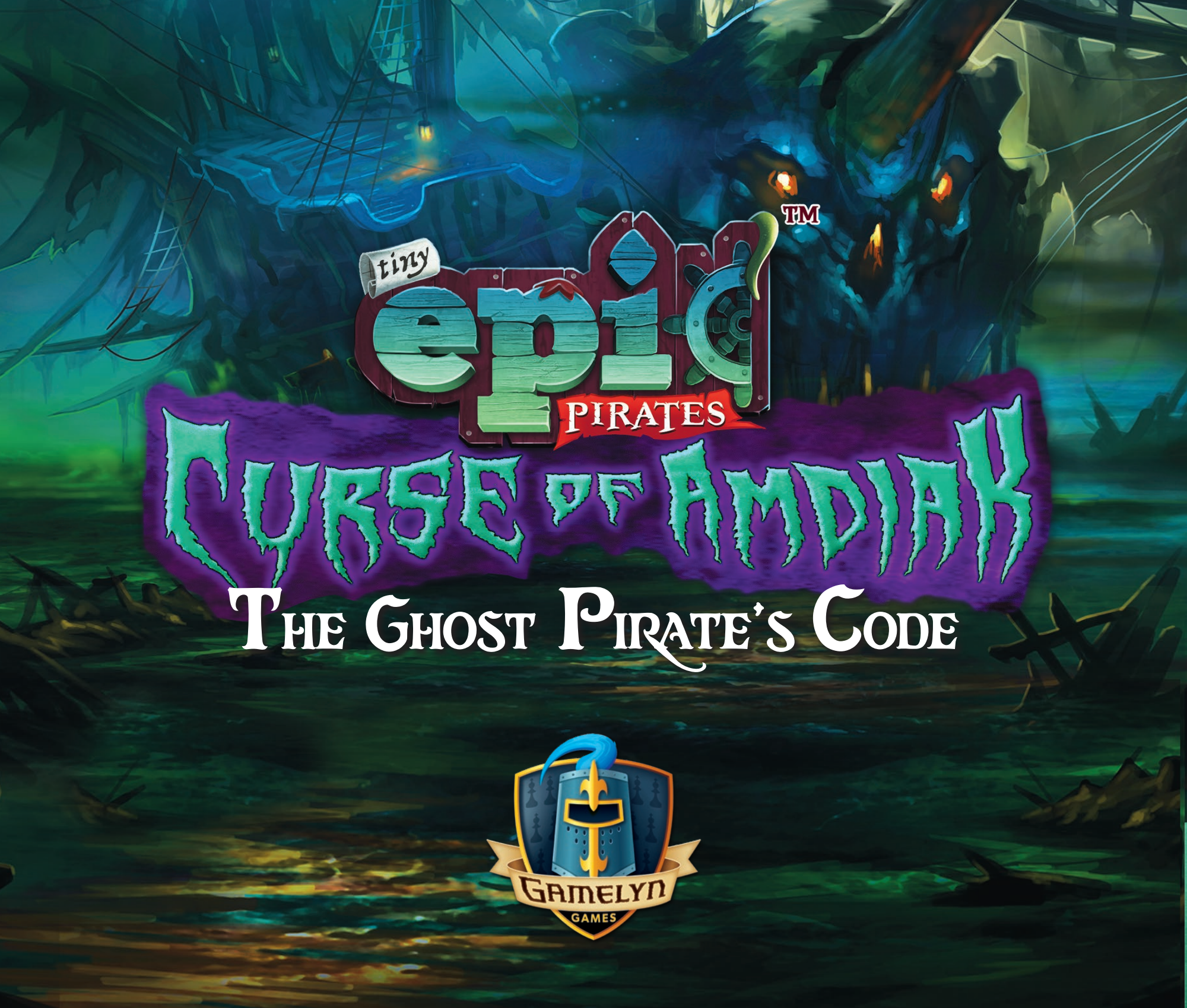
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Curse of Amdiak
The Ghost Pirate's Code
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Prologue

