

JAMICA



I Background and aim of the game

In February 1678, after a long career of piracy, Henry Morgan cleverly manages to get himself named Governor of Jamaica, charged with driving out pirates and buccaneers! Rather than doing that, he invites all his former "associates" and brothers-in-arms to settle there, where they are able to finally enjoy the fruits of their activities with total impunity. 30 years later, the Great Challenge is organised to celebrate his nomination in true style: a race around the island, at the end of which the winning team is the one having amassed the greatest quantity of gold in its holds. All aboard!

II Game components

The board

1 gameboard showing Jamaica and the race course



The race start and end space



The navigation box for the action dice



Port space (golden needle)



Sea space (white squares)



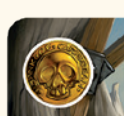
Pirate lair (rock in the shape of a skull)

The Action Cards

66 action cards in 6 colours, 1 colour per player



The 5 symbols in the corners of the cards and their associated actions:



Load gold doubloons



Load food



Load gunpowder



Move ship forwards



Move ship backwards

80 gold doubloons used for paying port fees and for winning 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 pillaged or not



12 treasure cards, which provide extra powers, gold or cursed treasures...



1 compass, showing who is Captain for the current round



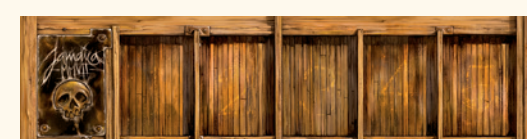
2 action dice, which determine the level of possible actions



1 combat die, used to resolve sea battles



6 ships, one per player



6 boards representing the 5 holds in a ship



Biographies



Anne Bonny (1697 - 1722 ?), still an adolescent when she embraced the life of a pirate. Her first haul was a French merchant ship carrying precious stones. She went out to intercept it completely covered in turtle blood, as were the sails and bridge of her ship. The French sailors were terrified and didn't fight. Arrested in 1720, she only just escaped the hangman's noose before starting a second career of piracy under the name of Bartholomew Roberts.



Mary Read (? - 1720 ?), was born in England at the end of the XVIIth century. Her mother dressed her as a boy in order to acquire an inheritance. She began a military career before sailing for Jamaica where she became close friends with Anne Bonny. They remained inseparable until their arrest in 1720. Mary Read avoided the hangman's noose by pretending to be pregnant but died shortly thereafter of yellow fever in prison.



Samuel Bellamy (? - 1717 ?), was an English privateer better known as "Black Sam" and nicknamed the "Prince of Pirates". His career came to a sudden end on April 27th 1717 when his ship sank off Cape Cod during a severe storm taking with it a considerable amount of booty. A team of divers discovered his ship in 1984: it is the only known pirate ship ever to be rediscovered.



John Rackham (? - 1720 ?), was better known as "Calico Jack". He owed his nickname to the brightly coloured calico clothes he wore. Arrested many times, he always managed to escape with the help of Anne Bonny and Mary Read, the two most famous women pirates. He was finally imprisoned and hung in 1720 in Spanish Town, Jamaica.



Olivier Levasseur (~1680 - 1730 ?), or "The Buzzard", ranged over the Indian Ocean and was so-called because of the rapidity with which he descended on his prey. Standing on the gallows, the rope around his neck, he threw a cryptic note into the crowd, shouting "Find my treasure, he who understands it!". Ever since, many devotees and treasure hunters have tried to find the location of his fabulous wealth.



Edward Drummond (~1680 - 1718 ?), known as "Blackbeard", exercised a reign of terror in the Caribbean from 1716 to 1718. He was renowned for setting light to cannon fuses in his beard before assaulting enemy ships, causing panic in their ranks. Intercepted by the Pearl, an English sloop, he died and was then decapitated at the end of a long battle that has since become famous and during which he was wounded no less than 25 times. Neither his ship nor his treasure have ever been found.



Jamaica is brought to you by Assura SA (www.assura.ch). Publisher: GameWorks SARL (www.gameworks.ch). A game by: Malcolm Bralf, Bruno Cathala & Sébastien Pauchon. Illustrations: Mathieu Lysenne (www.aniil.com), graphics: Samuel Rouge, ships: Stéphane Gaudin, translation: Gavin Wynford-Jones. The authors wish to thank all those, beginners and experts alike, who participated in testing the game... and the rules!

