

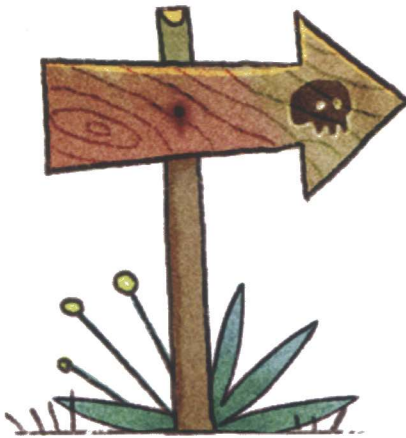
About the Game

Arrr! You are in command of a mighty ship and a crew of three brave pirates. You will explore islands full of mysteries and treasures. When the game begins, the island (which is composed of tiles) is totally unexplored. On your turn, you will move one of your pirates to a neighboring tile, flip it over, and see what adventure awaits you.

Your task: to find the buried treasures left behind by the infamous old pirate Jackal. But finding Jackal's gold is only the beginning. Once you uncover a treasure chest, you will then need to transport its contents onto your ship. And while you are at it, you'll need to somehow keep it out of the clutches of competing pirate bands!



You can start playing right away, without needing to read the whole rulebook, simply by following these steps:



1. First of all, assemble your first island (page 5)!
2. Then you'll need to learn how to move your pirates (page 6).
3. You'll need to look up what specific tiles do as you flip them (pages 8–17).
4. If you get close to an enemy pirate, you'll need to know how to fight them (page 20).

The game ends when there is no more gold left on the island. That is, when all of the tiles have been explored, and all of the coins have been loaded onto the ships.

The goal of the game is to get as many coins as possible onto your ship.

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Watch a video tutorial on how to play!



Game Components

- 66 square terrain tiles. The color on the back of the tile depicts the type of terrain (gray is for mountains, green is for forests, yellow is for beaches). There is different artwork on the front side. These tiles will be placed together to form the playing field.



- Ships — 4 square tiles with the ship pictures.



- 19 coins of equal value!



- 4 pirate crew (red, yellow, black and white) each containing 3 pirate figures.



- 5 messages in bottles.



- 12 ability cards.



- Pirate ability stickers.



- 10 puzzle cards for the single-player variant.



- Missionary piece.



- Bear piece.



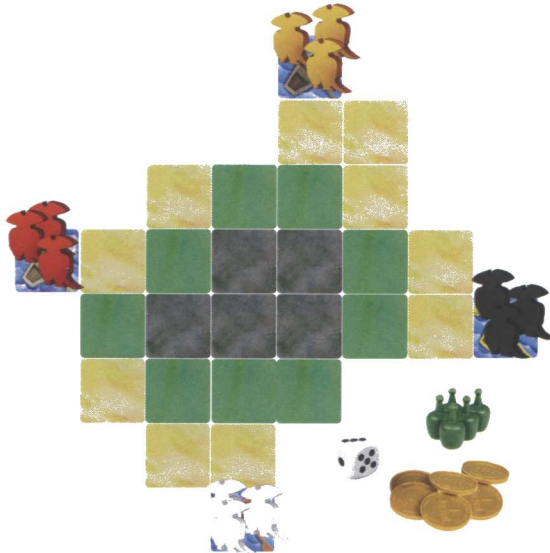
- 6-sided die.



- Rules — the important book you are reading now.

Let's Assemble Our First Island!

1. Take the 33 tiles out of box 1 and turn them face down. Also, take out the die, bottles, and coins and keep them nearby. Set the ability cards and ability stickers aside for now. You will not need the other boxes yet: they contain the tiles for other adventures.
2. Randomly remove 4 mountain tiles, 3 forest tiles, and 2 beach tiles from the set.
3. Assemble the island as shown in the diagram. Make sure to keep all of the tiles face down as you are doing this, so as to give your treasure island an appropriate air of mystery.



