Winds of Plunder

Buccaneering Adventures in the Golden Age of Piracy

Dangerous pirates are sailing on the high seas, ready to board your ship and steal victory! Sail your own Pirate ship throughout the islands of the Caribbean, stopping at as many ports of call as possible to enhance your reputation as a fierce Buccaneer. Battle with your opponents, board their ships and take their weapons, crew, and provisions. Finding treasures with Buried Treasure maps can earn you even more Victory Points, but make sure the winds are blowing in the right direction! Learn to use the stronger East-West winds to your advantage. Cooperate with other Pirates to have the wind blow where you need it, then sail and use your Action Points wisely to seize plunder and victory!

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INTRODUCTION

Peace has broken out between England, France and Spain. The Monarchs of each country have sworn to enforce the laws against piracy in the Caribbean. However, news travels faster than navies. You and your fellow pirates still have time to enrich yourselves before the fleets arrive, at the expense of Caribbean natives and each other!

Each round, you will have an opportunity to manipulate the Winds to your best advantage, then seek Plunder from both the Caribbean ports and your opponents. Plunder translates into Victory Points (VPs), and the player with the most VPs after nine (9) game rounds is the winner.

There are many different ways to score VPs in *Winds of Plunder*: acquiring VP tiles, earning Port Reputation bonuses, boarding opponents, finding buried treasure, and – at the end of the game – gaining bonuses for Weapons, Crew, Provisions, unused Wind Cubes, and Advantage markers.

BOX CONTENTS

A complete copy of *Winds of Plunder* includes the following materials:

- This game booklet
- A Quick Start rules sheet
- A reference sheet
- A tile sheet, containing:
  - 1 Arrow marker
  - 1 Game Round marker
  - 1 Blackbeard tile
  - 18 Victory Point tiles
  - 5 Compass tiles
    (1 per player)
- 5 plastic arrows
  (1 per Compass tile)
- 5 sets of wood pieces
  (red, green, blue, yellow, orange), one per player, each with:
  - 30 cubes
  - 1 scoring disk
  - 1 ship block
- A deck of 55 cards:
  - 40 Action
  - 12 Buried Treasure
  - 3 Advantage markers
- The game board

Game booklet: describes components in detail, along with providing the rules and examples of play.

Quick Start sheet: provides a condensed form of the game rules on one side and the diagram shown on the next page on the other. Players who wish to start a game immediately can use the Quick Start sheet as their primary rules source and refer back to this booklet for clarifications as needed.

Reference sheet: on one side, provides a pictorial reference illustrating key game concepts; on the other, lists the text associated with all of the Action cards in English, German, French and Italian. Make this available to all players.

Arrow marker: points to the prevailing wind direction for a round.

Game Round marker: indicates the current game round.

Blackbeard tile: designates the player who is entitled to break ties during the Wind voting phase of each round. This tile also designates who decides which player may take his turn first during the Plundering phase of each round.

Victory Point (VP) tiles: each tile shows the item(s) available when a player sails to a given port, as well as the VPs that the player will score for that port.

Compass tiles and *plastic arrows:* attach one plastic arrow to each compass tile. Players will use these compass tiles to secretly select their preferred direction for the wind at the start of each round.

Cubes: each player receives 30 wooden cubes. Place one of these cubes onto each of the four "0" spaces associated with the tally areas flanking the map (see the Quick Start graphic). Ten cubes form the player's initial supply of **Wind Cubes**, described later in this guide. The remaining 16 cubes are a reserve supply from which a player may buy additional Wind Cubes. A player may only use cubes of his own color.

Scoring disk: marks each player's position on the Victory Point track.

Pirate ship: marks the port in which each player's pirate is located during the game.
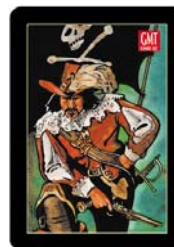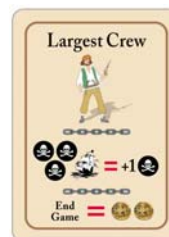

Action cards: drawn and played by spending Action Points; explained later in **ACTION CARDS**.

Buried Treasure cards: drawn and played by arriving in ports; also explained later.

