

DRAFT - NOT FINAL

DEAD MAN'S DOUBLOONS



Rule Book



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Introduction

Welcome to Dead Man's Doubloons, where players take on the role of a legendary pirate ship captain, hell-bent on winning the race to endless riches of buried treasure. Fragments of treasure maps, gold doubloons, and precious jewels can all be stolen, as can rival ships! Once the treasure has been dug up, ship Captains return to their vessels to engage in a final epic battle on the high seas!

Overview

Dead Man's Doubloons is an action-packed board game for 2 to 6 players, playable in 30 to 45 minutes.

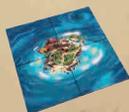
As the game begins, pirate ships skirmish with one another while navigating the reefs surrounding the mysterious island, desperately searching for treasure map fragments and pillaging whatever they can. Meanwhile, the ships' Captains and their landing parties follow one of several possible paths leading to the buried treasure, discovering additional riches and perilous obstacles along the way. Only the savviest of Captains will manage to locate and dig up the legendary treasure. Having collected their precious loots, the Captains return to their vessels to engage in the final battle. Defeated vessels become ghost ships with cursed treasure, though with careful planning they may still emerge victorious. Once the Captains have laid waste to their enemies and exhausted their options, the game will end, and the richest Pirate is the winner!

Components

Inside the game box you will find the following components:



1 Rulebook



1 Game Cardboard



40 Doubloons



18 Jewels (8 emeralds,
6 rubies, 4 diamonds)



20 Crew Tokens
(4 per player)



12 Map fragments



5 Water area tiles



15 Landmark tiles



10 Pillage Tokens



10 Wooden Discs
(2 per player)



5 Captain Meeples



5 Pirate
Player Playmats



10 Pirate Ship figures
(1 normal ship of each color
and 1 translucent ghost ship of each color)



52 Action cards
(40 normal cards,
12 Captain cards)



1 First
Player Token



1 Custom
Die

Game Setup

Perform the following steps to setup a new game:

- Place the main game board in the center of the table.
- Place 8 Doubloons per player in a pile next to the game board (return the rest to the game box – they will not be used for this game). Each player takes 2 Doubloons to start.
- Place 2 Pillage tokens per player next to the game board (return the rest to the game box – they will not be used for this game).
- Put all the Jewels in the velvet bag and place it beside the game board.
- Set the 10 Captain cards aside for later, and shuffle the remaining Action cards.
- Draw and place 4 Water tiles face up, one in each corner of the water areas.

Advanced players may prefer to randomly select these, or choose as they see fit for their preferred play style, but our recommendation is to use the following tiles based on the number of players (return the rest to the game box – they will not be used for this game):

WATER AREA	2p	3p	4p	5p
Whirlpool	Yes	Yes		
The Shallows	Yes	Yes	Yes	
Coral Reef	Yes	Yes	Yes	Yes
Bustling Port	Yes	Yes	Yes	Yes
Lookout Point			Yes	Yes
Fog				Yes

NOTE: We recommend always placing the Bustling Port in the beach area, and if the Whirlpool is in play place it in the area opposite the beach. The others can be placed randomly.

- Shuffle the 3 sets of Landmark tiles and place them in separate stacks near the game board.
- The player who can most convincingly say the phrase “Ahoy Matey!” like a pirate takes the Initiative token – if no one agrees, fight it out like pirates (or roll randomly)!
- Starting with the player with the Initiative token, each player takes a Pirate Ship placemat and its 2 Pirate Ship figures, 2 markers, 4 Crew pawns, and the Captain Pawn of the matching color. Each player places their Captain pawn on the island at the beach.
- Each player places their 2 markers on their placemat – one at the 10 Hull space and one at the 0 Reputation space. Each player places their 4 Crew markers on the Crew spaces on their placemat.
- Starting with the player with the Initiative token, each player places their normal Pirate Ship in any of the four water areas (except the Whirlpool, if it is in play), facing either direction.
- Setup the Map tiles stack for the game, based on the number of players, as follows:
 - Find and shuffle together all three Map Fragment tiles of the correct number of types as follows (return the rest to the game box – they will not be used for this game):
 - **2 players:** 2 Map Fragment types (it doesn’t matter which types) – 6 tiles total
 - **3-4 players:** 3 Map Fragment types (it doesn’t matter which types) – 9 tiles total
 - **5 players:** All 4 Map Fragment types – 12 tiles total