You are now ready to begin your first game, captain! Of course, you will need to look up more rules as you need them during the game. Think of them as your star charts. The one who does the best pirate impression goes first!

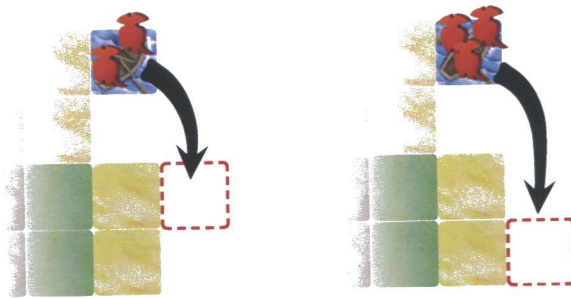
On Your Turn

On your turn, you must choose one of two actions:

- Move your ship, or
- Move one of your pirates.

Players take turns in clockwise order.

You can only move a ship if one or more of your pirates are in it. A ship's speed is determined by the number of your pirates aboard. For example, if there are 2 pirates in a ship, the ship may move up to 2 tiles per turn.






A pirate moves across dry land one tile at a time, vertically, horizontally, or diagonally.



Your pirate may disembark from the ship and land on the island. Move one of your pirates from your ship to the island tile directly adjacent to your ship, or one that is diagonal to it. If the tile is face down, flip it face up and resolve it according to the picture on it (see Tiles Explanation, pages 8–17). When a tile is flipped over, the orientation can be important. Therefore, you should declare which way you are flipping it, and not rotate it afterwards.

Your pirate may swim or board their own ship from the water. A pirate moves one space along the coast per turn and can swim around the corners of the island. A pirate cannot voluntarily jump into the sea from land and cannot move from the sea back to land, only to a friendly ship.



-  You may only move 1 pirate or ship in a single turn.
-  Several pirates of the same crew or friendly pirates can be on the same tile at the same time.
-  If you are currently controlling one of the extra characters, you may choose to move them as an action instead of moving one of your pirates or your ship.



Tiles Explanation

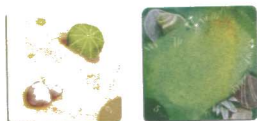
Some of the tiles in the game are single-use, while others are multi-use. Single-use tiles only go into effect when they are first explored. After that, treat them as an empty tile. Multi-use tiles have effects that happen every time a pirate lands on them.



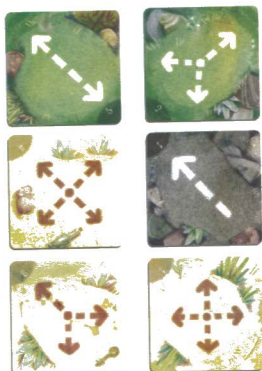
Single-use tiles are marked with a footprint on the edge of the tile.



Some tiles cannot be entered while dragging a coin. These tiles are marked with a coin along the edge of the tile.



Empty Tile: When you land on one of these, nothing bad happens: your pirate simply ends their turn. Take a moment to savor this rare bit of peace and tranquility in a pirate's hectic schedule.



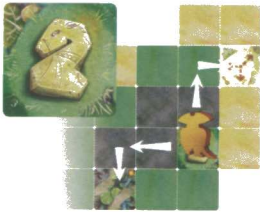
Arrows: Some manner of mystical force compels you to move in a specific direction! Immediately move 1 space in the direction shown by one of the arrows (your choice if there is more than one). If you move onto a face-down tile, reveal and resolve it as normal. If the movement causes you to enter the sea, your pirate is now swimming.



Barrel: This pirate is very lucky — he found an empty barrel. Pirates like barrels, even empty ones. Lay the pirate down: they may not move next turn as they are too busy playing in the barrel; you must move one of your other pirates instead. At the end of your next turn, stand the pirate back up again.