Advantage marker cards: also referred to as Advantage markers. These are three special cards, one for each of the items that enhance a pirate ship. The top of each card shows the specific ship item to which the advantage applies. The middle of the card shows, in graphic form, the advantage conferred by the card. The bottom shows the value of the card in Victory Points at the end of the game. A player acquires an Advantage marker by establishing a clear lead in the item shown. He retains the card if his tally in that item is later matched (tied) by another player, but discards it when his tally is surpassed. Each individual Advantage marker is described in detail in the **ITEMS AND THEIR ADVANTAGES** section.

GAME BOARD OVERVIEW
*(setup information given in **bold**)*

Place scoring disks on "VP" coin to start

Victory Point scoring track

Place wind arrow on compass facing North to start

Port circles

Place game round marker on "1" to start

End of game item bonuses

Pirate ship board tally areas

Ship item icons on VP tiles (Weapons, Crew, Provisions) match tally areas

Thick lines in tally areas mark end-of-game bonus levels (1 VP per thick line crossed)

Place one cube on zero (0) for each of the four tally areas

Port Reputation bonuses

Victory Point (VP) tile spaces (place one VP tile on each space)

Treasure Chest matches icon on front of Buried Treasure card

Rotation Bar (6 VP tile spaces)

Each different colored band is a separate map area

Booty is treated differently from Weapons, Crew and Provisions. Tally area for Booty is unique to reflect this.

PREPARATION FOR PLAY

Place the game board in the center of the playing area.

Give Blackbeard's tile to the player who has traveled the farthest to play the game.

Each player chooses a color and receives a set of playing pieces: compass, pirate ship, scoring disk, and 30 cubes.

Next, each player separates the 30 cubes as follows:

- four (4) marker cubes, one for each of the Pirate Ship tally areas flanking the map on the game board,
- ten (10) cubes as the player's starting Wind Cubes, and
- the remaining 16 cubes to form each player's reserve supply.

Each player places his disk on the start space in the upper left of the game board, and the four marker cubes on the "0" spaces of each Pirate Ship tally area. Players then place their ten Wind Cubes in plain view and the 16 reserve cubes off to the side.

Shuffle the 18 Victory Point (VP) tiles face down. Place a VP tile in each box next to a port (12 total) on the board. Place six on the Tile Rotation Bar provided in the lower left corner of the game board. Turn all of the VP tiles face up.

Separate out the Buried Treasure cards for **San Salvador**, **Puerto Rico**, **Turks & Caicos**, **Santo Domingo**, and **Jamaica**. These cards have their port names marked in grey at the bottom. Shuffle these cards and deal one to each of the players to mark their starting ports.

Each player then places his ship marker on the game board, next to the circle for the port indicated by his card.

Reshuffle all 12 Buried Treasure cards and place them face down near the board. Shuffle the Action deck and place it face down next to the Buried Treasure cards.

Place the Wind Arrow on the game board's compass rose pointing North and the Round marker on the circle representing Round 1.

Place the Advantage Markers next to the game board.

ICON OVERVIEW

A set of common symbols, or icons, appears on the game board as well as on various cards and the pictorial reference. The term associated with each of these icons is given below. All of these terms will be discussed later in the rules.

| *Weapons* | *Crew* | *Provisions* | *Buried Treasure (unscored Treasure card)* | *Booty (scored Treasure card)* | *Victory Point (VP)* | *Action Point* | *Port* |

PHASES OF EACH ROUND

Each round has two distinct phases:

1) *Wind voting*: Players "vote" for the right to choose who sails first and to set the wind in a favorable direction.

2) *Plundering*: Each player, in clockwise turn order, uses his allotted Action Points and sails to gain Plunder.

WIND PHASE

WIND DIRECTION : THE KEY TO MOVEMENT

Prior to a description of the voting process, a few words concerning wind direction and its effect on ship movement are necessary.

As shown on the game board overview, the Caribbean is divided into four sections, alternating dark and light. These sections are referred to simply as "areas" of the map for purposes of movement and for Port Reputation Bonus scoring (described later in the section labeled **PORT REPUTATION BONUSES**).

Each area contains three ports. A port will always be one of four colors, with each color matching one specific area.

The East and West winds are *stronger* than the North and South winds. **East and West winds allow a greater range of movement, but also require players to change areas**.

Ship movement will depend upon the direction of the wind. Ships must move from one port to another in the direction shown by the Wind Arrow on the board's compass rose (see **VOTING FOR BLACKBEARD'S TILE AND WIND DIRECTION**) or as modified by using a *Gust of Wind* (see **ACTION POINTS**). In addition:

• If the winds are blowing East (West), you *must* move one or two areas to the East (West). You may not remain in the same area. A *Gust of Wind* may be used to move an extra area East (West).