- From the shuffled stack, randomly remove the correct number of tiles according to the table below, without looking at them (return them to the game box – they will not be used for this game):
 - **2 players:** Remove 3
 - **3 players:** Remove 4
 - **4 players:** Remove 2
 - **5 players:** Remove 4
- Each player draws and reveals 1 random Map Fragment tile from the newly created stack.
- Finally, add the following special Map tiles to the remaining stack (return the rest to the game box – they will not be used for this game), and then shuffle the final stack:
 - **2-3 players:** Add 1 Reputation and 1 Clue
 - **4 players:** Add 1 Reputation, 1 Clue, and 1 Protection Orb
 - **5 players:** Add 1 Reputation, 2 Clues, and 1 Protection Orb

Rules

- The game is played in rounds, and during each round some phases are simultaneous and others are performed in turn order. Each game round consists of the following phases:
 - **1. Round Start** (simultaneous)
 - **2. Action Phase** (turn order)
 - **3. Pillage Phase** (simultaneous)
 - **4. Round End** (simultaneous)

Round Start

Begin each round as follows:

- 1. Place the correct number of Doubloons on the island (available to be Pillaged), as follows:
 - **2 players:** Two
 - **3-4 players:** Three
 - **5 players:** Four
- 2. All players draw up to 5 cards.
- 3. Simultaneously, each player secretly chooses 3 cards from their hand. The chosen cards are placed face down on the table in front of each player, in the order of the player's choosing.
- 4. All players flip over and reveal their first action card simultaneously.

Action Phase

One player at a time, starting with the player who has the Initiative token, each player executes their action card as follows:

Perform Movement

The player performs the movement portion of the action card. Based on the icons at the top of the action cards, Ships will Sail and/or Come About (and sometimes do nothing). Solid icons indicate the movement is required, whereas hollow icons mean the movement is optional. If there are multiple icons, the Player may choose the order in which they are executed. The icons are executed as follows:

- **Sail (straight arrow):** The Ship sails around the island, moving to the next water area in the direction the Ship is facing. NOTE: If your ship enters the Whirlpool water area, immediately resolve the Whirlpool effects before continuing the ship's additional movement icons and/or actions.
 - **Come About (curved arrow):** The Ship turns around 180 degrees, facing the opposite direction.
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Perform Action

After movement, the player chooses *one of the two actions on their card* to perform. Individual Actions are executed as follows:

- **Repair (Wrench icon):** Move the Ship's hull damage marker 1 space towards 10 (move the marker 2 spaces if there are no other Ships in the same water area). A Ship's hull can never exceed 10.
- **Attack: Fore (Cannon icon):** All enemy Ships in the next water area take 1 damage. Then roll the Attack die and resolve its effects on the Ships that were damaged (see Attack Die section for details).
- **Attack: Broadships (Double Cannon icon):** All enemy Ships in your water area take 2 damage. Then roll the Attack die and resolve its effects on the Ships that were damaged (see Attack Die section for details).
- **Hunt (Map icon):** One of several effects will happen, depending on how many Map Fragments you currently possess and what point in the game this action is performed:
 - If you possess fewer than 2 Map Fragments: Draw 1 Map tile (if there are none left to draw, this action has no effect). Resolve drawn tiles as follows:
 - Drawn Map Fragments are placed face up next to your Ship placemat.
 - Drawn Reputation tiles grant a Reputation level immediately and are then discarded.
 - Drawn Clue tiles grant an immediate Advance or Exploit (see details below) and are then discarded.

- Drawn Protection Orb tiles are placed face up next to your Ship placemat. If you are ever boarded while you possess a Protection Orb, give this tile to the boarder instead of resolving the boarding action effect indicated on the boarder's Action card.
- If you possess 2 or more Map Fragments:
 - **Advance (if the buried treasure has not yet been dug up):** Choose one of the Map Fragment types you possess – you and all other players who possess the same Map Fragment type will advance your Captains 1 space forward on the footpath, starting with your Captain and working clockwise. If there are multiple path options, the Captain's player chooses whichever path they wish.
The first Captain to reach a new location draws a random Landmark tile of the appropriate color, places it face up on the island, and immediately resolves the tile's effect (see Landmark Effects section for details). Any subsequent Captains that reach a drawn Landmark will also resolve that tile's effect. Resolve your landmark effect completely before other Captains “follow” and advance their pawns.
 - **Exploit (if the buried treasure has already been dug up):** Draw a Landmark tile from any stack, and choose either yourself or another player to resolve the effect. *NOTE:* This does not count as an Attack against another player, and you cannot gain Reputation for sinking other Ships in this manner.
 - **Pillage (Chest icon):** Gain a Pillage token. This will be used during the Pillage Phase (see Pillage Phase section for details).
 - **Board (Grappling hook icon):** There are various Boarding action effects, as specified on the bottom right of the Action card. All of these effects represent an action that can be taken against a damaged Ship in your area. Some Boarding actions have an additional requirement designated on the card – in order to execute one of these actions you must have a previous Action card that contains the specified icon (Steal Ship's requirement works slightly different, as noted below). *NOTE:* If the enemy has a Protection Orb, then you will take that Orb tile rather than resolving the action effects detailed below. Specific Boarding action effects are as follows:
 - **Steal Map Fragment:** Select one of the enemy's Map Fragments to take.
 - **Steal ½ Doubloons:** Take ½ of the enemy's Doubloons, round down.
 - **Steal 1 Crew:** Steal 1 of the enemy's Crew (see Losing Crew section for details).
 - **Steal Jewel:** Select one of the enemy's Jewels to take.
 - **Steal Reputation:** Steal 1 Reputation level from the enemy Ship, only if one of his face up Action cards shows a Boarding action. Cannot perform this action if the enemy Ship does not have any Reputation levels, and if you have max Reputation you can still perform the action but you will gain nothing yourself.

