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Game:	**JAMAICA**
Publisher:	**GameWorks (2007)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

Setup

Each player takes a **ship's hold board**, a **ship** and a matching set of **action cards**, which are shuffled and placed facedown above the holds. Ships are placed on the *Port Royale* space on the board.

Randomly select 9 of the 12 **treasure cards**, shuffle them and place them facedown on the space to the right of the navigation box. Return the remaining 3 cards to the game box unseen.

Place the **combat die** on the fortress and the 9 **treasure tokens** on the 9 pirate lair spaces on the board. Sort the resources (**food**, **gunpowder** and **doubloons**) by type to form the **bank**.

Each player places **3 food tokens** and **3 doubloons** in two of their holds, and draws the first 3 cards from their action deck, keeping them secret.

Each player draws 3 action cards from their deck. Randomly select a first player to get the **compass** and the 2 **action dice** and be **Captain** for the first turn.

Game Round

1. **Throw action dice** The Captain throws the **action dice** and chooses which order to place them on the navigation box.

2. **Choose card** Each player chooses an **action card** (discards are shuffled to form a new deck if required) and puts it facedown across their discard pile.

3. **Actions** The Captain turns over their action card and carries out their **morning action** (top left), then their **evening action** (top right). In turn, the other players reveal their cards and carry out their actions.

    The morning action must be *completely resolved* before the evening action.

4. **End of round** Each player takes the top card of their action deck and the compass moves to the next player clockwise, who is now **Captain**.

Action Symbols

Loading

If a **loading symbol** is shown (**food**, **gunpowder** or **doubloons**) you must load the number of tokens shown by the action die into an **empty** hold.

If you do not have an empty hold then one must be emptied (return tokens to the bank) to make room. A hold containing the same type of token as the one you are loading cannot be emptied. If all holds are filled with that type, the action is ignored.

Movement

If a **movement symbol** is shown you *must* move your ship forwards (green) or backwards (red) the number of spaces shown by the action die.

You may move backwards on your first movement, but an entire circuit of the island must be completed to win the game.

If the final space of the move is occupied, **combat** must immediately take place. After any combat, the cost of the space must be paid.

Combat

The player landing in an occupied space is the **attacker**. If there is more than one opposing ship, the attacker chooses who to fight, and there is only one battle. No combat can take place in *Port Royale*.

The attacker spends a number of **gunpowder** tokens of their choice, then adds that number to the result of a combat die roll to determine their **combat strength**. The defender then does the same.

The player with the higher strength wins. If there is a tie, nothing happens.

If a player rolls the star, they immediately win the battle (their gunpowder is still used). If they are the attacker, the defender does not defend at all (and therefore does not spend gunpowder or roll). If they are the defender, they win regardless of the attacker's combat strength (or **star**).

The winner may choose one of the following options:

1. **Steal the contents of one of the loser's holds** (usual loading rules apply).

2. **Steal a treasure** from the loser (you cannot first look at a player's facedown treasures).

3. **Give a cursed treasure** to the loser.

Cost of Spaces

A **port space** costs the number of doubloons shown on the golden needle (paid to the bank).

A **sea space** costs the number of food tokens shown by the white squares (paid to the bank).

A **pirate lair space** costs nothing; if the treasure token is still there, remove it from the game and take a treasure card, putting it next to your holds.

If you cannot pay a space's cost there is a **shortage**. Pay to the bank as much as you can afford, then move your ship back to the first space where you are able to pay the *full* cost (even a pirate lair, where there is nothing to pay and you may take the treasure, if there). You may choose the route if there is a fork.

You must then pay the cost of the new space. If the space is already occupied there is a battle *first*.

Treasures

Treasures modify your score at the end of the game (**cursed** treasures negatively). They are placed *facedown* by your holds and only revealed at the end of the game. You can have more than 1 treasure card, and any treasure can be stolen or given during combat.

Powers

Four of the treasure cards are **special powers**. They are placed *faceup* by your holds. You may use the power as long as you have the card.

Morgan's Map You can have 4 action cards in your hand.

Saran's Sabre Allows you to re-roll your own combat die or make your opponent re-roll theirs (even the **star**). The second result must be accepted.

Lady Beth +2 to the combat die.