> *EXAMPLE: a ship in **Puerto Rico** may move West to either **San Salvadore**, **Nassau**, **Jamaica**, **Havana**, **Cozumel** or **Belize**. It may not move with the West wind to either **Santo Domingo** or **Turks & Caicos** as these ports are in the same area as **Puerto Rico**.*

• If the winds are blowing North (South), you may only move North (South), either within the same area where you are presently located or an adjacent area in either direction. Your destination must be North (South) of where you began your move.

> *EXAMPLE: a ship in **Puerto Rico** may move South with the wind to either **Jamaica**, **Santo Domingo**, **Guadeloupe**, **Barbados**, or **Trinidad**. It may not move to **Belize** as this port is neither in the same area as nor an adjacent area to the one the ship currently occupies.*

VOTING FOR BLACKBEARD'S TILE AND WIND DIRECTION

Each player takes his compass tile and secretly sets the arrow to his choice of wind direction (North, East, South, or West). All players MUST then place their compass tiles face down.

All players turn their compass tiles face up at the same time, and keep them next to the board. Note for which direction each player has voted.

Players then secretly take the Wind Cubes they wish to vote with and place them in their closed fists. Everyone must participate, even if they do not intend to vote any Wind Cubes. All players reveal the contents of their hands at the same time.

Resolve ownership of Blackbeard's tile first. If one player votes with more cubes than any other, that player receives Blackbeard's tile. If there is a tie, the person currently holding Blackbeard's tile decides which of the tied players gets it. Of course, if the current holder of the Blackbeard tile is one of the tied players, he may keep the tile himself.

Next, treat each cube as a vote for the same wind direction as shown on the player's compass. Place the wind Arrow on the game board compass pointing to the direction that receives the most votes. If there is a tie between two or more directions, the new owner of Blackbeard's tile chooses between the tied directions.

All cubes that were used for voting are discarded back to the player's reserve supply. The players also return their remaining unused cubes to plain sight in front of them.

After establishing the wind direction for this turn, the player holding Blackbeard's tile may either go first or choose another player to go first.

PLUNDERING PHASE

Starting with the player selected by the Blackbeard tile's holder, each player in clockwise order takes a turn at plundering. A player's plundering phase consists of sailing once and spending 3 Action Points.

Players may spend Action Points or sail *in any order*. You need not spend all of your Action Points before sailing.

> *EXAMPLES: On his turn, Bonnet spends one Action Point, sails, and spends his two remaining Action Points. Next, "Calico Jack" spends all of his Action Points, then sails. Finally, "Black Sam" sails, then spends all his Action Points.*

Flip your compass tile over when you are done plundering. This serves as a reminder that you have taken your turn.

ACTION POINTS

Action Points may be spent as follows:

• Take an Action card (costs 1 Action Point).

• Play an Action card (costs 1 Action Point).

• Add 2 cubes from your reserve to your Wind Cube supply (costs 1 Action Point).

• Add 5 cubes as above (costs 2 Action Points).

• Add 9 cubes as above (costs 3 Action Points).

• *Gust of Wind* in any direction (costs 3 Action Points):

A *Gust of Wind* allows the player to either treat the Wind as if it was blowing in a different direction, or to add to the strength of an East (West) wind to move one extra area East (West) across the board, before sailing to a new port. *Gust of Wind* only applies to a single ship movement.

> *NOTE: a Gust of Wind does **not** change the wind arrow. It only affects movement for the player who employs it.*

SAILING AND THE PORT ARRIVAL SEQUENCE

Sailing in and of itself does not cost any Action Points. However, unless a player plays an Action card permitting him to do otherwise, he may only sail once during his turn.

Ships move with the wind, as described in the section, **WIND DIRECTION: THE KEY TO MOVEMENT**.

A player **MUST** sail his ship during his turn unless it is wind locked; i.e., unable to legally sail to another port with the wind. If a player's ship is wind locked, he may either spend three Action Points on a *Gust of Wind* or he may remain in his current port.

> *EXAMPLE: You are in **Guadeloupe** and the wind is East. Due to the requirement that your ship must move one or two areas to the east with an East wind, there is no port to which you may legally sail. Your ship is wind locked.*

When you elect to sail to a new port, you will follow a special list of activities. These activities are referred to as the *Port Arrival Sequence*.