Treasure Chest: Money! Money! Money! Pieces of eight and doubloons! There's even an old florin in here! Place the indicated quantity of coins from the bank on top of the tile.



Horse: Make a L-shaped move (like a knight's move in chess). If the final tile that you move onto is face down, flip it face up (do not flip any of the other tiles you moved over).



Ice: Am I seeing things? Why is there ice on a tropical island? This tile repeats your previous move. For example, if you came to this tile from the left — move to the right once more; if you made a knight's move — make another knight's move (it doesn't have to be in the same direction as the first); if you came to the tile according to the arrow direction — move in the same direction once again; if you came here by plane you can use it once more.



Pit: The pirate falls into a trap and must wait for a friend to come to their rescue. Lay the pirate down on the tile; you may not move it until you have moved another pirate to the tile. The second pirate does not fall down the trap, but rather helps the other pirate out of it; stand the other pirate back up. You do not have to rescue the lost pirate immediately; your other pirates can continue to perform other actions.



When playing in teams, a pirate from a friendly team can also rescue you, his trapped friend. The pit is activated every time a pirate enters its tile, unless that pirate enters the tile to rescue a comrade who has fallen in.





Message in a Bottle: When a pirate finds a tile with bottles, the player takes the number of bottles indicated on the tile. Using a bottle allows a pirate to escape from a pit without help, or to get through any labyrinth immediately. A bottle can only be used at the end of that player's turn: i.e. after a player has moved a pirate or a ship.

It is possible to give a bottle to the missionary (see page 14). A pirate from any player either on the same tile as the missionary or an adjacent tile can give him the bottle: if another player controls the missionary, you can move one of your pirates into an adjacent space and discard one of your bottles.



Crocodile: A very dangerous crocodile! If you encountered this tile after disembarking from a ship, you must return to the ship. Otherwise, return to the tile you just left. If that tile has an arrow on it that sends you back to the crocodile, the pirate is killed!



Bank: Only 1 pirate can occupy the bank tile at any time. If there is a pirate and a coin on this tile, the pirate cannot be attacked. If there is a pirate without a coin on the tile, treat the bank as if it were an empty tile (i.e. it has no effect if there is a pirate on it with no coin). If there is a coin on the bank tile but no pirate, anyone can come and take the coin at their pleasure.



Jungle: To walk in these parts without a machete is a big mistake. The brush is so thick here that it is possible to miss another pirate who is passing by at arm's length. It is prohibited to attack in the jungle and it is impossible to enter into the jungle while carrying a coin. However, pirates from different teams can be here at the same time.



Caramba!: On this tile, there is a small, but annoying problem. A pirate can stumble over a protruding root, accidentally singe his beard, or realize that they are lost. Any pirate entering this tile must shout out angrily a pirate phrase like a real sea dog.



Lighthouse: You have discovered an old lighthouse! After the long climb up the stairs, the pirate who found this building first may look out across the island. You may peek at any 4 face-down island tiles; look at them but do not show the other players. Then return them face down to their original position. As the pirate descends the lighthouse, it collapses and may not be used again during the game.



Hot-Air Balloon: A hot-air balloon will always take you, along with any treasure that you may be dragging along with you, to your ship. The same will happen to anyone else who stumbles onto this wondrous tile during the course of the game. In a team game, the hot-air balloon will always bring a pirate to their own ship, never to the ship of their ally. No pirate may end their turn on this tile: as soon as any pirate enters the tile, the hot-air balloon effect triggers instantly.



Musket: The musket fires once in the direction selected by the pirate who flipped over the tile. The bullet travels in a straight line and can travel across the entire island. A pirate who is hit by the bullet is immediately returned to their ship as if they had been attacked in the usual way. The bullet only hits one pirate, the closest one in the selected direction.



