

# THE PIRATE'S MAP

## 1 player variant

The fearsome Captain Blackdice will put you to the test when there are no other pirates in sight.  
Or maybe they're just too afraid to face you?

### SETUP:

Take two game sheets. One will be for Cpt. Blackdice. Set up as in a normal 2-player game. Place initial symbols for Cpt. Blackdice to your choice.

### BLACKDICE RULES:

- ✗ You start out as the active player. The active player's turn will alternate as in a normal game, between you and the bot.
  - ✗ You will always resolve your move first. Cpt. Blackdice will draw the same symbol that you drew. Play your turn normally. Then, resolve Blackdice's turn.
- ✗ Cpt. Blackdice will place the same symbol that you drew in the column that indicates the value of the black die, and in the positions that match the value of the white dice, starting with the lowest.
- ✗ If possible, a symbol will be drawn at each position indicated by the white dice. If at least 1 symbol was not drawn in the previous step, draw it in the first available space in the current column.
- ✗ If it is not possible to draw the symbol in that column, repeat the same process in the row that matches the value of the black die.
  - ✗ If a symbol cannot be drawn, cross out a skull. If 3 skulls have been crossed out, the game ends.
- ✗ When Captain Blackdice has to choose between a ruby or a crown due to a bonus, always choose the one that he has more of in his chest. In case of a tie, choose the one that you have less of. If it is still tied, choose the one that is most advantageous to you or choose at random.
  - ✗ Cpt. Blackdice does not spend rum, but accumulates it normally and scores it at the end of the game.  
*Yes, he also starts with two bottles of rum.*
- ✗ If the player is unwilling or unable to draw a symbol, Blackdice will also draw nothing that turn, but it does not cross out a skull. This does not count towards triggering the end of the game. The only way to finish the game in this mode is that the player or Blackdice complete the chest, or for one of them to accumulate 3 skulls.

### LOOT RULES

- ✗ When Cpt. Blackdice gets a loot box, take the first one available. Follow the numbering.

If he gets a map, he draws the same symbol as you did this turn, in the first available space starting from the column indicated by the black die. If it is not possible in that column, go to the next. If you reach column 6 and it is still not possible, continue with column 1 until it is possible.

The same as in the previous step for the shovel case, but drawing a palm tree.

If you get the compass, the same process as in the previous steps is repeated, but respecting the placement rules, both water symbols have to be drawn orthogonally adjacent.

The rudder does not provide any benefit to the Cpt. Blackdice.

- ✗ When you complete a row on the Spyglass Island, draw the corresponding symbol in the first available space, starting in the current column, the one indicated by the black die. If this is not possible, continue advancing columns until it is.

### FINAL SCORE

Count Cpt's Blackdice points normally applying the following modifications according to the chosen difficulty level:

#### CAPTAIN

Blackdice does NOT deduct points for blank spaces on the map or for skulls obtained.  
If he has sighted the mermaid he receives 1 point for each water symbol on his map.  
If he has sighted the sea snake, 1 point for each anchor on his map.  
If he has sighted the Kraken, 1 point per anchor on his map.  
If he spots the ghost ship he receives 10 points.

#### BOATSWAIN

You are not yet ready to manage your own ship. Use the CAPTAIN instructions, but apply the penalties for empty squares and skulls in the final score to him as to a normal player.

#### CABIN BOY

For Neptune! You still need even more help! Follow BOATSWAIN'S rules and also subtract 1 point for each empty space in his chest, if any.

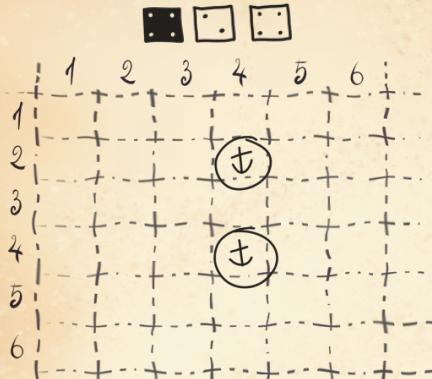
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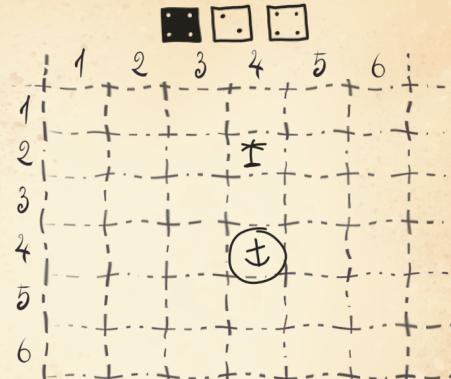
### EXAMPLES:

On your turn you have drawn an anchor symbol on your map. Let's see how Captain Blackdice's turn would play out in different situations:

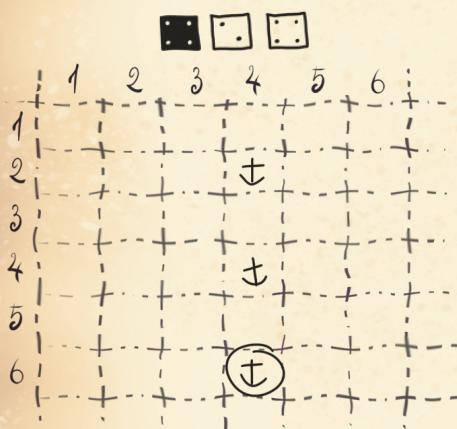
*Let's remember that the black dice indicates the column where Blackdice will draw its symbols.*



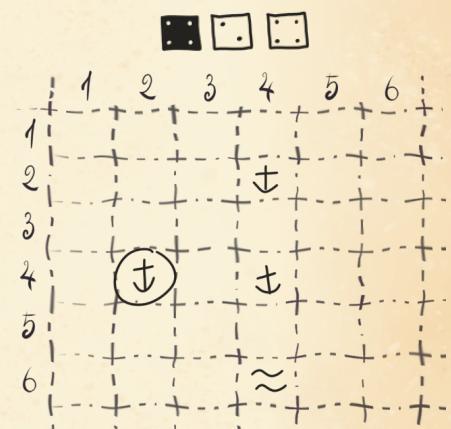
In this case both symbols can be placed in the position indicated by the white dice without problem, so both are drawn.



In this case a palm tree occupies position 2, so we can only draw the anchor in row 4.



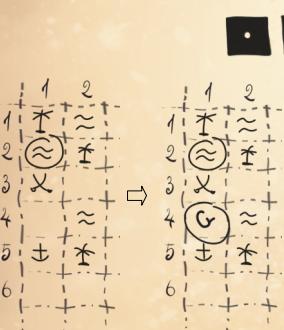
Now, both positions are filled. In this case we draw the symbol in the first free position. Since the symbol is an anchor we have to place it in position 6,4 since anchors cannot be orthogonally adjacent.



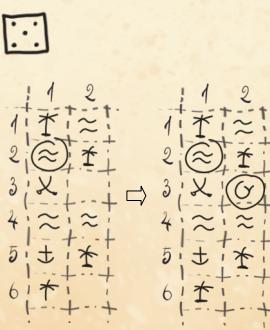
In this situation there is no valid position in column 4, so we repeat the process in row 4, where the value 2 is available. If we had not been able to draw in the row either, a skull would be crossed out.

Blackdice now draws a water symbol at 2,1 and he manages to spot a mermaid. The place to draw it is the first available space in the column indicated by the black die. **Pic.1**

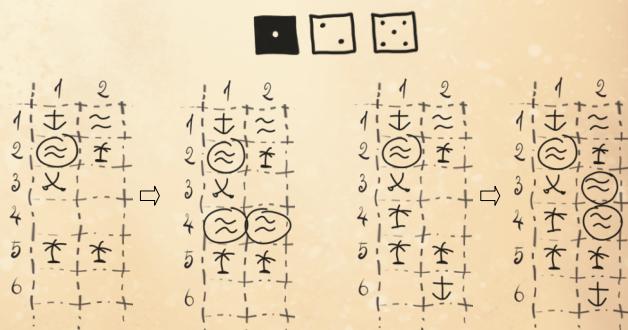
The same mechanic is repeated with loot boxes. If Blackdice gets the compass for example, he draws the 2 water symbols in the first possible space in the current column. **Pic.3**



Pic.1



Pic.2



Pic.3

Pic.4

Let's imagine that drawing the water symbol completes the column. In that case the mermaid is drawn in the first available space of the following column 2. **Pic.2**

If it is not possible to place the symbols respecting the placement rules in the first space, move on to the next valid one. Which in this case would be in column 2. **Pic.4**