the player's doubloon income by 4.



D (Whale)
When selecting a Quest, the player may refresh the Quest Market (i.e., replace with 2 new cards) before selecting. Also, the player gains 1 doubloon during income for each Quest card they possess.



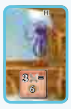
E (Lion)
When Raiding, gain 2 extra Raiding Power and 1 extra reroll of all Raiding dice.



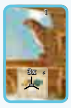
F (Sea Snake)
Increase the player's doubloon and victory point income by 2 each.



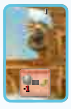
G (Poseidon)
Each time the player buries Treasure, they may place this Treasure on an empty space of this figurehead instead of below the shovel line on their Hideout. This counts as a usual Buried Treasure in the final scoring. The rewards for burying here: 5 doubloons, 4 points, Upgrade, or 1 Treasure.



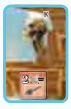
H (Kraken)
Once when Raiding, the player may spend 3 Raiding Power to gain 6 doubloons.



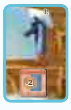
I (Hawk)
The player immediately gains their choice of 3 Gold, or 3 Emeralds, or 3 Pearls.



J (Nautilus)
Once during each Explore action, you may subtract 1 point of movement to gain 1 Gold Treasure. You cannot do this if it takes you to 0 movement points.

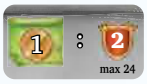


K (Skull)
Once when Raiding, the player may spend 2 Raiding Power to bury a Treasure.



L (Unicorn)
The player pays 2 fewer doubloons for every gained Improvement or constructed Residence card.

Residence Cards



Gain 2 points (max. 24) for each doubloon income you have (total number of doubloons, not scrolls).

Gain 3 points (max. 24) for each victory point income you have (total number of points, not scrolls).

Gain 5 points (max. 25) for each Ship Improvement card you have.

Gain 4 points (max. 24) for each Equipment Improvement card you have.

Gain 4 points (max. 24) for each Crew Improvement card you have.

Gain 3 points (max. 24) for each Buried Treasure you have.

Gain 4 points (max. 24) for each Quest you score points for during final scoring.

Gain 4 points (max. 24) for each Emerald Treasure you have.

Gain 4 points (max. 24) for each Gold Treasure you have.

Gain 4 points (max. 24) for each Pearl Treasure you have.

Gain 8 points (max. 24) for each set of 3 different Treasures you have (ignore Rubies, p.14).

Gain 6 points (max. 24) for each river you crossed on the Exploration track.

Many of the following icons can be found on the Ship Board, Cards, and Exploration track.


Gain a new Raiding Action that lets you spend 3 Raiding Power (once) to gain 1 Treasure of the color matching your selected die.

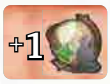

Gain a new Raiding Action that lets you spend 2 Raiding Power (once) to gain 3 points.


Gain a new Raiding Action that lets you spend 4 Raiding Power (once) to gain 3 points and place 1 Marker cube from the supply onto any Treasure Island board.


When Raiding, gain the shown number of extra Raiding Power to spend on Raiding actions.




Permanently add 2 Raiding Power to the die of the depicted color, e.g., yellow die +2 means that a roll of 5 gives you 7 Raiding Power for the yellow die. ***Can't be applied to Raiding Actions without dice rolling.*** *(I.e., you must be physically rolling a die to use these effects.)*


During each Explore action, you may increase your movement by up to the indicated amount.



Each time you take the Explore action, you may use this or similar abilities once each to forfeit Explorer movement for a reward. To gain multiple rewards in this way, you must forfeit movement for each reward separately. ***Note: You can never reduce your movement to 0!***


Spend the indicated amount less to acquire Improvements and construct Residences. These discounts are cumulative but cannot go below 0.



Immediately perform a Raiding action (see page 8) for the shown Raiding Power. If you gain Treasure, choose any type to gain. Apply permanent effects.




Immediately perform a Raiding action by rolling only the color of die shown. Then add the Raiding Power indicated to your roll and apply permanent effects.


Immediately perform an Explore action (see page 8): Move the Explorer and apply permanent effects.


Gain all benefits from the space your Explorer is currently on.


The player may upgrade their ship (see page 9).


The player may bury one Treasure (see page 8).


The player may gain the effects of any Black Market tile they have previously placed onto a location. See page 9 regarding placing of Black Market Tiles.


The player may pay 3 doubloons to gain one Figurehead token (unless you already have one).


Discard a Quest card from your hand to gain 8 doubloons. Put the discarded Quest card at the bottom of the Quest deck.


Place 1 Marker cube from the supply onto any Treasure Island board at the next empty space.


Place 2 Marker cubes from the supply onto the **same** *Treasure Island board.*


Pay the usual cost to Construct any Residence in the Caribbean (that you did not already Construct).


Pay the usual cost to Acquire any Ship Improvement in the Caribbean. Then put a Tier II card onto the empty spot.

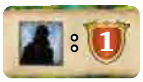

Gain points equal to the total of all point income icons on your Improvements and Figurehead.

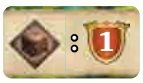

Gain doubloons equal to the total of all doubloon income icons on your Improvements and Figurehead.


Acquire any Crew Improvement card in the Caribbean, paying 3 extra doubloons. Then put a Tier II card onto the empty spot.

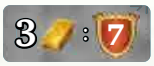
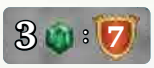

Acquire any Equipment Improvement card in the Caribbean, paying 3 extra doubloons. Then put a Tier II card onto the empty spot.


Gain 1 point per Buried Treasure you have.


Gain 1 point per Crew Improvement card you have.

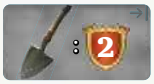

Gain 1 point per Equipment Improvement card you have.


Gain 2 points for each river you've crossed on the Exploration board.

At the end of the game, gain 7 points for each set of 3 Treasures you have of the indicated types (Buried or not).


At the end of the game gain the shown number of points for each set of 3 Quests you will score points for.


At the end of the game gain 2 points per Buried Treasure you have.

Gain one of the depicted Treasures, taken from the associated Treasure Island. Only if none are on the Island, take one from the supply instead.

CREDITS

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