

JAMMICA



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 lair
(rock in the shape of a skull)

The Action

66 action cards in 6 colors



The 5 symbols in the corners of the



Load gold
doubloons



Load
food



Load
gunpowder



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





Biographies



Anne Bonny



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



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



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



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 imprisoned and hung in 1720 in Spanish Town, Jamaica.

Olivier Levasseur



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



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!



Set up

Randomly select 9 of the 12 *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).



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

...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.

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

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.



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!**

10

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

