

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 ship (look at the shape of a skull)

The Actio

66 *action cards* in 6 colo



The 5 symbols in the corners of the



Load *gold doubloons*



Load *food*



Load *gunpowder*

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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!

on Cards

ours,1 colour per player



cards and their associated actions:



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

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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 imprisonned 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.



Have you noticed that if you put the cards end to end, you get a complete picture? Enjoy your exploring!

Jamaica is brought to you by Assura SA (www.assura.ch). Published by Always Board Games (www.alwaysboardgames.com). A game by Malcolm Braff, Bruno Cathala & Sébastien Pauchon.
Illustrations: Mathieu Leyssenne (www.aniii.com), graphics: Samuel Rouge, ships: Sylvain 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!

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III Set up

1

Randomly select 9 of the12 *treasure cards*, shuffle them and place them in a facedown pile on the right side of the *navigation box*. Put the remaining three cards back in the game box without looking at them.

The *combat* on



The 9 *treasure* tokens are placed on the 9 *pirate lairs* (rocks in the shape of a skull).

6

Each player receives a board representing the 5 *holds* of his ship...

7

...as well as the set of *action cards* in his colour, which are shuffled and placed above the *holds*, face down, forming his personal *deck*.

8

The *discard pile* is where cards played during the game ar placed.

9

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2

die is placed the fortress.

3

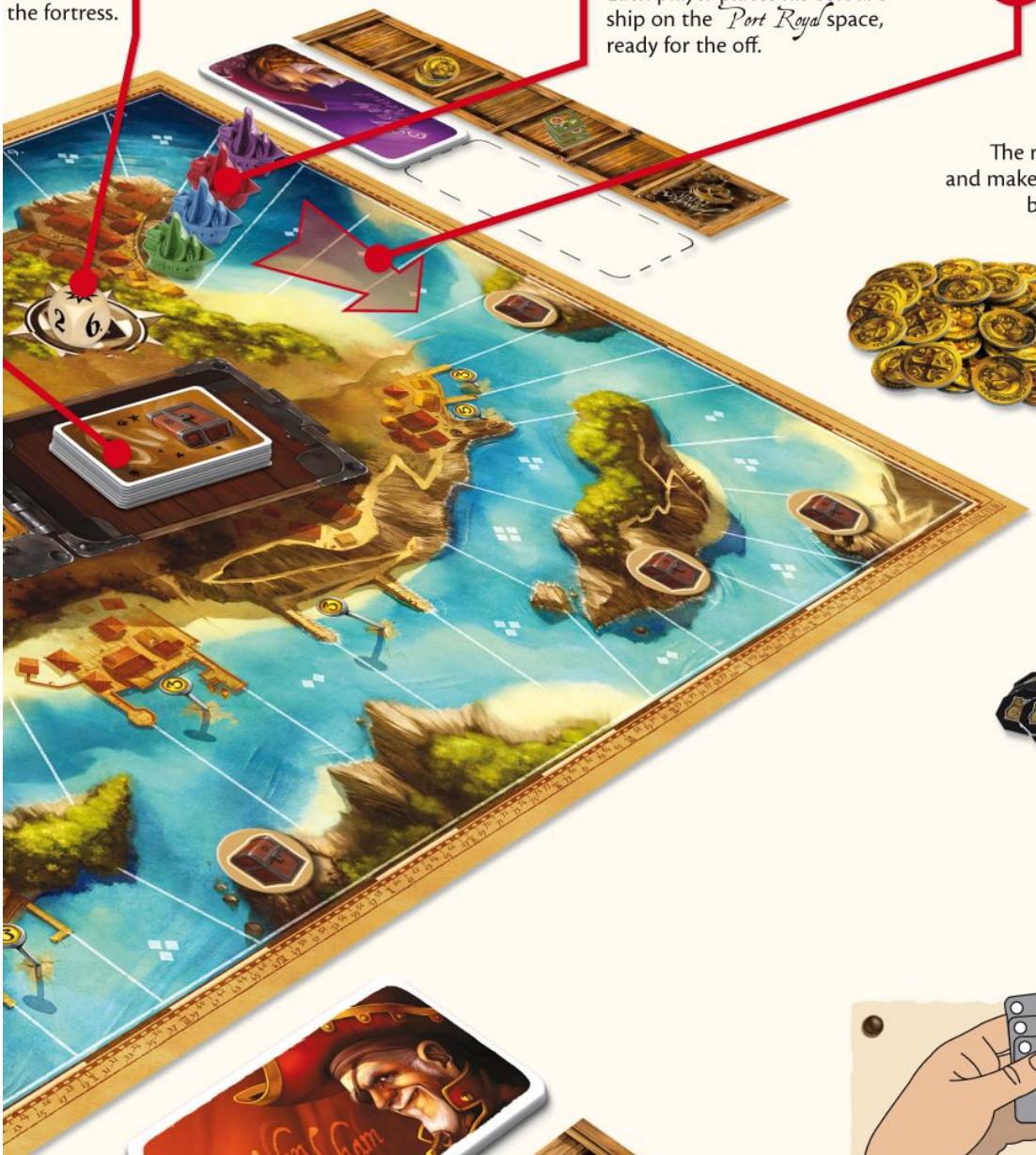
Each player places his colour's ship on the *Port Royal* space, ready for the off.