SUMMARY OF PORT ARRIVAL SEQUENCE

1) Set aside any Action cards you have in your hand, face down, and move your ship to the new port.

2) Take the VP tile, adjust ship contents in the appropriate tally areas and/or take a Buried Treasure Card (if applicable), score VPs for the port, and replace the VP tile through the Tile Rotation Bar.

3) In any order:
   • Board and plunder an opponent, if possible.
   • Locate buried treasure and score a map, if applicable.

4) Gain Reputation, if eligible.

5) Score a Port Reputation bonus, if applicable.

6) Pick up your Action cards, if any.

DETAILS OF PORT ARRIVAL SEQUENCE

Details for the above *Port Arrival Sequence* are as follows:

1) You may NOT play any Action cards during the Port Arrival Sequence. Set aside your Action cards.

   Move your ship in accordance with the current direction of the Wind – either as-is or as altered by your use of a *Gust of Wind* – to the desired port.

2) On arrival, take the VP tile. Add any Crew, Provisions and/or Weapons indicated to the ship's storage hold by moving the appropriate tally marker up one space. If the VP tile indicates you should take a Buried Treasure card, draw one.

   However, if there are no Treasure cards available, you do not get one. Also, if there is no room in a tally area for the corresponding new

Item(s) available in port

Victory Points for scoring port

item (i.e., you already have a total of nine of the items in question), that item is lost.

> *NOTE: If you take the lead in Crew, Weapons, or Provisions, you immediately become entitled to the corresponding Advantage marker; i.e., **Largest Crew, Most Weapons, or Most Provisions**. For more details on these items see the next section, **ITEMS AND THEIR ADVANTAGES.***

AFTER adjusting the ship's storage tally areas, award Victory Points for the port. Advance your VP marker as many spaces as indicated by the number on the VP tile. If you have the Advantage marker for the **Most Provisions**, you also score a bonus of 1 VP (as indicated on that Advantage marker) at this time.

Once you have scored the Victory Points, pick up the VP tile. Place it at the left end of the VP tile *Rotation Bar* (i.e., the row near the bottom of the board). Slide the tiles on the Bar to the right, and place the right-most tile in the vacant space beside the port.

3) Aside from scoring the VP tile, pirates have other potential opportunities for Plunder in a new port; namely, boarding opponents and locating buried treasure. Boarding and locating buried treasure may be done in any order.

    a) *Boarding. (Optional)*

        You may board one opponent if

        • that player's ship is in the same port that you have moved to, and

        • you have the stronger ship; i.e., you either have more weapons than that opponent, or you hold the **Most Weapons** marker.

        You may take either two (2) VPs or any one (1) ship item (i.e., Weapons, Crew or Provisions) from the player you boarded. Adjust the storage areas on both ships. If your opponent falls below any other player in that item, he must discard that item's Advantage marker. Again, if you take the lead in a ship item you may immediately claim the corresponding Advantage marker.

        If there is more than one ship in the port with fewer weapons, you may only board one opponent, but you may choose which ship to board.

    b) *Locate Buried Treasure.*

        If you have a Treasure Card for this port, turn it face up. Advance your Booty marker up one space, if there is room remaining to do so, then score the number of VP indicated by the rung your marker occupies.

          *EXAMPLE: Hornigold sails to **Jamaica** and scores his first Treasure Card. He moves his Booty marker up one slot from "0" to the "2 VP" rung, and scores two VP.*

        Once the Treasure has been scored, return the used card face down to the bottom of the Treasure Card deck.

        For more details on Treasure Cards, see the separate section on **BURIED TREASURE CARDS**.

4) Next, a pirate gains Reputation amongst the port's inhabitants, becoming both respected and feared. If you sail into an unoccupied port, you automatically establish your reputation in that port. Similarly, if you sail into a port occupied by one or more other players, and have at least as many Weapons as ANY other ship in that port, you also gain reputation.

    *NOTE: the **Most Weapons** marker can not be used to block a player from gaining Reputation. It does NOT act as a tiebreaker for Reputation purposes.*

To show this – *if you have not already done so for this port, and if you have at least one cube in your reserve supply* – you MUST take a cube from your reserve (not one of your Wind Cubes!) and place it on the port circle.