Shrine: If you have a pirate on the shrine, you can use it to resurrect your fallen comrades. Doing so counts as your action for the turn. Your pirates are reborn right here in the shrine. The shrine is a place of supernatural power and your enemies cannot enter the shrine while you are inside. In fact, it is so strange that you'll have to leave any money you may have with you at the door: no gold coins are allowed on this tile.



The shrine cannot be used unless at least one of your pirates has been killed.



The shrine can hold any number of pirates from allied crews.



In a team game you can only revive pirates from your crew.



Crossroads Die: The player rolls the die in order to determine the direction of the arrow.



Trampoline: This tile tosses a pirate to a new tile that is 2 moves away either horizontally or vertically in any direction. You may use the trampoline while dragging a coin. It is possible to trampoline yourself right into your ship.



Airplane: Wow, an old plane! We don't know how it got here, but it can take any pirate with all his goods to any tile immediately. Unfortunately, it only has enough fuel for one short journey. The first pirate who moves onto this tile may immediately use it to travel to any other tile. If not used immediately, the opportunity is lost.



Cannon: A pirate's desire to find out what is hidden in the depths of a cannon barrel is truly inexplicable. The cost of this curiosity is that the pirate is shot into the sea in the direction of the cannon barrel. Move the pirate all the way across the island to the sea space in the direction of the barrel. The pirate is now swimming (any coins they had sink and are lost). If the space they move to is a friendly ship, the pirate is home and delivers their treasure. If the space contains an enemy ship, the pirate is killed.



Smoke: On the next player's turn, they do not control the actions of their pirates. Instead, the player to their left is the one who chooses what to do. This continues for the next turn of each player (including the next turn of the player who revealed this tile). Then, the smoke from the fire clears and everything returns to normal. Example: Seating order is Red, Black, White. On Red's turn, this tile is revealed. The next player's turn is Black, but it is the White player who chooses what to do. Then, it is White's turn, with Red choosing what to do. Next, it is Red's turn, with Black choosing what to do. After that, Black takes their turn as normal.



You may not use your opponent's messages in bottles even while you are in control of their game pieces.



Bear's den: The bear awakens! Place the bear game piece on this tile. The bear immediately mauls the unfortunate pirate who had disturbed its deep slumber. The pirate is wounded and is immediately returned to their ship to recover. The bear then moves 1 tile in the direction of the nearest pirate.


The bear is impervious to all obstacles. Neither pits nor labyrinths have the power to slow it down. Arrows, ice, nor any other tiles of this sort will stop this furry terror. The bear will walk through unexplored tiles without exploring them. At the end of every subsequent turn of the player who woke the bear, the bear will move again. The bear will maul any pirate that it catches (either if it moves onto a tile with a pirate, or a pirate ends up on its tile). A wounded pirate immediately returns to their ship to recover. The bear cannot board ships, and any pirates on ships are considered to be hidden from the bear. If there are no pirates on dry land, the bear sits down and sucks its paw instead of moving. The bear is impervious to attack, and using special abilities will not have any effect on it.




The bear will always choose the shortest path to the nearest pirate, and prefers to move diagonally. If there are two or more potential victims that are equidistant from the bear, the bear will select whichever target happens to be first in clockwise order, starting from the northernmost point of the island.



The northernmost point on the island can be found on the island diagram.

 If the bear catches the missionary, the missionary is killed immediately. This bear is a strict materialist, and has no business with religion.

 If a pirate enters an unexplored tile while the bear is on it, the tile is not flipped.





Missionary: Somewhere on the island lives a missionary. He converts pirates and teaches them to be good, taking away their sabers and pistols in the process. When encountered, place the missionary piece on the tile; the missionary is now controlled by the player who found him and he can be moved just like a pirate. The missionary can't drag coins, attack, or be attacked. Pirates who stand on a tile with the missionary on it also can't attack or be attacked.



The missionary cannot revive pirates at the shrine.



