

by Jan Schröder – rules version 1.0

Blue sky.
Warm water.
Palm trees swayin' in t' gentle breeze.

Floatin' around aimlessly in your mouldy rowboat has been relaxin' for a while but ..
..now its time t' retrieve your treaaye!

They don´t call you t' Capt´n without reason!

All you have t' do be make it t' your own personal treaaye islands
without those lazy navy ships takin' notice o' you.

Should be easy for a pirate o' your notoriety!

(the following text contains all the additional rules needed to play this add on.
All rules from the base game are still valid unless stated otherwise.)

In this variant you are playing a solitary pirate.
Unfortunate circumstances left you with nothing but a rowboat – and the knowledge of your hidden treasures´ whereabouts...
Your goal is to reach all three islands on which you have hidden your treasure long time ago and then vanish into the unknown parts of the ocean – without getting caught by one of those navy ships that constantly keep beating about these waters. They won´t be too bothered with coming after you – instead they might just shoot at you or send their own rowboats into your direction..

Additional material:

4 navy ship playing pieces, each marked with one of the 4 suit´s symbols (for example made of paper) *(fig. a)*
~4 additional dice (different colour from the first)

(a)

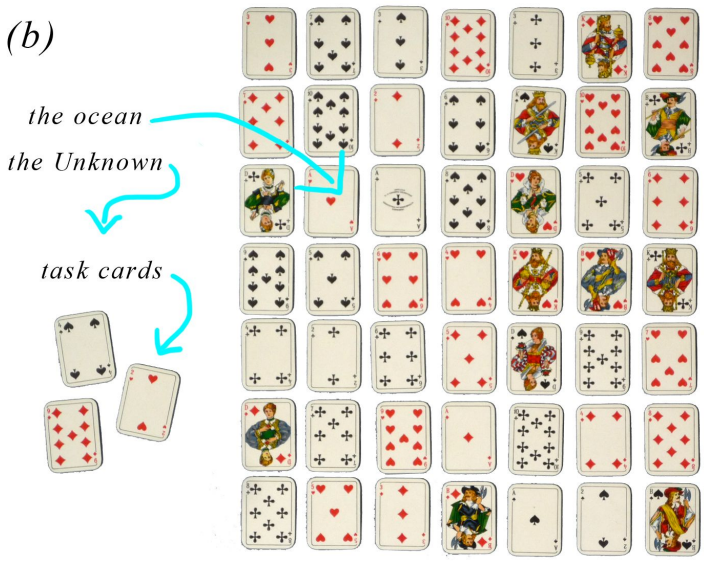


Additional set up:

When drawing the task cards make sure that they not only have different numbers but also belong to different suits.

Then set up the board:
In this variant you will play on the ocean (which is much easier to set up than a maze).
Simply deal out all the cards face up to form a 7 x 7 square. This is the "known" part of the ocean, everything outside of those 7x7 spaces is the "Unknown". *(fig. b)*

(b)



Turn the task locations´ cards over face down: They represent 3 islands in the ocean.
On each of them you will now hide one treasure and one helpful item:

Shuffle the three task cards and put one face down on each island.
They represent 3 helpful items, depending on their suit:

♠: (empty) gun
Play this card to threaten a navy rowboat: Move one navy rowboat of your choice 2 spaces.

♥: pirate costume
In your dashing pirate uniform you might just once be charming enough to make your enemy change his mind: once only you can reroll a die.

♣: crystal ball
get a glimpse of the future before it melts in your hands and be prepared for things to come:
One time you can exchange 2 orthogonally or diagonally neighbouring movement cards.

♦ : bottle of rum
Drink it and during one turn you can row your boat diagonally as well. By that you can also pass between two obstacles (enemy ship, islands) the only exception being two diagonally connected islands.

As soon as you have found one of these items you can choose to use it anytime, but you´ll have to discard it afterwards:
You can use each item only once!

On top of the face down task cards place one treasure each.