    *EXAMPLE: Bonnet and "Calico Jack" both have their ships in **Trinidad**. Bonnet has two Weapons, and "Calico Jack" has one. "Black Bart" has his ship in **Barbados**, and has two Weapons plus the MOST WEAPONS marker. "Black Sam" has his ship in **Guadeloupe**, and has no Weapons. Hornigold has his ship in **Puerto Rico** with one Weapon. If Bonnet sails anywhere at this time, including **Barbados**, he gains reputation in the new port. If Hornigold sails anywhere other than **Barbados**, he is also entitled to gain reputation; however, if he sails to **Barbados**, he is not.*

Reputation can never be lost or stolen. Once a cube has been placed in this manner, it remains at the port for the remainder of the game.

5) If you have just established a reputation for the third port in an area, score the appropriate Port Bonus for that area. See the section on **PORT BONUSES** for the scores awarded and for an example.

6) Finally, take your Action cards back into your hand. You have completed the Port Arrival Sequence.

Items and Their Advantages

As noted in **SAILING AND THE PORT ARRIVAL SEQUENCE**, several other items may be found in each port: Weapons, Crew, Provisions, and Buried Treasure Cards. At the start of the game, players start with their markers at zero (0) in each item.

Each item confers its own distinct advantages, as described below:

WEAPONS: These are useful in boarding other players' ships, and in establishing one's Reputation as a fierce Buccaneer.

For boarding, if a player has MORE Weapons than an opponent – even if he does not have the most Weapons – and sails to the port that opponent currently occupies, he may board his ship. He may do so even if a different ship in that port has more Weapons.

As for gaining reputation, if a player sails into an occupied port and has at least as many Weapons as ANY other opponent in that port (or into an unoccupied port regardless of how many Weapons he has), he gains reputation there.

Finally, the player with the most Weapons takes the **Most Weapons** Advantage marker. This marker acts as a special tiebreaker for boarding when sailing to a different port, allowing the person with the **Most Weapons** marker to board any opponent.

CREW: The player with the most Crew takes the **Largest Crew** Advantage marker. Having this marker allows him to use a bonus Action Point *at the end* of his turn. That player must use all of his other Action Points and sail before using this bonus. As a result, one implication players need to be aware of is that the bonus Action Point may not be combined with other actions in a player's turn to collect extra Wind Cubes or to use a *Gust of Wind*.

EXAMPLE 1: "Calico Jack" plays an Action card with his second Action Point that allows him to take the lead in Crew. He decides to collect Wind Cubes at the end of his turn. However, he is not allowed to take the bonus action until he has completed his regular turn. He may collect two cubes with his third Action Point and another two on his bonus Action Point for a total of four, but he cannot combine the two points to take five cubes.

EXAMPLE 2: "Black Bart" has the lead in Crew coming into his turn. He wishes to sail against the wind. He may spend his original three Action Points on a Gust of Wind, sail, and take his bonus action. However, he cannot use an Action Point and then combine his last two Action Points with the bonus one to create a Gust of Wind.

PROVISIONS: The player with the most Provisions takes the **Most Provisions** Advantage marker. Having this marker allows him to score an extra VP each time he scores VP for landing in a port.

BURIED TREASURE: The presence of this item in a port allows a player to take a Buried Treasure card (left). Both the Port Arrival Sequence and a separate section, **BURIED TREASURE CARDS**, explain how Buried Treasure cards are turned into Booty (right) and scored. No special advantages are conferred for having either the most unscored Treasure cards or the most Booty.

A player may only use an advantage if he has it at the time required for its use.

*EXAMPLE 1: Hornigold sails to a new port and completes the Port Arrival Sequence. Next, he plays a "Buy Provisions" Action card. Using this card places him in the lead for Provisions. He takes the **Most Provisions** Advantage marker. But since he did not have the advantage at the time required in SAILING TO A PORT, he does NOT go back and add a VP for the port scored earlier in his turn.*

EXAMPLE 2: "Calico Jack" sails to the port that Hornigold currently occupies, and starts his own Port Arrival Sequence. At the time of his arrival, "Calico Jack" only has as many Weapons as Hornigold. After taking the VP tile and adjusting his ship, however, he finds that he has more Weapons than Hornigold. Since boarding follows taking the VP tile, "Calico Jack" may now board Hornigold's ship.

Strictly speaking, advantages should be used and Buried Treasure cards should be played at the proper points in a player's turn. Players may choose to offer each other some flexibility in this matter. However, if a player forgets to use an advantage (in Weapons, Crew or Provisions), or neglects to play a Buried Treasure card, he *cannot* go back and use it once the next player begins his turn.