Every sea dog has heard the legend of the Ghost Pirate Amdiak. Whether it be a drunken tale in a port tavern or from the scurvy lips of a weathered deckhand, the ghost ship—and its cursed treasure—is a sea tale no more! In a risky maneuver, you have stolen a piece of Amdiak's treasure, and now he and his terrible ship have risen from the icy depths to reclaim it. But avast, as the old legend goes:

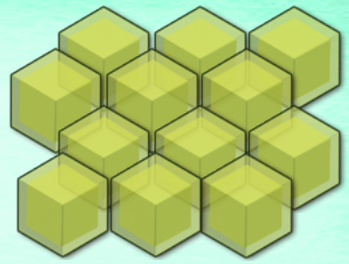
"*Amdiak's remains, in sealed urns be. Bury in damned soil, set his cursed soul free.*"

New Game Objective

In order to win the game, you must be the first to bury your 3 Treasures AND bury your Amdiak Urn at a Cursed Burial Site (see *Amdiak Urns*, pg 7).



1 Ghost Ship



12 Cursed Gold Cubes



1 Ghost Pirate Card



4 Amdiak Urns (in 4 player colors)



4 Cursed Map Cards



BACKS

15 Ghostwake Tokens



4 Cursed Captain Cards



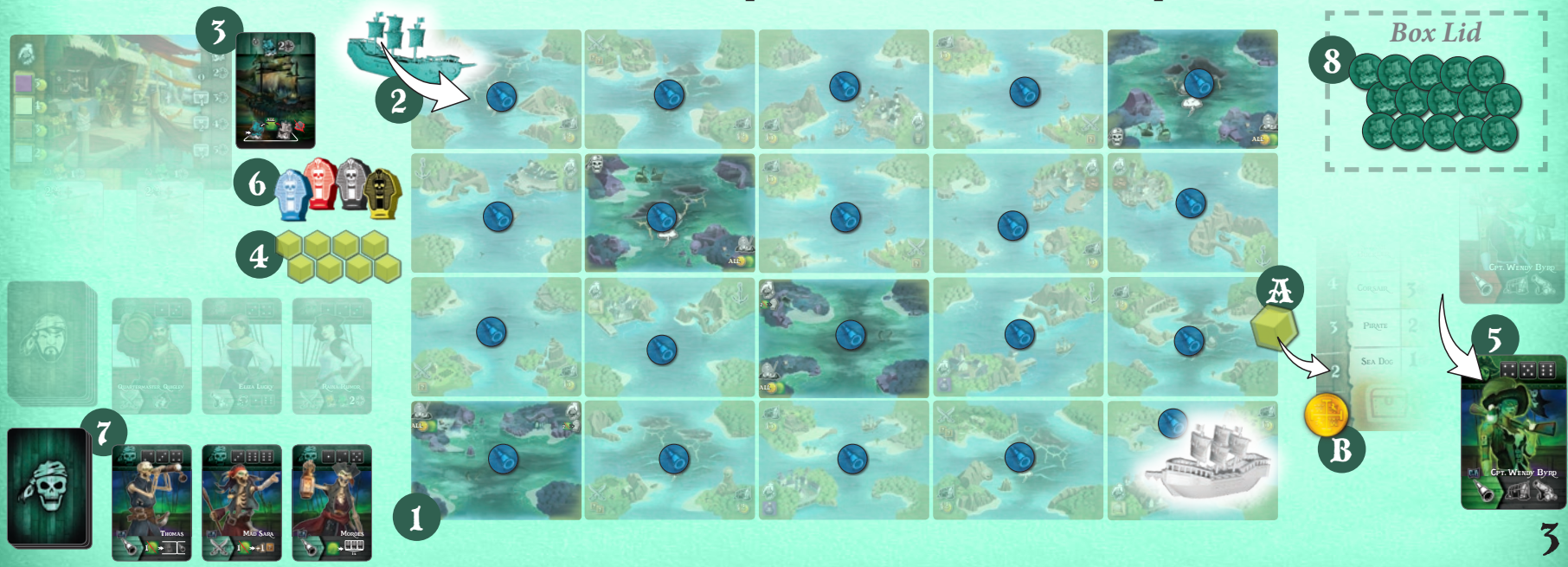
9 Skeleton Crew Cards



2 Solo Mats

Additional Expansion Setup

1. To form the Sea, shuffle the **4 Cursed Map Cards** in with the other cards, then form a 4x5 grid (see below). Place face-down Search Tokens on all 20 Map Cards.
2. When placing ships, place the **Ghost Ship** onto the Map Card in the opposite corner from the Navy.
3. Place the **Ghost Ship Card** face-up next to the Market Mat.
4. Place the **Cursed Gold cubes** into a supply in reach of of all players. Give each player **1 Cursed Gold** cube (**A**), placing it on the "*2*" of each Gold Track, right above the Doubloon (**B**).
5. Give each player a **Cursed Captain Card** that matches their Captain Card (place each one under the Captain Card, for now).
6. Place an **Amdiak Urn** matching each player's color near the Ghost Ship Card.