For optional cut-throat play, try making this a Steal Ship action where you swap seats with the enemy player instead!

All players then flip over and reveal their next Action card simultaneously. Repeat all Action Phase steps until all players' action cards have been resolved.

Improved Actions

Some Action cards show a "+1" next to the action's illustration. In the case of Attack actions, this adds 1 to the total damage. In the case of Pillage actions, this grants gaining 1 additional Pillage token.

Attack Die

Standard Attacks with cannons (as well as Boarding actions performed by Ghost Ships) allow you to roll the Attack Die following action resolution. Roll the die and resolve it as follows:

- **Blank side:** Nothing happens.
 - **Dead Crew side:** Kill 1 Crew (see Losing Crew section for details) on each of the Ships that were affected by the action.
 - **Steal Doubloon side:** Steal 1 Doubloon from each of the Ships that were affected by the action.
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Losing Crew

As your Ship takes damage from other players (as well as effects from Landmark tiles and Boarding actions) you will lose some of your Crew. Your Crew are essential to the proper operation of your vessel, and without them your Ship will not function to the best of its abilities.

When lost, Crew pawns are always removed from left to right, and if you manage to find or hire Crew

back they are replenished from right to left (your Ship can never have more than 4 Crew). These are the effects when you lose Crew members:

- **When you lose your 1st Crew:** Your hand size is reduced by one each round.
- **When you lose your 2nd Crew:** Your Ship's unique ability no longer works.
- **When you lose your 3rd Crew:** Your hand size is reduced again.
- **When you lose your 4th Crew:** Your Ship may not Come About (except when forced from the Whirlpool).

If you have no Crew, then an enemy cannot perform the Steal Crew boarding action against you. However, if you do have Crew and they have full Crew, they can still perform the action – they will simply not gain a Crew member themselves.

Gaining and Losing Doubloons

Various effects in the game will cause you to gain and lose Doubloons. Unless your Doubloons are being stolen by another player, these cases *ALWAYS* mean the Doubloons come from the island and are returned to the island – they are *NEVER* taken from or returned to the supply.

Landmark Effects

Landmark effects are straightforward. Some Landmarks show a Doubloon cost just below the title. These effects are optional – a player may choose to return the stated amount of Doubloons to the island to gain the tile’s effect.

Water Tile Effects

Water tile effects are also straightforward. Some state they occur “Upon Entry” – as soon as your Ship moves into that area, resolve the effect. Some state they occur at “Round Start” – if your Ship is there at the start of the round, resolve the effect. Otherwise, the effects are always active whenever your Ship is present in the area.

NOTE: The Lookout Point tile requires that the Map tile stack is empty before it can be used.

Pillage Phase

Players compare their total quantity of tokens, as follows:

- The player who has the most Pillage tokens takes that many Doubloons from the island (or as many as possible). If players are tied for the most Pillage tokens, they each take that many Doubloons (or as many as possible, split evenly, leaving any excess Doubloons on the island for the next round).
- If there were enough Doubloons to pay out everyone in step 1, then the player(s) who have the next most tokens do the same, and so on until there are not enough Doubloons to pay a player or set of tied players.

Round End

Check for Buried Treasure

If any player’s Captain Pawn is at the Skull Mountain, perform the following steps:

- All players who are at the Skull Mountain draw 3 random Jewels.
- All players who are 1 space away from the Skull Mountain draw 2 random Jewels.
- All players who are 2 spaces away from the Skull Mountain draw 1 random Jewel.
- All players discard ALL their Action cards (those on the table and in their hands).
- Combine the discard pile, draw deck, and the Captain Action cards set aside earlier during game setup – shuffle all cards together to form a new draw deck.
- Move all players’ Captain Pawns to the first space of the Captain Track on their Ship placemats (and each player immediately gains 1 Crew as indicated on that space).