If the missionary is given a message in a bottle by a pirate (see page 10), he will immediately dust off his rusty old sword and join the crew to which he had previously been ministering as a fully-fledged pirate. What horrible message did that bottle contain that it should have caused this saintly man to give up the religious life and become a bloodthirsty pirate? Only the missionary knows.



Being a spiritual person, the missionary will not drag any coins or carry any other objects. Also he can't attack anyone while he remains a missionary.



The missionary can flip over unexplored tiles, but when he explores a tile containing a message in a bottle, he acts as though you have handed him the bottle instead and you take one fewer bottle than depicted on the tile.



Earthquake: Boom! Bam! When you turn over this tile, an earthquake begins to shake the island! You must immediately swap the positions of any two tiles. The tiles you choose must not have any pieces on them or any coins.



Labyrinths: These tiles require several moves. When a pirate first moves onto this tile, place it on the number 1 space. Before it can move off the tile, it must use an action to move to the next numbered space. Only when it is on the highest numbered space may it choose to move away from the tile.



Ogre: What a foolish death for a pirate — to become a dinner for a tropical Ogre. The pirate is killed (see *Death of a Pirate!* page 21). If a pirate enters the Ogre's tile while carrying a coin, the Ogre eats the coin as well.



Fortress: Devil's luck! A fortress! While a pirate is on a fortress tile, no other pirate can attack them. However, a pirate carrying gold cannot enter the fortress.



A fortress can be occupied by more than one pirate from the same or friendly crew.



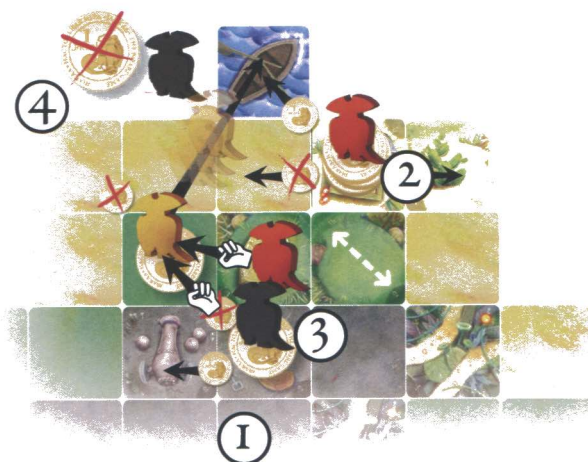
Getting Gold

You have it on good authority that there are several treasure hoards of various sizes hidden on these islands. If you discover a treasure, place the indicated number of coins on it. However, do not get too excited! You need to drag the gold back to your ship.

Pirates do not actually pick up gold, but when a pirate moves from a tile with gold on it, they can choose to drag that gold with them.

The following rules apply:

1. Each pirate can only drag 1 coin at a time (they are heavy).
2. When dragging a coin, you can only move to face-up tiles.
3. You cannot attack an enemy (see below) while dragging a coin. However, if you are itching for a fight, you can choose to not drag that gold and move onto the tile with your enemy.
4. A pirate cannot swim when dragging a coin. If a pirate enters water with a coin, the gold sinks and is removed from the game. The pirate stays on the surface.





If you have been attacked by an enemy pirate while dragging a coin, you leave the coin on your tile and return to your ship.

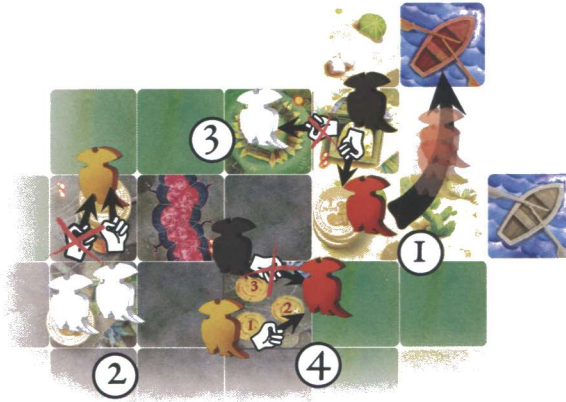
When a pirate moves back to a friendly ship while dragging a coin, that player (or team) counts it towards their score. The coin is now yours until the end of the game, and no one can take it away from you. But don't rest on your laurels: get out there and get some more loot!