7. Shuffle the **Skeleton Crew Cards** into their own deck, placing it below the Crew Deck, and draw 3 face-up cards to create a row of Skeleton Crew.
8. Shuffle the **Ghostwake Tokens** face-down and put them in the lid of the expansion box.





New Resource: Cursed Gold



The Cursed Gold in your trove makes it seem that you are flush with coins, but keep an eye on it for it can vanish like mist. When gained, Cursed Gold cubes are placed on your Gold Track on spaces **climbing above** your Doubloon. A single Cursed Gold takes up one space, so if you have multiple Cursed Gold then each takes its own space. As you gain Gold and your Doubloon moves up the track, the cubes move as well, always to the spaces above the Doubloon. Each Cursed Gold increases the amount of total Gold you possess by **+1 Gold**.

*Example: You have 6 Gold and 2 Cursed Gold. The Doubloon is placed on 6, and the 2 cubes are placed on 7 and 8. This means you have **8 total Gold**.*

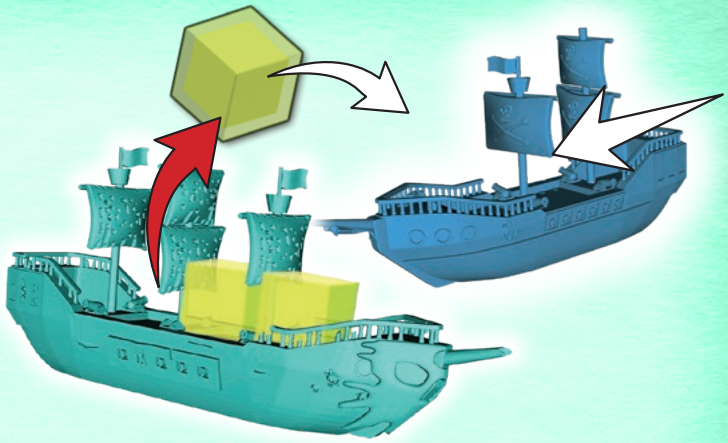


Your Doubloon can still reach the '*13*' space, placing any Cursed Gold above '*13*' off the track near the top of the mat. However Cursed Gold above '*13*' is still usable by you. When **burying a Treasure**, you may first **spend Cursed Gold** as if it were real Gold before moving your Doubloon down the Gold Track. Any Cursed Gold spent (burying Treasure, using Skeleton Crew abilities, etc.) is placed directly onto the Ghost Ship (if there is room) or else into the supply.

Example: Your Doubloon is on the '13' space, and you have 2 Cursed Gold above the track. Your total Gold is therefore '15,' and you may bury a Treasure at the '13 Gold' Burial Site. You may first spend 2 Cursed Gold, placing them onto the Ghost Ship, and then pay the remaining 11 Gold by moving your Doubloon down to the '2' space.

