

JAMAÏCA

Game Rules



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In February 1678, after a long career in piracy, Henry Morgan cleverly got appointed Governor of Jamaica, charged with driving out pirates and buccaneers! Instead, he invited all of his former "associates" and brothers-in-arms who ended up settling down to enjoy the fruits of their looting with impunity.

30 years later, to celebrate the jubilee of his appointment, as it should be, the Great Challenge is organized; a race around the island at the end of which the fastest crew, having amassed the most gold in their holds, is the winner.

Up lads and at 'em!

Game Components

GAMEBOARD

1 Gameboard, showing Jamaica and the race circuit

The Start and Finish space of the race

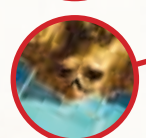
Port space (golden pin)



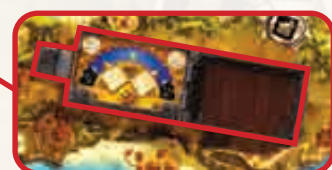
Sea space (white squares)



Pirate Lair (skull-like rock)



The Navigation Box for the Action dice



ACTION CARDS

66 Action cards in 6 colors, 1 color per player



The 5 icons that can be found in the corners of the cards and their associated actions:



Loading Gold



Moving the ship forward



Loading Gunpowder



Moving the ship backward



Loading Food



80 Gold Doubloon tokens, used to pay port fees and win the game!



45 Food tokens, essential for movement at sea.



45 Gunpowder tokens, used to increase the value of the Combat die.



9 Treasure tokens, used to show whether a Pirate Lair has already been looted or not.



12 Treasure cards, providing special powers, Gold, or Cursed Treasures...



6 ships, one per player.



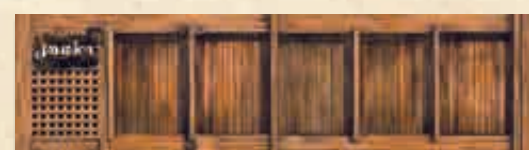
1 Compass marker (shows who is the Captain for the current round).



2 Action dice, which determine the level of possible actions.



1 Combat/Shortage die, used to resolve sea battles and... Shortages!



6 personal boards representing the 5 Holds in a ship.

Setup

Randomly take 9 of the 12 *Treasure cards*, shuffle them and place them in a facedown pile on the right side of the *Navigation Box*. Return the remaining 3 cards to the game box without looking at them.

Place the *Combat die* on the fortress.

6 Place the 9 *Treasure tokens* on the 9 *Pirate Lairs* (skull-like rocks).

Each player gets a personal board representing the 5 *Holds* of their ship...

... and the deck of *Action cards* in their color, which they shuffle and place facedown above their *Holds* to form their *draw pile*.

The *discard pile* is where players place the cards they have played.





3

Each player places the ship in their color on the *Port Royal* space, set to go.



4

Race direction.



5

Resources are sorted by type to form the *Bank*, then placed within reach of all the players.



10

Each player places 3 *Food* and 3 *Doubloon* tokens in two of their *Holds*.



11

Each player takes the first 3 *Action* cards from their *draw pile* and holds them as shown above so that they can see the possible actions (icons in the upper corners).

12

Designate 1 player at random to be the *Captain* for the first round. They receive the *Compass* marker and the 2 *Action* dice.

You are now ready to read the rules!

Game Round

1 DICE ROLL



The *Captain* rolls the *Action dice*.



They choose the order in which they place them on the *Navigation Box* after looking at the 3 *Action cards* in their hand.

2 CARD CHOICE



Once the dice have been placed, each player secretly chooses the card from their hand they wish to play...



... and places it face-down across their *discard pile*.

3 ACTIONS



Players wait until everybody has chosen their card. Then the *Captain* flips theirs over...



... and performs both actions: first the **morning** one, then the **evening** one.



The morning action is associated with the left die (the sun) and the evening action with the right die (the moon).



In turn, the other players do the same: they flip their card over and perform both actions, always in accordance with the dice placed by the *Captain*.

4 END OF THE ROUND



a) After all the players have performed their actions, they take the first card from their *draw pile* to bring their hand back to 3 cards. Played cards remain face-up on the *discard pile*.



b) The *Compass marker* goes to the player on the left, who becomes the new *Captain*.