Fighting Enemies

Pirates are a friendly bunch, except when they are on different teams! When a pirate moves onto a tile with another pirate, a fight takes place. Exception: Labyrinth tiles are handled differently, see below.

1. The pirate who is attacked is immediately returned to their ship to recuperate, leaving any booty that is on their tile behind.
2. You can only fight an enemy when you are not dragging a coin.
3. You cannot fight an enemy pirate if they are in a fortress (a fortress is a fortress after all).
4. If the enemy is on a Labyrinth tile (see page 14), you can only attack if you are on the space one step behind them. If they are on the 1 space, you can attack them by moving onto the tile; if they are on the 2 space, you can attack them if you are on the 1 space, and so on.



 A Labyrinth tile is one of the few tiles where pirates of different crews can stand together at the same time.

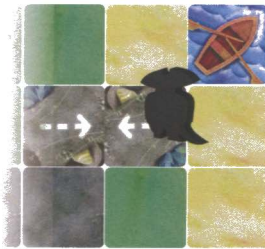
 The Missionary can also attack your enemies after he has been given a message in a bottle.



Death of a Pirate!

A pirate dies in any of the following delicate situations:

1. When a pirate ends up on the same space as an enemy ship, either by moving onto it when traveling, or when the pirate is swimming and ends on the same space as an enemy ship.
2. When the pirate is attacked by an enemy pirate in the sea.
3. When a pirate meets the Ogre (see page 15).
4. When a pirate ends up in a repeating cycle of moves. For example, when two arrows direct one at another, or when a pirate moves by arrow into an occupied fortress.



Death does not have to be the end! It is possible to revive a dead crewmate at a shrine (see page 11).



If a pirate gets attacked by an enemy, they are not killed, they just return back to their ship and continue the game from there.



Victory and the Next Island

The game ends when all of the tiles have been explored and there are no more coins left on the island. All of the coins found on the island must be in front of the players.

The winner is the one who has collected the most coins. In the case of a tie, the tied player who has the most living pirates wins. If there is still a draw, it is time to take out your sabers.

It may happen that none of the players are able to get to the last coin(s). In this case, the game can be ended by a unanimous vote and no one gets the last coin(s).



Special Abilities

Once you have concluded your island adventure, every player who managed to get 3 or more coins will have the opportunity to acquire a special ability for one of their pirates. Take the Ability cards that you set aside earlier and place them face up on the table. The winner gets to have the first pick. The player who came in second gets the next pick, and so on. In the case of a tie between two players, the one who sits clockwise from the first player gets second pick. A player may acquire no more than 1 new ability per game.

 Only 3 players may take abilities, even if all 4 players have enough coins.

Return any remaining Ability cards to the main game box. Each time you open a new box, add any remaining Ability cards from previous boxes not acquired by players along with the new ones. These are all available for purchase after each island adventure.

Each Ability card has a corresponding sticker: find it on the sticker sheet and affix it onto the pirate that you wish to upgrade. Keep the card face up in front of you so that other players can see it clearly. Now this pirate is a seasoned sea dog! Don't forget to give your pirate a name, so that you can proudly recount tales of your brave buccaneer's feats to your friends.

 Taking an ability is optional.

 You can't change abilities during an adventure on an island.

Some abilities modify the base rules: if an ability contradicts the rules (for example, the rules state that a pirate may only carry 1 coin at a time, but the Ability card grants a pirate the ability to carry 2 at once) then the text on the Ability card takes precedence and should be considered to be an exception to the general rule.



The Game Continues...

You can now continue the game with a new adventure on a new island with your newly acquired abilities. Your pirates don't carry any of their hard-earned gold (hard-pilfered, anyway) or unused messages in bottles over to their next adventure.



