

THE PIRATE'S MAP

Ahoy! Are you ready to fill your chest and be the richest pirate at the table? Choose wisely how to explore the seas. And don't go overboard with the rum!

THE OBJECTIVE

of the game is to be the pirate with the most treasure. The best way to do this is to complete rows and columns on your map.

THE GAME SHEET:

The **map** (A) is the main part of the game sheet, where you will draw your pirate findings. Around it, you will see different **islands** (B) identified by a symbol. You will interact with them through what you draw on your map and they will grant you loot and other rewards. Above the map, the different **symbols** (C) to draw and their corresponding value. There are also some areas that provide help **information**(D). And of course, you will also have your **pirate chest**! (E) In it you will keep all the treasure you collect. Finally, there is the **scoring area** (F), where you will write down the points for each corresponding section and calculate your total.

SETUP:

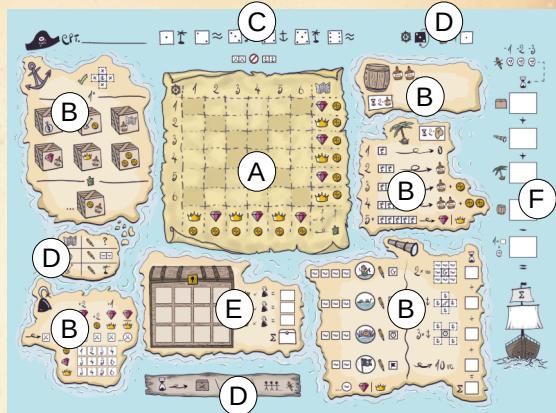
To start, randomly determine the active player. Then, each player rolls all three dice. **Individually** write down the symbols corresponding to the white dice around the square on the map determined by the result of the black die.

EXAMPLE: If you roll a 4 black and a 3 and 6 white, draw the sword and water symbols around the 4,4 square (black die). You are free to draw them in any square you want, but not in the square indicated by the black die.

Once all players have their maps ready, return the dice to the starting player.

WHAT WILL YOU NEED?

1 game sheet and a pencil/marker per player.
3 standard 6-sided dice, 1 black and 2 white.



	1	2	3	4	5	6
1	+	+	+	+	+	+
2	+	+	+	+	+	+
3	+	+	+	✓	✓	✓
4	+	+	+	✓	✗	✓
5	+	+	+	✓	✓	✓
6	+	+	+	+	+	+

Allowed locations

HOW TO PLAY:

The active player rolls the 3 dice. Each player draws a symbol on their map by combining these dice. Use 2 of them as coordinates to determine the row and column and the remaining die indicates the symbol to draw. The only restriction is that two identical anchor or sword symbols cannot be drawn orthogonally adjacent. If in your turn you have not drawn a symbol on your map (you do not want or cannot), cross out a skull in your scoring area.

Only the active player can use both the value of the black die and its opposite (for example, if the value shown is a 1, you can use the 6 instead). **All** players can spend rum to virtually modify the value of the white dice. For each 1 rum crossed out, they can modify ± 1 the value of the die, as many times as they wish.

EXAMPLE: The roll is 1 black, 2 and 4 whites. The **active** player can use the black die as 1 or 6. Spending 1 rum **any** player can convert the 2 into a 3 or 1. In the same way with the 4. Or spend 2 rum to convert the 2 into a 4, or the 4 in a 2 or 6. (In case you are wondering, NO, the 6 and the 1 are not connected)

FINDING THE TREASURE:

When you **complete** a row or column that has not been claimed by anyone, surround the first treasure that is found in it (ruby or crown) and draw it in your chest. At the end of the turn, communicate to the other players that you have claimed that treasure. It will no longer be available to the other players. When you finish a row or column that has already been claimed, draw a doubloon in your chest. Doubloons can always be claimed. If several players finish a row or column in the same turn, they all claim the treasure. Completing a **diagonal** also has a reward, everyone can claim it. The **rudder** will allow you to use the black die always, as if you were the active player. The **map**, allows you to draw in any part of the map a symbol of your choice.

END OF THE GAME:

The game ends immediately when a player fills their chest, crosses out their third skull, or if in a turn **no player** draws a symbol on their map.

Each player calculates the total value of their chest. In the scoring area (right side of the sheet), write down in the corresponding section the value of points obtained, then subtract 1 point for each square on the map that has not been explored (empty) plus the penalties for skulls obtained, record your final score in the boat sail at the bottom.