4

Race direction

5

The resources are sorted by type and make up the *Bank*, which should be in reach of all the players.

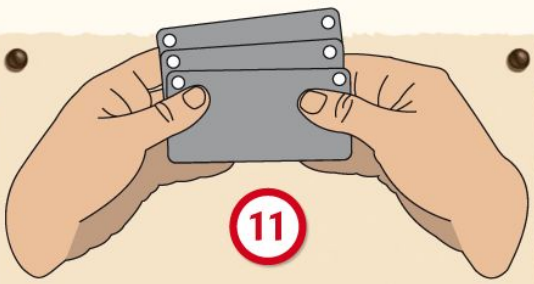






10

Each player places 3 *food* tokens and 3 *doubloons* in two of his *holds*.



11

Everyone takes the first 3 *action cards* from his *deck*. These should be held as shown, so that the possible actions are visible (symbols in the upper corners).

12





One player is selected at random to be the *Captain* for the first round. He is given the *compass* and the two *action dice*.

You are now ready to read the rules on the other side!

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IV

The rules for **Jamaica** are shown here in the form of a large maritime map, each island dealing with a separate section o rules. We recommend that you follow the rules together, starting with island ***1-Game round.*** When you have finished a points on the first island, move on to the following one, ***2-Action Types,*** which you will also explore completely. Conti from island to island, ending with ***7-Game End.*** At the bottom of the map, the **Continent** contains notes which will be during the course of the game.

Do not start playing until you have explored all the

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.*



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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).



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.

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.

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-

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



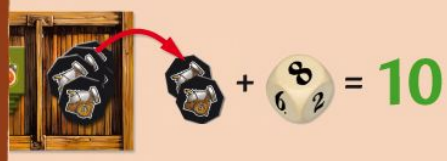
a) A *port* space costs the number of *doubloons*

b) A *sea* space costs one *food* token for each white

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-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	Defence
10	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.**

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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*.

6-TREASURES

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 [illegible] For example:
- if the first [illegible] the cost of the space cannot be paid [illegible] second action;
- [illegible] 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 res[illegible] type and all his holds are al[illegible] filled with the **same** resour[illegible] action is ignored.

Movement

Players are allowed to mov[illegible] backwards as their first *mo*[illegible] However, they must still do[illegible] the island in order to finish[illegible]

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shown on the golden needle. These are paid to the *Bank*.

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).

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).

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 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 o[illegible] to pay from.
- A space is only paid once: when [illegible] 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.**

[illegible] backwards [illegible] player [illegible]

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.

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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



8	+3	+3	+6	+7	-4

= 23 POINTS

A player's final score is calculated as folllows:

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 [illegible] ship. Likewise if it reaches a [illegible]

If its [illegible] takes [illegible] face down and placed next [illegible] 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*.

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