Stealing from the Ghost Pirate

Anytime you sail onto the Map Card with the Ghost Ship, steal 1 Cursed Gold from it (it can hold a maximum of 4). If it has no Gold, then there is no effect from entering its Map Card. You can only do this once per *Sail* Action; you may not "doubleback" to get more Gold.

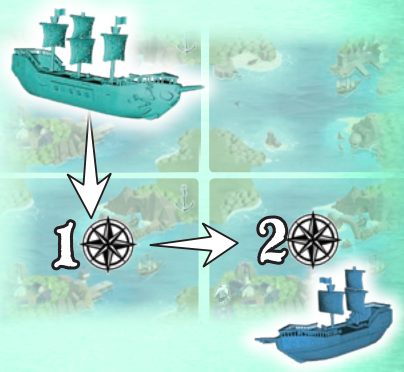


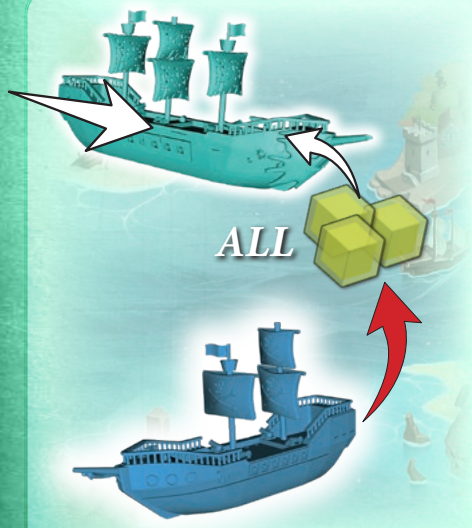




Sailing the Ghost Ship

When your Captain crosses the Ship Line, the Ghost Ship sails fourth in order after the Merchants and Navy. It always sails **2**, and is moved by the player to the right of the active player. It must always sail towards the active player, just as the Navy Ship does. Anytime the Ghost Ship leaves a Map Card, it drops a Ghostwake Token (see *Ghostwake Tokens*, pg 6). If it sails onto the same Map Card as you (the active player), then you are **haunted**.





Being Haunted by the Ghost Ship

On your turn, if you cross the Ship Line AND the Ghost Ship starts on or sails onto the same Map Card as you, the Ghost Ship haunts you. You can even be haunted if you *Hide Out* in a Cove. Follow these steps:

1. Check if your Captain is now Cursed (see next page).
2. Your ship is Jostled, move 1 Deckhand to *Repair*.
3. **ALL of your Cursed Gold** is moved from your Gold Track to the Ghost Ship (any excess Cursed Gold goes to the supply).

The Cursed Captain



The first time you are haunted by the Ghost Ship, your Captain becomes Cursed. Swap your regular Captain Card with your Cursed Captain Card, matching the same side. Your Captain stays Cursed for the remainder of the game. When Cursed, several of your normal orders change:

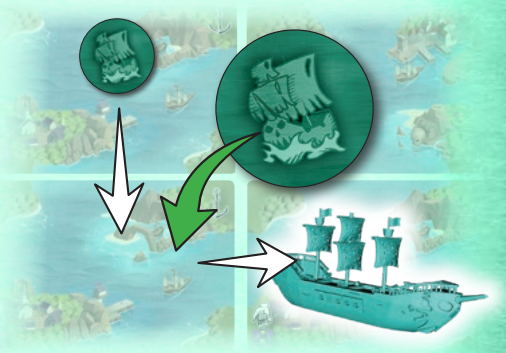
Cursed Plunder: In addition to Booty, you may also gain 1 Cursed Gold from the supply.

Cursed Attack: If you defeat another player, you also steal 1 Cursed Gold from their Gold Track.