In case of a tie, the player with the most rows and columns completed wins. If it continues, the player with the fewest skulls wins. If it remains, the player with the most swords wins. And if they are still tied, they share the victory.

THE ISLANDS



ANCHOR

When an anchor symbol is orthogonally surrounded, either by other symbols or the edges of the map, you can claim one of the available loot boxes. Cross it out, resolve its effect, and at the end of the turn, inform the other players that you have claimed it. When the first six boxes are claimed, you can always continue obtaining the box under the turtle; this box will always be available (it is not crossed out).



Special icons on loot boxes:

Shovel: Draw a palm tree symbol.

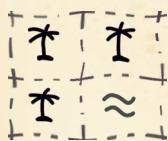
Compass: Draw 2 adjacent water symbols orthogonally.

Map: Draw 1 symbol of your choice.



PALM TREE

The palm trees represent the new islands you will discover as you sail the seas. Here you can check the treasures you have obtained. Palm trees reward you when connected orthogonally. When connected, they form groups. When you draw a palm tree symbol on your map, check the loot obtained according to the number of connected palm trees. You will receive a single reward, based on the current group size. When you connect 5 or more palm trees, choose a ruby or a crown to draw in your chest.



At the end of the game, each group of palm trees will give you 2 points.



BARREL

Here you will draw your available rum. You start with 2 rum. Rum allows you to modify the white dice by 1. At the end of the game, each unused bottle of rum give you 2 victory points.



CHEST

Every time you get doubloons, crowns and rubies, draw them in one of the squares. Your chest has a capacity for 12 treasures. When you get multiple treasures at once, draw them in the order that best suits you. If you get more treasures than you can keep, each extra treasure becomes a bottle of rum.

At the end of the game, to calculate the value of your chest, multiply the amount of each type of treasure in your chest by the value visible furthest to the left of the table on the hook island.

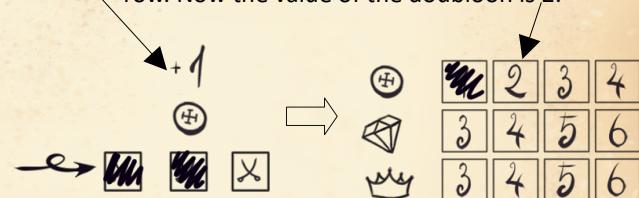


HOOK

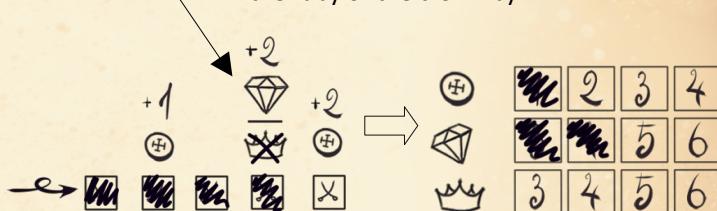
Each time you draw a swords symbol on your map, cross out a square on this island. As you cross out more squares, the value of your treasures will increase. The table at the bottom indicates the current value of each treasure. The value visible furthest to the left is the current value.

When you cross out a square, check if the value of any treasure increases. If so, cross out the the squares indicated in the table.

For example, in the second square, the value of the doubloon increases by 1. Cross out the first square in the corresponding row. Now the value of the doubloon is 2.



In 4th, you will need to choose to increase the value of the ruby or the crown by 2.



In 6th, increase the value of both by 1.

The last position is not necessary to cross out. It indicates that any extra swords symbol you draw on your map will give you a ruby or crown of your choice, to add to your chest.



SPYGLASS

Each time you draw the water symbol (results 2 and 6) on your map, cross out a square on this island starting with the first row. When you complete a row, draw the symbol indicated in the square to the right of the pencil. You can draw it anywhere on your map.

In the circle, you can see what you have sighted while sailing the seas.



Each sighting has a different way of scoring:

Mermaid: Grants 2 points for each water symbol around the mermaid.

Sea Snake: Grants 3 points for each anchor symbol orthogonally adjacent to the snake.

Kraken: Grants 3 points for each anchor symbol diagonally adjacent to the kraken.

Ghost ship: Grants 10 points.

The last position (the circle with swords) is not necessary to cross out. It indicates that any extra water symbols you draw on your map will give you a ruby or crown of your choice.