How to Assemble the next Island

1. Shuffle all the tiles from the boxes that you want to play with.
2. At random, remove 4 mountain tiles, 3 forest tiles, and 2 beach tiles for the first island and 1 random tile of each type for each other box.
3. Now, assemble one of the islands as per the images on page 30.

Example: You want to assemble the 4th island. For that, you need to shuffle tiles from the 1st island and tiles from any three other boxes. Now, remove 7 random mountain tiles, 6 forest tiles, and 5 beach tiles. Finally, assemble the 4th island as per the image.

Now it's time to land your ship on the island. The player who does the best pirate impression goes first and chooses their starting location (see page 28), followed by the other players in clockwise order.



Now you can start moving your pirates. The first player takes the first turn, followed by the other players in clockwise order.

 You can assemble any islands you want, from any tiles you want! No one can give orders to a real pirate!

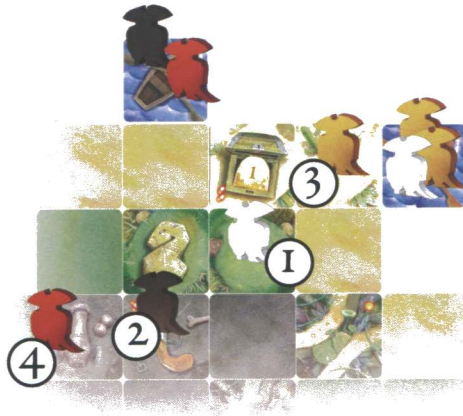
 If you're playing with kids under 8, you can remove some difficult tiles.



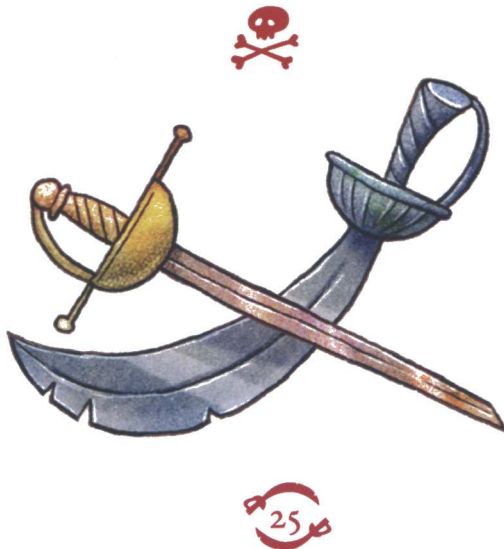
Team Games

You can play the game in teams, 2 vs 2. This requires a series of adjustments to the base rules: Allied pirate crews may occupy the same tile and use friendly ships for storing coins. You may help allies climb out of pits. However, a pirate who is attacked will always return to their own ship.

In a team game, the turn order must always be such that your turn is immediately followed by that of one of your opponents. That is: the first player from team 1 goes first. Then, the first player from team 2 goes second, followed by the second player from team 1, and finally the second player from team 2 goes fourth.



At the end of the game, allies count their looted gold together.



Single-Player Variant (pirate puzzles)

Old Captain Jackal left behind a series of pirate puzzles. You'll need a bit of ingenuity (and probably at least one leg) in order to solve these.

The goal of each of these puzzles is this: to get all the coins to the bank tile as quickly as possible, while making sure that as many pirates as possible survive the attempt.

Solving the puzzle cards

To begin with, lay out the island according to the schematic on the puzzle card.

“North” is marked on each one. You will need to know where “north” is in order to determine the bear's movement in certain situations.

When you play the single-player variant, all pirates begin the game on the “bank” tile, which is also where the pirates must bring coins. Yes, pirates have their own banks. Though when you get right down to it, aren't all the banks really run by pirates? As you are playing alone, all of the pirates will be members of the same crew. Your opponent is the bear, who is sure to provide you with stimulating company. Place your 3 pirates on the bank tile, and place the bear on the bear's den.