Cursed Crew Up: At Shipwrecks, you gain Skeleton Crew (see pg. 8).

Ghostwake Tokens

After the Ghost Ship sails, it drops a Ghostwake Token face-down into each Map Card that it sails from. Do not place a token if there is already a Ghostwake Token on that Card. A Card can have both types of tokens (Search and Ghostwake), but you can only take one per *Search* Action. If there are no more Ghostwake Tokens in the supply, shuffle the discarded tokens, place them face-down in the box lid, and draw from there. In the rare situation there are none available to place, then do not place one.



Searching for Ghostwake Tokens

Instead of revealing a normal Search Token on a Map Card, you may reveal a Ghostwake Token from your Map Card (your Captain does not have to be cursed). But be warned, they can be more powerful than Search Tokens, and also more dangerous:



Gain **1 Cursed Gold** from the supply and place it onto your Gold Track. If there are none in the supply, take it from the Ghost Ship; if there are none in either, do nothing.



Undead Mermaids immediately Jostle your Ship.

Cursed Map Cards

The 4 Cursed Map Cards offer new unique locations to hire Skeleton Crew, acquire an Amdiak Urn and bury it.





Amdiak Urns

Amdiak Urns hold the mummified remains of the Ghost Pirate Amdiak. If all players can bury one Urn at a Cursed Burial Site, then the seaward specter will be at peace. However, you first need to obtain this evil vessel at a Mausoleum.



Trading for Your Urn: *Trade* at a Mausoleum on a Cursed Map Card; you must spend **2 Cursed Gold** from your Gold Track, placing them onto the Ghost Ship (if the ship is full, put excess into the supply). Then take the Urn in your player color and place it onto your Captain Card. You only *Trade* for an Urn once, and afterward the 2 Mausoleums are not used for anything else. Your Captain does not have to be Cursed.





Bury Your Urn: Use the *Bury Treasure* Bonus Action () at a Cursed Burial Site (), and place your Urn onto that location on the Card. When you do this you **MUST lose all of your Gold AND Cursed Gold** from your Gold Track, moving your Doubloon to "zero" (off the mat) and placing all Cursed Gold onto the Ghost Ship (put excess into the supply). However, you can bury your Urn even if you have no Gold of either kind, and your Captain does not have to be Cursed.



An Urn doesn't count as a Treasure when determining the Navy Ship's sailing ability. **You cannot win the game unless you have buried your Urn.**

Skeleton Crew



Once your Captain is Cursed, you can *Crew Up* at a Shipwreck to gain a Skeleton Crew Card from its row. Skeleton Crew act just like normal Crew, and since they are counted in your "4 Crew Maximum" they can be fired if you wish (discard them to the bottom of their deck).

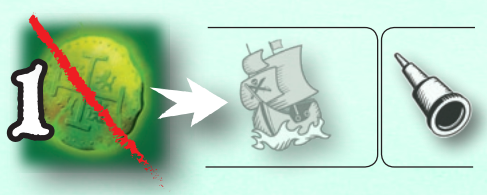
Just like regular Crew Cards, after a Skeleton Crew Card is taken from the row, draw a new card to replace it. Before you choose a Skeleton Crew Card, you may also **spend 1 Gold** to discard the 3 face-up cards to the bottom of their deck and draw 3 new cards. If you have done this, you must either select one of the new Skeleton Crew to hire or not hire any Crew at all.



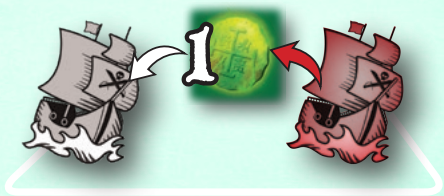
Skeleton Crew Bonus Actions:



Pay 1 (only once) Cursed Gold to draw 1 additional Booty when Plundering.



Pay 1 Cursed Gold (only once) to perform an additional *Search* on an orthogonally adjacent Map Card while *Searching*.