IMPORTANT: From this point forward, whenever a Captain Action card is played, that player moves their Captain Pawn one space on the Captain’s track. When a player’s Captain Pawn reaches the final spot on this track, the game end is triggered.

- Remove all Landmarks from the island and place them back in their respective stacks (reshuffle each stack).

Ghost Ship Redemption

If there are any Ghost Ships in play, they check for redemption (see Ghost Ships section for details).

Cleanup

Perform these final cleanup steps at the end of the round:

- All players discard their used Action cards (keep the ones that are still in hand).
- All players discard any Pillage tokens they acquired.
- Pass the Initiative token to the next player to the left.
- Begin the next Round.

Ghost Ships

- If a ship takes enough damage to reduce its hull below 1, it is now a Ghost Ship. Follow these steps immediately:
 - Move the Ship's Damage Marker to the Ghost Ship box.
 - The player who inflicted the damage increases the Reputation marker on their ship mat by 1, granting them extra points at the end of the game.

Ghost Ship follow these special Rules:

- They cannot repair and they are immune to damage, although they are not immune to any other effects (such as Stealing or following another Player's Captain during a Hunt Action).
- They cannot move forward in water areas, though they may still come about.
- They ignore water area tile effects.
- They have cursed treasure: All their treasure is worth 1 less at the end of the game (including Jewels, Map Fragments, and Doubloons, but not including Reputation or Crew) – you don't want to end the game as Ghost Ship!
- They gain a bonus to all Boarding actions – after resolving a Boarding action, they roll the Attack die against the enemy ship.

Redemption:

Just before the Cleanup phase, if a Ghost Ship has 5 Doubloons they will automatically recover to normal (non-Ghost Ship) status, as follows:

- **Return Cursed Doubloons:** Return 5 Doubloons to the center of the island.
- **Recover:** Gain 7 Hull and 2 Crew.

Winning the Game

When a player's Captain Pawn reaches the final space on the Captain's track (by playing enough Captain cards), the game end is triggered. Finish the game round as normal (including the Pillage Phase), and then it's time to count the booty!:

- ◆ 5 points for each Diamond (white) Jewel
- ◆ 4 points for each Ruby (red) Jewel
- ◆ 3 points for each Emerald (green) Jewel
- ◆ 2 points for each Map Fragment (but not other special types of Map tiles)
- ◆ 1 point for each Doubloon
- ◆ -1 point for each of the above if you ended the game as a Ghost Ship
- ◆ 1 point for each Crew member
- ◆ Appropriate amount of points from the Reputation track on your Ship mat

The player with the most points wins! In the case of a tie, the tied player with the most Doubloons wins.

If still tied, whoever among them smells the worst wins!

Other Rules & FAQ

- When I use an Attack action, do I get to apply the effects of the Attack die to Ghost Ships? No, since you could not inflict actual damage to them.
- What happens if I have lost all Crew (and therefore can't Come About) and I enter the Whirlpool? The Whirlpool overrides your Crew's inability to Come About – you will turn and then move forward as normal.
- What happens if there are no more Doubloons available to place on the island? Then the island has been depleted of its gold and players will need to duke it out amongst themselves to steal what they can from each other!
- What happens if you run out of Jewels? Same answer to the question above. Note that when digging up the buried treasure, if there are not enough Jewels for all players then follow the same logic as the Pillaging phase (some players may get none).
- What happens if there are no more Pillage tokens available? There's only so much room for Pirates to be plotting and scheming their pillage efforts on the island – if the pile is empty, you cannot take gain any additional pillage strength for that round.
- For Boarding Actions with a required icon, do I need to have actually CHOSEN that Action in the prior turn? No – you simply need to have played a card with the icon on it.
- When there's more than one eligible target for an effect, such as with the Shrieking and Whispering Landmarks, who chooses the target? The player whose turn it is.
- Can a player choose to do nothing on their Action card? No – they must always choose one of the two Actions on their Action card. Likewise, they must attempt to complete the Action as much as possible (they cannot choose Attack: Broadships and only hit some of the ships in their area). A player may, however, choose an Action on a card that has little to no effect (such as Broadships when there are no Ships in your area).
- What happens if an Action is chosen that has no eligible targets? This is still a legal play, though in this case nothing happens.
- What happens when a Crew is killed (or stolen) but I have already lost all crew? Nothing. More importantly, this does NOT cause you to become a Ghost Ship – hull damage is required to do that.
- Is there a limit to the number of Map Fragments a player can have? No. However, practically speaking, once you have two there is less incentive to pursue stealing additional fragments.
- I did most of the damage to a Ship, but another Pirate swooped in and got the kill – do I really get no Reputation from that? Correct - welcome to the world of piracy!



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