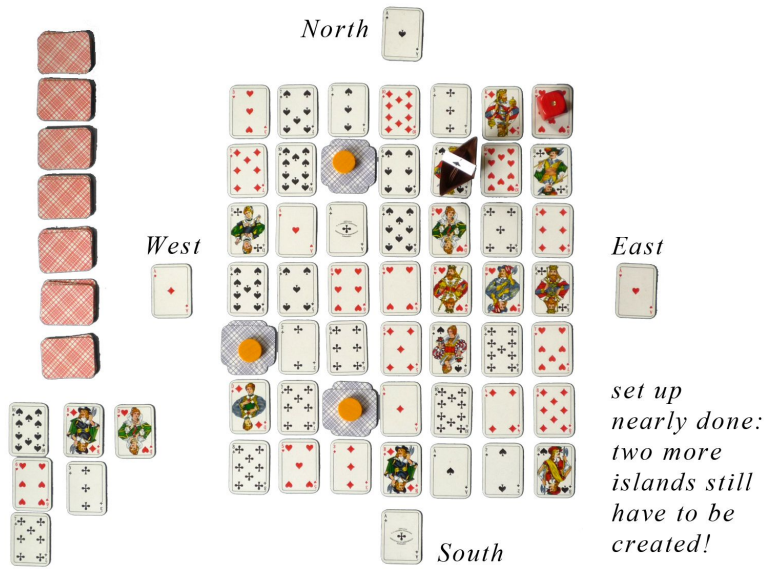
Take the 4 aces from the movement deck and mark the 4 sides of the ocean as seen below.
They show the 4 wind directions: ♠ = North, ♥ = East, ♣ = South, ♦ = West.

Deal out the movement cards as usual.
Then take your starting position:
As usual you will start in the corner of the ocean which is farthest away from the three treasure islands.

Now the first pursuer, the ship of spades will appear on the ocean:
The pursuers will come into play a little differently this time:
They will start on the picture card or ace of their own suit that is nearest to you. In case of a tie its up to you to decide.
Thus put the ♠-ship onto the picture card or ace of spades that is nearest to you.

Finally choose any two spaces of the oceans and transform them into islands by turning them over to their face down side. Your set up should now look like this: *(fig. c)*

(c)



Your goal:

Take all three treasures and leave!
You can pick up a treasure (and the helpful item below) if you end your move on an orthogonally adjacent sea space.
When you take a treasure the next navy ship instantly appears on the nearest corresponding picture card or ace.
(If you happen to be on this space you have lost the game. If any other ship or boat occupies this space, move it one space in any direction.)
After collecting all three treasures you have to leave through the corner of the ocean that is farthest away from your last treasure. If several are equally far away you can choose.
End your move on the corner space and use your next move (any movement card) to vanish into the Unknown.

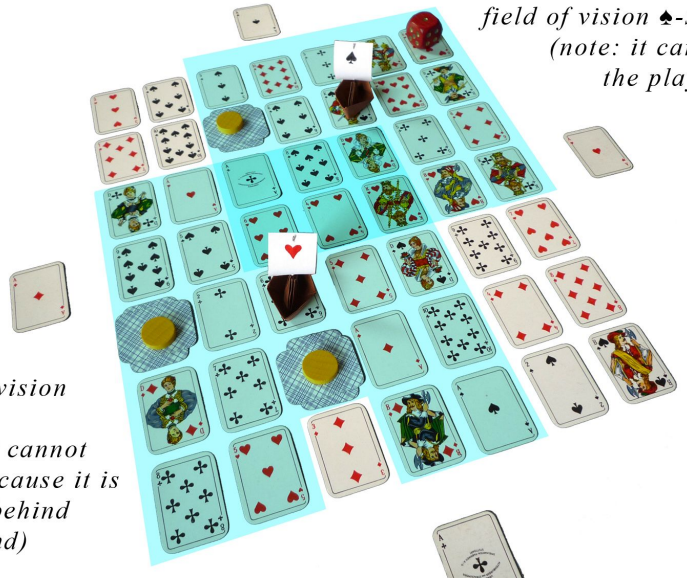
The pursuers:

In this variant your pursuers are sailing ships of the navy.
Being huge and difficult to manoeuvre they don´t pursue your nimble rowboat actively like in the base game but merely react if they happen to meet you.
But be warned: Sometimes they will lower into the water rowboats full of eager soldiers trying to capture you!

Field of vision:

The navy ships´crew can see two spaces in any direction at all times whether orthogonal or diagonal.
A navy ship thus constitutes the centre of a field of vision which is 5 x 5 spaces large.
A navy ship can see past any other ships or boats. Only islands that block a diagonal or orthogonal line of sight let you hide close to a navy ship. *(fig. d)*

(d)



field of vision ♠-ship: (note: it can see the player!)

field of vision ♥-ship: (note: it cannot see 3 because it is hidden behind the island)

Taking up space:

Each sea space (card) can only contain one navy ship or navy rowboat.
If a navy vessel is supposed to move onto an already occupied space it will stop.
If a navy ship or rowboat is supposed to move onto the space that is currently occupied by yourself, you loose the game!
No ship or boat may move onto any island space.

Enemy action:

Anytime your boat enters a navy ship´s field of vision or a navy ship moves onto a space near to you so that it can see you, the game stops.

Roll a die. Depending on the result one of the following things occur:

1: Cannon fire!

If the navy ship was moving it ends its move now.
In any case it shoots at you: Raise your level of fatigue by one.
If you had already 6 points of fatigue, you loose the game.