6th Hold Acts as a sixth hold (usual loading rules apply). If you steal the 6th hold, you also steal its contents.

End of the Game

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

The current game round is finished normally, the game ends and players add up their points.

Final Score = the white number on the space where your ship is **plus** any doubloons in your holds **plus** any treasures **minus** any cursed treasures.

Ending on the -5 space or before it costs 5 points.

The winner is the player with the highest number of points. On a tie, the player furthest along in the race wins. Otherwise tied players share the victory.

Two Player Game

The black ship starts at Port Royale as the **Ghost Ship**. It starts with a ship's hold board with 5 doubloons in one hold and 3 in another and the **Lady Beth** card. This ship can never be stolen.

After the two players move, the Ghost Ship moves twice as determined by the action dice. It never pays any costs.

If it is leading the race it must move backwards; if last, it must move forwards; if otherwise, the Captain chooses (and may even make it attack their own ship). The Captain also chooses the direction the Ghost Ship moves if there is a fork.

The Ghost Ship takes treasure from pirate lair spaces if it is shown. The treasure is left facedown (the players may not see it) and placed next to its holds.

Battles are fought normally, with the opposing player rolling the combat die for the Ghost Ship and taking any decisions required if it wins.

If it wins, it can steal whatever it wants; however anything other than doubloons is thrown into the sea (returned to the bank). Doubloons are placed in its holds according to the normal loading rules. It can also steal treasure cards, but never gives any away.

A player who wins fighting a Ghost Ship may steal the contents of a hold, steal a treasure card (except the **Lady Beth**) or give it a treasure card.

Jamaica

Game Round

1. **Captain throws action dice** and chooses the order to place them on the navigation box.
2. **Each player chooses an action card** and puts it facedown across their discard pile.
3. **Captain turns over their action card and performs their morning action, then their evening action.** In turn, the other players reveal their cards and carry out their actions.
4. **End of round** Each player takes the top card of their action deck. Pass the compass to the next player clockwise, who is now **Captain**.

Action Symbols

Loading (food, gunpowder, doubloons)
Load the number of tokens shown by the action die into an *empty* hold.

If you do not have an empty hold, one must be emptied to make room. A hold containing the same type of token as the one you are loading cannot be emptied.

Movement

You *must* move your ship forwards (green) or backwards (red) the number of spaces shown by the action die.

You may move backwards on your first movement, but an entire island circuit must be completed to win the game.

If the final space is occupied, **combat** must take place. After any combat, you must pay the **cost** of the space.

Combat

No combat can take place in *Port Royale*.

The attacker spends **gunpowder** tokens of their choice and adds that number to the result of a die roll. Then the defender then does the same.

The player with the higher strength wins. On a tie, nothing happens.

If you roll the star, you immediately win (gunpowder is still used).

The winner may choose one option:

1. Steal the contents of one of the loser's holds.
2. Steal a **treasure** from the loser.
3. Give a **cursed treasure** to the loser.

Cost of Spaces

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

A **sea space** costs the number of food tokens shown by the white squares.

A **pirate lair space** costs nothing; if the treasure token is still there, remove it from the game and take a treasure card.

If you cannot pay a space's cost there is a **shortage**. Pay as much as you can afford, then move your ship back to the first space where you can pay the *full* cost, then pay the cost of that new space. If the space is already occupied there is a battle *first*.

Treasures

Treasures are placed *facedown* by your holds and are only revealed at the end of the game. A player can have more than 1 treasure card, and any treasure can be stolen or given during combat.

Powers

Special power treasure cards are placed *faceup* by your holds.

Morgan's Map You can have 4 action cards in your hand.

Saran's Sabre You can re-roll your own combat die or make your opponent re-roll theirs (even the **star**).

Lady Beth +2 to the combat die.

6th Hold Acts as a sixth hold. If you steal the 6th hold, you also steal its contents.

End of the Game

As soon as a player reaches **Port Royale**, they stop; ignore any evening action. The current round is finished, the game ends and players add up their points.

Final Score = white number on the space where your ship is **plus** doubloons in your holds **plus** treasures **minus** cursed treasures. Ending on the -5 space or before it costs 5 points.

Winner is the player with the highest number of points. On a tie, the player furthest along in the race wins.