A new round begins. Start over at section 1-Dice Roll, then 2-Card Choice, then 3, etc.



Actions

There are 2 action types.

LOADING



When one of the 3 loading icons is displayed, the player must load the indicated resource. The die associated with that action shows the number of tokens to be loaded into an **empty** Hold (you can **never** load tokens into a Hold that already contains some).



When no Hold is available during loading, the player must empty 1 Hold to make room (the tokens are returned to the Bank).

Important: Players are not allowed to return to the Bank the same type of tokens as the ones they are loading.

MOVING



When one of the 2 movement icons is displayed, the player must move their ship either **forward** or **backward**. The die indicates the number of spaces that the ship **must** move.

Some spaces are free, but most of them require payment.

SPACES WITH A COST



a) A **port** space costs the number of **Doubloons** shown on the golden pin. These are paid to the Bank.

b) A **sea** space costs one **Food** token for each white square depicted. These are paid to the Bank.

FREE SPACES



When a player ends their movement on a **Pirate Lair**, they **never** have to pay anything.

IMPORTANT



When a player ends their movement on a space occupied by an opponent's ship, they **first** must engage in combat (see next page).



If a player does not have enough **Gold** or **Food** tokens to pay the cost, then there is a **Shortage** (see next page).



When a player ends their movement on a **Pirate Lair** space with a **Treasure** token, that token is discarded, and the player draws a **Treasure card** that they place next to their Holds.

Combat

When a player ends their movement on a space occupied by an opponent's ship, they **first** must engage in combat. The players proceed as follows:

1 ATTACK

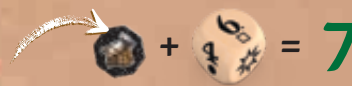


The player who lands on the occupied space is the attacker.

They start the battle by spending as many *Gunpowder* tokens as they wish (if they have any).

Then, they roll the *Combat* die and add the die value to the number of *Gunpowder* tokens spent to obtain their **firepower**.

2 DEFENSE



Then, it is the defender's turn to spend *Gunpowder* tokens if they wish, roll the *Combat* die, and obtain their own **firepower**.

3 COMPARISON

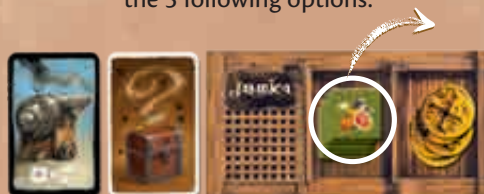
Attack	Defense
10	7

The player with the higher **firepower** wins the battle.

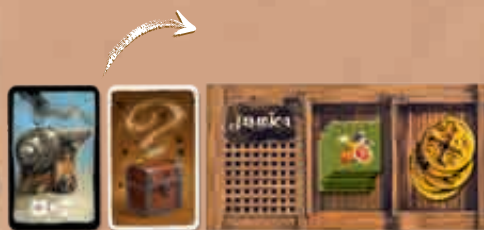
In case of a tie, nothing happens.

4 AFTERMATH

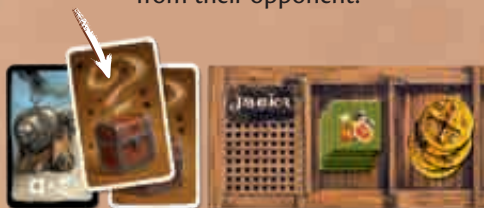
The winner of a battle can choose one of the 3 following options:



a) Steal the contents of one of their opponent's *Holds* (the usual loading rules apply);



b) Steal a faceup or facedown *Treasure* card from their opponent.



c) Give a *Cursed Treasure* card to their opponent.

! STAR



A player who rolls the star **immediately** wins the battle.

If the attacker rolls the star, their opponent **cannot** defend themselves.

If the defender rolls the star, they win the battle, **regardless of the attacker's firepower**.

Shortage

If a player does not have enough *Gold* or *Food* tokens to pay the requested cost, they must follow these 2 steps:

1 PAYING



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

2 DIE ROLL

Then, the player rolls the *Shortage* die and moves their ship according to the result:

circle	circle	square	square	skull	star
Move backward to the next <i>Port</i> space.	Move backward to the next <i>Sea</i> space.	Move backward to the next <i>Pirate Lair</i> .	Move backward to the next <i>Sea</i> space.	Move backward to the next <i>Pirate Lair</i> .	Stay put.