2 / 3 / 4 / 5: an enemy rowboat launches!

If the navy ship was moving it ends its move now.
In any case it launches a (dedicated / work-to-rule / plain lazy) rowboat of their own that will try to get you!
Each ship can launch any number of boats.
Place the die with the rolled number facing up orthogonally next to the navy ship.
Put it onto the space that is nearest to yourself. If there are several possibilities you can choose between them.
If the nearest space to yourself is the space your are currently in, you loose the game.
If all 4 spaces around the ship are occupied move away the navy vessel that is closest to yourself to make room for the new rowboat.

6: they choose not to see you this time.

Nothing happens.
If the navy ship was moving, it continues its move now.

A navy ship only takes action once per turn.
If after taking action the ship moves to another space where it still or again can see you,
it will not take action again in this turn.

If at the beginning of any turn any navy ship can see you, resolve the enemy action before starting to move.
In case several ships spot you at the same time, their actions are resolved in suit order.

Movement:

There is one important change in the way the movement cards are used:
Anytime you use a picture card to take a turn the next turn will belong to your pursuers!

In this variant there are two different types of pursuers moving around on the ocean: Rowboats and sailing ships.
During the pursuers´ turn rowboats move first and sailing ships second.

Each type of vessel uses different movement rules:

Rowing:

Rowboats use the movement rules of the base game:
Move orthogonally as far as the chosen movement card allows.
Your own rowboat has to stop when it reaches a space whose value is equal or higher than the movement card you are using.
A navy rowboat has to stop when it reaches a space whose value is equal or lower than the current movement card.

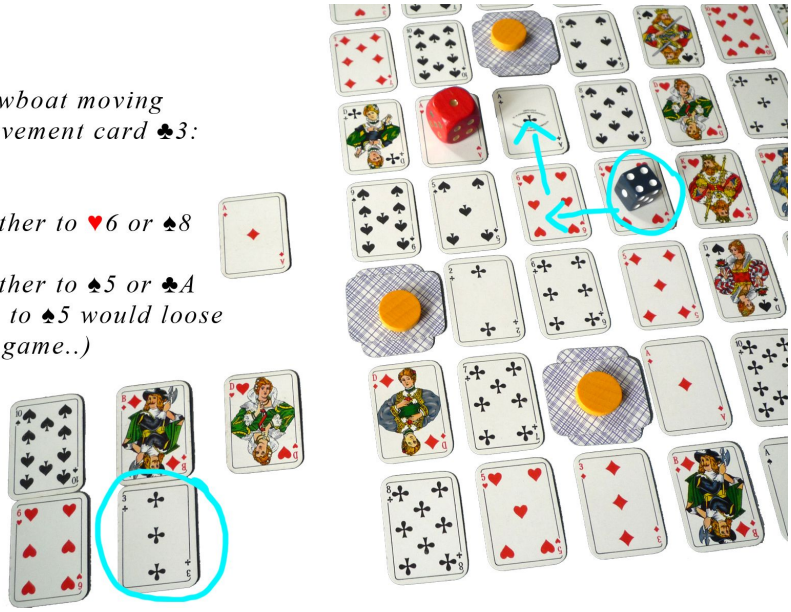
Navy rowboats are the real pursuers of this variant: they will try to reach you. Should a navy rowboat manage to reach the space you are in, you have lost the game.
A navy rowboat tries to get as close to you as possible during its move. It moves space after space as long as the movement card is valid. If during its turn there are several spaces equally close to you, you can choose which way it goes.
A navy rowboat knows where you are all the time, regardless of line of sight.
If there are several rowboats out to get you, you can choose the order in which they move.

When a navy rowboat has ended its turn, add one point of fatigue to its die. Navy dice never decrease again.
When a navy rowboat reaches ´6´, the rowboat´s crew decides to go home: remove it from the ocean at the end of the pursuer´s turn. *(fig. e)*

(e)

navy rowboat moving with movement card ♣3:

step 1:
move either to ♥6 or ♠8
step 2:
move either to ♠5 or ♣A
(a move to ♠5 would loose you the game..)



Sailing:

After the navy rowboats the sailing ships will move, using the same movement card as the rowboats.
To determine in which direction they will go you have to check the movement card´s suit.
The suit shows the geographic direction the wind is currently coming from.
Example: If the movement card is a ♥2, the wind comes from the East and all sailing ships will have to move form right to left across the ocean.

A sailing ship will always move onto one of the three spaces that lie directly ahead of it when following the main direction. It will choose which space to move to according to the following preferences:
Highest preference is the sailing ship´s suit: For example the ♠-ship will prefer any ♠ space to move to. The other suits follow in suit order (in this example it means: first ♥, then ♣ and ♦ last).
If there are several spaces with the same suit the ship will move onto the one with the lowest rank.

