The rules for Jamaica are shown here in the form of a large maritime map, each island dealing with a separate section of the rules. We recommend that you follow the rules together, starting with island 1 - Game round. When you have finished a round of 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 useful during the course of the game.

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.

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 (moon).

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.

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

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.

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.

Cost of the Spaces

Spaces with a Cost

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

<table>
<thead>
<tr>
<th>Attack</th>
<th>Defence</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>7</td>
</tr>
</tbody>
</table>

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.

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 filled with the same resource action is ignored.

Movement
Players are allowed to move backwards as their first move. However, they must still do the island in order to finish.
5 - 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).

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

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 Royale.
- 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

<table>
<thead>
<tr>
<th>8</th>
<th>+3</th>
<th>+3</th>
<th>+6</th>
<th>+7</th>
<th>-4</th>
</tr>
</thead>
</table>

= 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.