IMPORTANT

- There may be a battle at the end of a movement due to a *Shortage*, but you **never** pay the cost of that new space.
- A *Shortage* cannot make you move farther back than *Port Royal*.

Treasures

There are 2 *Treasure* types.

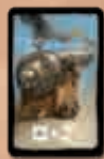
POWERS

The 4 *Treasure* cards below provide special powers. When a player draws one of them, they place it **faceup** next to their *Hold*s. They can use its power as long as they keep that card.



Morgan's Map
Allows its owner to have 4 *Action* cards in hand instead of 3.

Saran's Sabre
Allows its owner to reroll their own *Combat* die or to make their opponent reroll theirs. The 2nd roll 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.



TREASURES

The 8 *Treasure* cards below modify the player's score at the end of the game. When a player draws one of them, they place it **face down** next to their *Hold*s. That card will only be revealed at the end of the game, when tallying the points.



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 1 *Treasure* card.

End of the Game

1 FINISH SPACE



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

Players complete the current round, then the game is over.

Players now tally their points.

3 VICTORY

The player with the highest score wins the game.
In the event of a tie, the player who is furthest along in the race wins.

If still tied, the tied players share the victory.

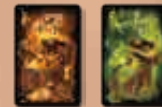
2 TALLYING



8



+3 +3 +6



+7 -4

= 23 POINTS

A player's final score is calculated as follows:

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

+ the *Doubloons* in their *Holds*...

+ Any *Treasures*...

- Any *Cursed Treasures*...

Important: Ending on the space marked **-5**, or any other space before that, costs 5 points!

Specifications

GAME ROUND

When a player's *draw pile* is depleted and they must draw a new card, they shuffle their *discard pile* to make a new *draw pile*.

ACTIONS

Players must always fully resolve their morning action before their evening action. So:

- When the first action is a movement, players cannot pay the cost of a space with resources that will be earned only with the second action;
- Players cannot avoid battles or pay the cost of a space between 2 movement actions;
- *Doubloons* earned with the *Gold-Gold* card cannot be cumulated and loaded into a single *Hold*.

Loading

When a player must load a resource type and all their *Holds* are filled with that resource, the action is ignored.

Movement

Players can move backward as their first movement. However, they will have to complete one circuit of the island in order to finish the game.

SPACE COSTS

- When paying the cost of a space, players can choose the *Hold(s)* they are paying from.
- A space is only paid for once: when the ship lands on it.

TREASURES

- **Saran's Sabre:**
 - You cannot add *Gunpowder* to the second roll;
 - You can also force your opponent to reroll if they roll the star;
 - You must use the Sabre's power immediately after the die roll you wish to modify.
- You cannot look at the contents of a hidden *Treasure* before stealing it from an opponent.
- When you steal the **6th Hold**, you also steal its contents.

SHORTAGE

- When players move backward into a fork, they freely choose their route.

COMBAT

- No battle can take place in *Port Royal*.
- When a player rolls the star with the *Combat die*, they do not recover the *Gunpowder* they spent.
- When a player ends their movement on a space occupied by **several** ships, they choose 1 opponent and only engage in 1 battle.

Two-Player Game



The black ship becomes the *Ghost Ship* and is placed on *Port Royal* with those of the two players.



- ✗ Assign a 5-Hold board to it. Then, place 5 *Doubloons* on one of its *Holds* and 3 *Doubloons* on another.
- ✗ Take the **Lady Beth** card from the *Treasure* deck and place it next to its *Holds*. The *Ghost Ship* adds +2 to its *Combat* rolls.
- ✗ **Players cannot steal that card from the *Ghost Ship*.**



The *Combat* rules remain the same. It is the opponent of the attacked ship who rolls the *Combat die* on behalf of the *Ghost Ship* and makes decisions in case of victory. If the *Ghost Ship* wins the battle, it can steal whatever it wants, but anything other than *Gold* is thrown overboard (returned to the *Bank*). *Gold* is placed into a *Hold* according to the loading rules.

- ✗ The *Ghost Ship* can also steal *Treasure cards* but never gives any.
- ✗ If a player wins over the *Ghost Ship*, they can steal the resources from a *Hold* or steal a *Treasure card* (except **Lady Beth**), or give it a *Treasure card*.