A ship will never try to sail onto an island or a space that is occupied by another navy vessel. In case that all three spaces in front of it are blocked, it does not move at all.

In case the only way to move would be to sail off the map into the Unknown, it will do that:
If a ship sails off the edge of the board into the Unknown it will move trough those unknown regions of the ocean and appear on another space along the edge of the board.
Which space that will be is determined by the space it left off:
The ship will move to the space that has the next highest available rank in the same suit.
If for example a ship left into the Unknown off a ♥Q and neither ♥K, ♥A, ♥2 nor ♥3 are part of the ocean´s edge it will move onto ♥4.
From there it continues its move.

A navy ship continues moving until it reaches a space whose value is equal or lower than the current movement card or until it reaches a space where it has been already during this turn. *(fig. f)*

navy sailing ship moving with movement card ♣3:

♠-ship:

- *♣10 (♣ preferred over ♦)*
- *♠Q (only ♠ available)*
- *♥4 (lowest of 3 ♥)*
- *♣A (all others are occupied)*



(f)

Turn order:

In this variant it is important that any turn´s actions are carried out in the right order:

your turn:

Choose which movement card to take.
Add all necessary points to your fatigue level by turning the die to the resulting number.
Then carry out your movement (if your die shows a six you can still move during this turn), interrupt it if you move through any navy sailing ship´s field of sight to carry out enemy action. Should you get shot at when the die is already showing a six, you loose the game.

the pursuer´s turn:

Move all available navy rowboats first.
At the end of each rowboat´s move add one point of fatigue to the rowboat´s die.
Then use the same movement card to move all sailing ships, carrying out any enemy action when necessary.
After all movement has finished remove all navy rowboats from the ocean that show a six.
At the very end of the pursuers´ turn you can reduce your fatigue by one.

On the following pages there are a few sample turns to illustrate the rule changes *(fig. g – k)*:

(g)



turn 1:

♣*7,* ♥*6,* ♠*10:*
the movement cards are of no use for you:
lets have the navy move first!

♥*6:*
with wind from the East ♠*-ship will move to* ♠*6.*
But first...

(h)



...you have to roll a navy die:
before starting to sail away, ♠*-ship can still see you!*

You roll a 3:
a rowboat is lowered into the water next to the sailing ship and as close as possible to you..!

(i)



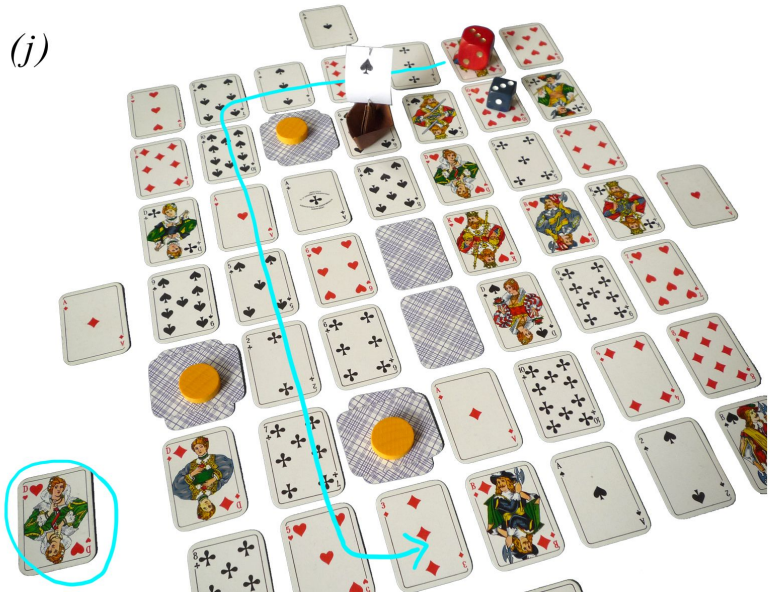
turn 2:

♣*7,* ♥*6,* ♠*10:*
it´s time to leave now, or the rowboat will get you!

you move to ♦*K.*
again into ♠*-ship´s field of vision.*

you´ll have to roll another navy die...

(j)



turn 3:

you don´t want to wait any longer: let´s row to the first treasure island!

you use ♥Q to move to ♦3.

but first you pass through ♠-ship´s field of vision again!

(k)



again you roll a 3: another rowboat sets out to catch you!

meanwhile you manage to recover your first treasure (accompanied by a bottle of rum that might come in handy some time)!

somehow the navy found out about it though: the next navy ship arrives!

♥K is the nearest space for it to arrive at.

Fair wind and Godspeed!