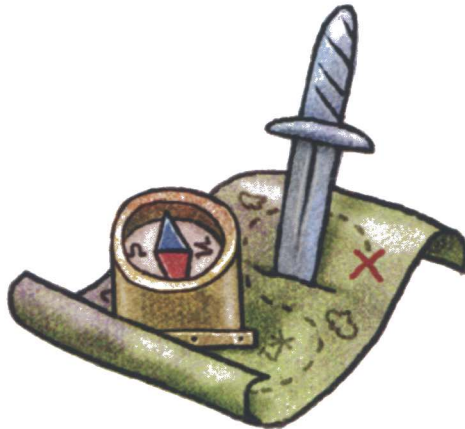


All pirates move in an assigned order and take the actions indicated by the tiles. The black pirate moves first, then the yellow pirate, and then the red pirate. The bear moves after the pirates (See page 13 for bear movement rules). A move taken by each of the 3 pirates and the bear constitutes a “turn” for the purposes of this mode of play. A pirate dies if the bear enters their tile, or if they move beyond the bounds of the island (acting out the effects of a cannon, an arrow, or similar tiles).

The specific victory conditions are described on every puzzle card. A card may require you to complete your objectives in a certain number of turns, or you might need to keep a certain number of pirates alive; some cards might require you to meet both conditions, and perhaps some other conditions besides.



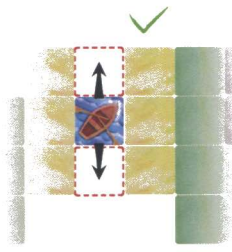
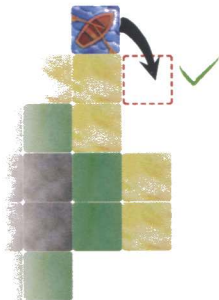
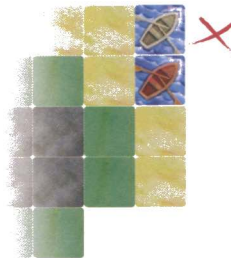
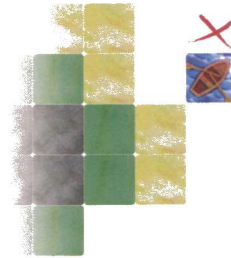
In this mode of play, the hot-air balloon will bring your pirate to the bank tile.



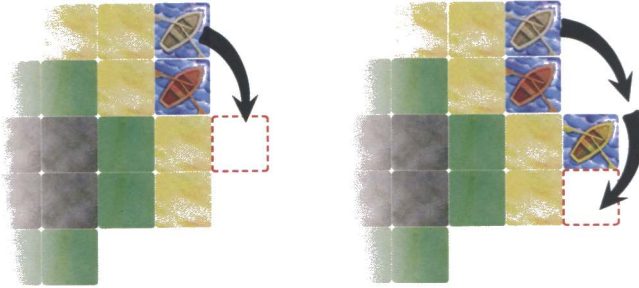
Important Notes

Ships

Players select their ships' starting locations in turn order, beginning with the starting player and proceeding clockwise. A ship may only be placed next to a beach tile. A ship may not be placed next to another player's ship.



A ship can travel all around the island and can be maneuvered around other ships. In doing so, the ship “jumps over” the other ship. “Jumping over” several ships with no empty water tiles between them counts as one move.



Some tile effects (arrows, horse, balloon, etc) may be used by a pirate to quickly return to their ship. See pages 8–17 for more explanations of the tiles. Your pirates can only come aboard your own ship, or an allied ship in a team game.

Flipping tiles

Some tiles, such as “arrows”, have directional properties. Therefore, tiles should always be flipped randomly and players should avoid looking at the front side of the tile before doing so. A pirate’s life is full of surprises.



Islands of the Archipelago