Steal 1 Cursed Gold from each player on your Map Card.

Skeleton Crew Bonus Actions (continued):



Gain **1** per Cursed Gold that you have on your Gold Track.



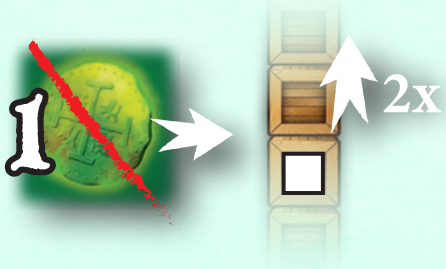
During an attack, you may perform 1 reroll of any die per Cursed Gold that you have on your Gold Track.



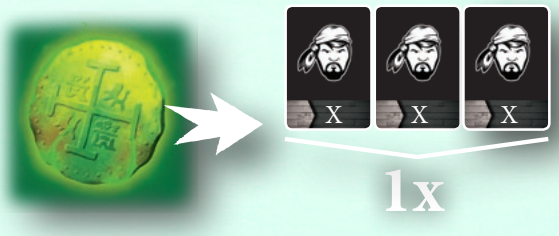
Gain 1 Gold per each Cursed Gold you have on your Gold Track.



While *Hiding Out*, you may convert any amount of Cursed Gold, turning each 1 into 2 normal Gold. Place the spent Cursed Gold onto the Ghost Ship.



Pay 1 Cursed Gold (only once) to advance 1 Booty **1 or 2 spaces** in the Market (not beyond the highest spot). Move other cubes down a space each to fill in holes (the reverse of what happens when a type of Booty is Traded). You may perform this Bonus Action before you execute your *Trade* Order.



If you have at least 1 Cursed Gold on your Gold Track, you may trigger the Bonus Action of **any 1** of the 3 face-up Crew Cards in the row, even if that card's Captain's Order is not *Search*.

Solo Play: Choose Your Mode

There are two modes based on whether you wish to play against a regular Solo Pirate with a Ghost Ship also at sea, OR if you wish to take on the Ghost Pirate; perhaps Amdiak himself!



Cursed Solo Game End (both modes)
The first to bury **3 Treasures AND 1 Urn** wins.

Mode: Regular Solo Pirate



1. Set up the game as normal for a solo game, choosing a regular Solo Legend and Helm Mat.
2. Give the Solo Pirate its **Urn**, placing it underneath its third Treasure (it buries it's Urn last).
3. Place **1 Cursed Gold** cube on its "1" space. The Solo Pirate is always considered Cursed.
4. Set up the **Ghost Ship** components like normal.

When the Solo Pirate rolls its die to move its Captain, if its roll targets you ( ), then count Map Cards to see which ship is closer to the Solo Pirate: you or the Ghost Ship. It will always target the **closer ship**; if they are equidistant it will target you.

Changes to Solo Orders:

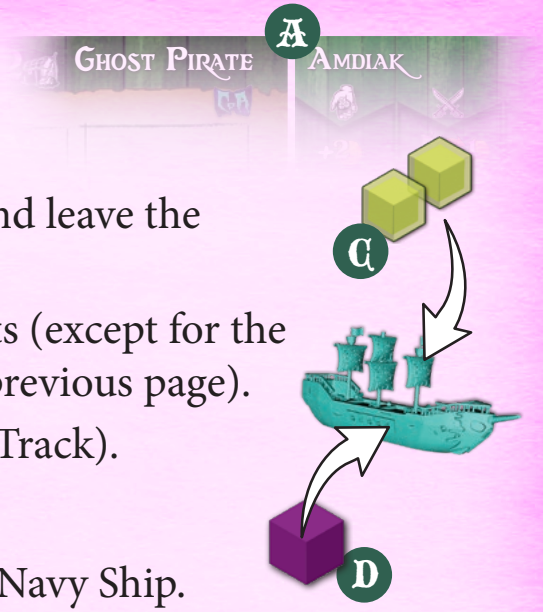
Attack: If it defeats you, it also steals 1 Cursed Gold from you if you have any.