Beware! It is not unusual for the *Ghost Ship* to win the game... Enjoy the race!



The *game round* remains the same except for the *Actions* sequence. The *Captain* carries out their two actions, then their opponent does the same, then the *Captain* moves the *Ghost Ship*.



The *Captain* moves the *Ghost Ship* twice each round in accordance with the *Action dice* results.

- ✗ The movement direction is semi-automatic. There are 3 possibilities before **each** movement:

1 – The *Ghost Ship* is the only one to be in the lead:

-> It **must** move backward.



2 – The *Ghost Ship* is the only one to be the last in the race.

-> It **must** move forward.



3 – The *Ghost Ship* is in none of the situations described above:

-> The *Captain* chooses the direction of the movement. They can even decide to launch an attack against their own ship. Likewise, when it reaches a fork: it is the *Captain* who decides.



- ✗ The *Ghost Ship* never pays the cost of a space.
- ✗ When it ends its movement on a *Pirate Lair*, the *Ghost Ship* takes its *Treasure* if any. It is placed facedown next to its *Holds*. **Players cannot look at it.**



It is technically possible to play the *Ghost Ship* in any game with less than 6 players. This is a tempting variant, as it induces more battles and twists and turns. However, as the resources the *Ghost Ship* gains are thrown overboard, it also creates more *Shortages* than usual, which tends to slow the game down. The choice is yours!



End of the Game



Specifications



Two-Player Game

Biographies



Anne Bonny (~1700 - 1722†). She was only a teenager when she decided to embrace a career in piracy. Smart as a whip, she covered herself as well as the sails and the deck of her ship in turtle blood to terrify the French sailors of a merchant ship. Horrified, the French sailors did not dare to fight and handed her over their cargo of precious stones. Arrested in 1720, she narrowly escaped from the gallows before starting a second career under an assumed name.

Mary Read (~1690 - 1720†). She was born in England at the end of the 17th century. Her mother used to dress her as a boy to receive monetary support. Mary started a career in the military before sailing off to Jamaica, where she befriended Anne Bonny. They remained as thick as thieves until their arrest in 1720. Mary Read avoided the gallows by claiming to be pregnant but died shortly after in prison, struck down by yellow fever.



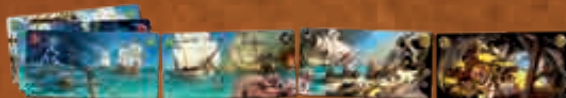
John Rackham (1682 - 1720†), commonly known as “Calico Jack” for the colorful clothing he wore, was arrested several times but always managed to escape, with Anne Bonny and Mary Read’s help, the two most famous female pirates. He was finally imprisoned and hanged in 1720 in Port Royal, Jamaica.

Olivier Levasseur (~1690 - 1730†), nicknamed “La Buse” (“The Buzzard”) because of the speed and ruthlessness with which he always swooped down on his preys. When he stood on the gallows, he threw a cryptogram into the crowd, shouting “Find my treasure, for he who can understand.” Many enthusiasts and treasure hunters have since tried to find this legendary treasure.



Samuel Bellamy (1689 - 1717†), was an English pirate better known as “Black Sam” and nicknamed the “Prince of the Pirates”. His career came to an abrupt end on April 27, 1717, when he sank off Cape Cod in a terrible storm, taking with him a fabulous treasure. A team of divers discovered his ship’s wreckage in 1982, the first-ever authenticated pirate ship.

Edward Drummond (~1680 - 1718†), better known as “Blackbeard,” plagued the Caribbean from 1716 to 1718. He was famous for putting lit fuses under his hat to terrify his foes. During his last battle against the *Pearl*, an English warship, his body was found with no less than 25 wounds. His head was cut off and suspended on a bowsprit. Neither his ship nor his treasure have never been found.



Have you noticed that you can recreate an entire scene if you put the cards next to each other? Enjoy your exploration!

NEED ASSISTANCE?

If, despite all the care taken in the manufacture of this game, a component is missing or is damaged, please contact the Customer Service of our distributor Asmodee at the following address:
<https://fr.asmodee.com/fr/support>
Your issue will be addressed in a timely manner!

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