III Set up



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 all the 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.

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

1-GAME ROUND

1-Dice Roll



The Captain throws the action dice.



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

4-End of the Round



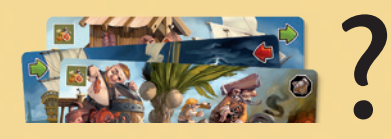
Once everybody has completed their actions, each player takes the top card from his deck to bring his hand back up to 3 cards. Played cards remain face up on the discard pile.



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

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

2-Choice of Card



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

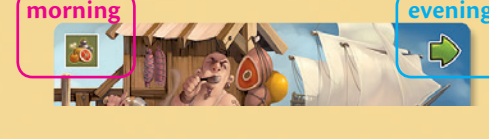


...and puts it face down across his discard pile.

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.



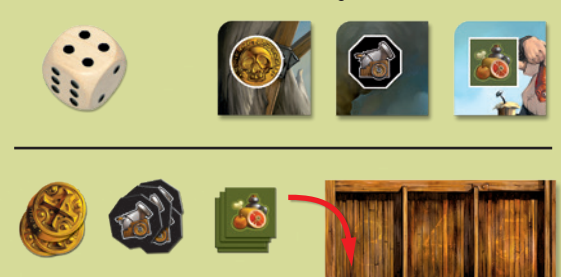
The morning action is linked to the left die (sun) and the evening action to the right (moon).



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.

2-ACTION TYPES

Loading



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

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.



If you no longer have an empty hold available during loading then you must empty one to make room (the tokens concerned are put back in the Bank).

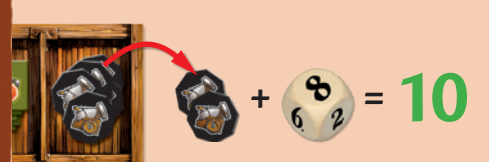
Important: you are not allowed to return the same type of token as the ones you are loading.

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

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

3-COMBAT

1-Attack



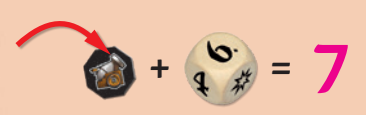
The player who lands in an occupied space is the attacker.

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

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

This gives him his combat strength.

2-Defence



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

3-Comparison

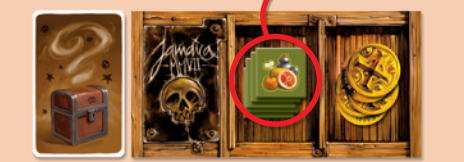
Attack 10 Defence 7

The player with the higher combat strength wins the battle.

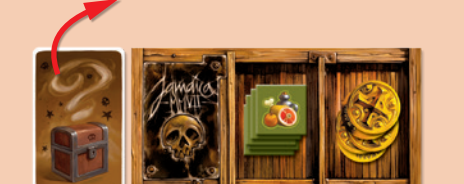
If both players' strength is the same, nothing happens.

4-Result of the Battle

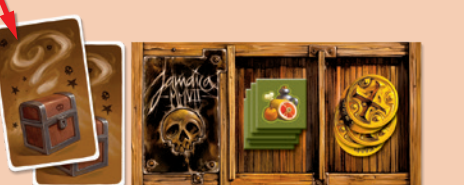
The winner of the battle can choose one of the following 3 options:



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



b) steal a treasure from his opponent;



c) give a cursed treasure to his opponent.

!-Star



If a player rolls the star, he immediately wins the battle. If the attacker rolls the star, his opponent cannot therefore defend himself. If the defender rolls the star, he wins the battle regardless of the combat strength of the attacker.

4-COST OF THE SPACES

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.

Spaces with a Cost



a) A port space costs the number of doubloons shown on the golden needle. 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.

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

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).

3-Pay



Finally, he pays the cost of the new space.

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 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.

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



= 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.

Powers

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



Morgan's Map

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



Saran's Sabre

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



Lady Beth

Adds 2 points to the combat die.



6th Hold

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

6-TREASURES

Treasures

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



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



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

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

8-CONTINENT

1-GAME ROUND

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

Loading

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

Movement

Players are allowed to move backwards as their first movement. However, they must still do a circuit of the island in order to finish the game.

3-COMBAT

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

4-COST OF THE SPACES

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

5-SHORTAGE

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

6-TREASURES

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

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.