Search: It can gain Ghostwake Tokens, but will take normal Search Tokens first. Ghostwake Tokens are resolved in the same way for the Solo Pirate as they are for the player.

Crew Up: If the Solo Pirate executes a *Crew Up* Order while on ANY Cursed Map Card (not just at a Shipwreck), it will take the top card of the Skeleton Crew Deck instead.

Bury: The Solo Pirate takes into consideration its Cursed Gold and will bury if its combined total of normal Gold and Cursed Gold meets or exceeds 12. When burying, the Solo Pirate **discards ALL its Cursed Gold** to the supply first and then pays normal Gold to reach the required 12. After it has buried all 3 of its Treasures, the Solo Pirate can bury its Urn at any Burial Site and must spend 12 Gold and/or Cursed Gold to do so.

Mode: the Solo Ghost Pirate



1. Set up the Ghost Pirate's play area:
   - **A.** Choose the "Ghost Pirate" and "Amdiak" sides of the **Solo Mats***, and leave the Ghost Ship Card in the game box.
   - **B.** Choose a **player color** for the Ghost Pirate and place its components (except for the Pirate Ship) onto its Solo Legend and Helm Mats (for the Urn, see previous page).
   - **C.** Place **2 Cursed Gold** into the Ghost Ship (instead of 1 on the Gold Track).
   - **D.** Give the Ghost Ship a **starting Booty**.
2. Place the Ghost Ship like normal, into the **corner opposite** from the Navy Ship.

*__Optional Variant:__ You may swap out either the "Ghost Pirate" or "Amdiak" Mats for any other Solo Mat. All other rules remain the same.

Instead of sailing as it normally would, the Ghost Pirate takes its turn as a Solo Pirate and sails using the ✵'s on its mats. However when it sails it still drops Ghostwake Tokens. The Ghost Pirate does not "haunt" like it does in a normal game, meaning it does not steal all of your Cursed Gold and Jostle you if it sails onto your Map Card.



The Ghost Pirate **never places Cursed Gold onto its Gold Track**. Instead, any that it gains are placed directly onto the Ghost Ship, which has a capacity of 4 cubes (Cursed Gold and Booty). If there is no room to place a Cursed Gold onto the ship, the Ghost Pirate instead **gains 2 Gold** (on its Gold Track) per Cursed Gold and the excess Cursed Gold is returned to the supply.



The Ghost Pirate is never affected by the **Navy**. However, the Ghost Pirate can still be Jostled if defeated by you or the Merchant Ships and will retreat to the nearest Cove.

You do not steal Cursed Gold from the Ghost Ship if you sail onto its Map Card. However, you can steal ALL of the Cursed Gold on the Ghost Ship if you attack and defeat it. Likewise, if the Ghost Ship defeats you it steals all of your Cursed Gold. When you spend Cursed Gold, it goes **directly to the supply** instead of to the Ghost Ship.

Changes to the Ghost Pirate Orders:


Attack: As soon as you attack the Ghost Pirate, or it attacks you, you are Cursed. If it defeats you, it steals ALL of your Cursed Gold.


Search: It never takes Ghostwake Tokens, only Search Tokens.


Trade: In addition to normal Trade**,** if the Ghost Ship gains a Booty but does not have room on the ship, it instantly *Trades* that Booty. If it gains a Cursed Gold but does not have room on the ship, it first immediately *Trades* its highest-valued Booty to make room for it.


Crew Up: It only takes Skeleton Crew Cards. Treat all other Solo *Crew Up* rules as normal, replacing "Crew" with "Skeleton Crew."


Bury: Follows the same Bury conditions as the Regular Solo Pirate, noting the Cursed Gold on the Ghost Ship instead of its Gold Track (see *Mode: Regular Solo Pirate*, pg 10).

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