As soon as a player gains the clear lead in Weapons, Crew, or Provisions (i.e., is not tied for the lead), he immediately takes the corresponding Advantage marker card for that item. He places this Advantage marker face up in front of him. This Advantage remains with the player so long as he remains at least tied for the lead. Once he falls behind any opponent in that item, he must immediately *discard* the corresponding marker.

*EXAMPLE 1: Bonnet has 5 Provisions and the **Most Provisions** marker, "Black Bart" has 4 Provisions, and "Calico Jack" has 3 Provisions. "Calico Jack" plays a Swindle card on Bonnet, trading one of his Weapons for a Provision. This simultaneously brings Bonnet's count in Provisions down to 4 and "Calico Jack's" up to 4. Since no one exceeds Bonnet's tally in Provisions, he is entitled to keep the **Most Provisions** marker.*

*EXAMPLE 2: This time, Bonnet only has 4 Provisions and the **Most Provisions** marker, "Black Bart" has 4 Provisions, and "Calico Jack" has 3 Provisions. Again, "Calico Jack" plays a Swindle card on Bonnet, trading one of his Weapons for a Provision. This simultaneously brings Bonnet's count in Provisions down to 3 and "Calico Jack's" up to 4. Since another player now exceeds Bonnet's tally in Provisions, he must discard the **Most Provisions** marker. However, neither "Calico Jack" nor "Black Bart" is in the undisputed lead for Provisions, so neither may claim that marker at this time.*

It is possible for more than one player to obtain and use the same advantage on the same game round.

Possession of each Advantage marker at the end of the game is worth 2 VP. This is indicated both on the bottom of each Advantage marker and in the "End Game VPs" block on the game board.

NOTE: Weapons, Crew and Provisions share a common trait. These items may be stolen from another player or otherwise removed from his tally areas. In contrast, the Booty tally area serves to indicate the value of the last Buried Treasure Card a player had scored. As such, Booty can not be stolen. In token of this, the tally areas for shipboard items are presented in a different color than for Booty.

ACTION CARDS

Each Action card requires one Action Point to draw and a separate Action Point to play.

You may play an Action Card at any point in your turn, *except* during the *Port Arrival Sequence* when sailing to a port.

Discard an Action card immediately after playing it unless the card instructs you to do otherwise. When the Action card deck is empty, shuffle the discards to refresh the deck.

The rules do not impose a limit on the number of Action cards you may keep in your hand. However, there may be cards that force you to discard to a given limit.

The name, count, and description of each card in the Action deck is given below.

BUY PROVISIONS (3) – You may buy one (and only one) Provision for two VPs by playing this card, or gain one Provision for FREE if your ship is currently in one of the specified ports. Your Provisions tally marker must be below nine to play this card. Adjust the appropriate ship board tally area accordingly.

BUY WEAPONS (3) – You may buy one (and only one) Weapon for two VPs by playing this card, or gain one Weapon for FREE if your ship is currently in one of the specified ports. Your Weapons tally marker must be below nine to play this card. Adjust the appropriate ship board tally area accordingly.

HEAVE, YE SCURVY DOGS! (2) – If you have already sailed this turn and each of your opponents still has more VP than you do, you may pay 1 Crew to sail a second time. You must sail as indicated by the wind compass, unless you have already spent the Action Points to employ a *Gust of Wind* prior to playing this card. Also, you must have at least one Crew in order to play this card. You may play only one HEAVE card in your turn.

*EXAMPLE 1: The wind is blowing East. You are in **Nassau**, and are 1 Crew behind the player with the **Largest Crew** marker. You decide to sail to **Puerto Rico**, which has a tile for 3VP plus a Crew. At this point you find that your VP score is still lower than each of your opponents, so you may spend a Crew and play the HEAVE card this round to sail a second time. However, unless you have the PUT THE CREW TO THE TEST card to gain extra actions, you must either use HEAVE to sail with the wind or forgo using HEAVE this round. Otherwise, you will not have enough Action Points to employ a Gust of Wind and play the HEAVE card.*

*EXAMPLE 2: Same situation as above, except that you either have the **Largest Crew** marker or would acquire it by sailing to **Puerto Rico**. You may spend three Action Points on a Gust of Wind, then use the **Largest Crew** bonus Action Point to play HEAVE and sail whichever direction you desire.*

*EXAMPLE 3: Same situation as **EXAMPLE 2**, except that you spend three Action Points to sail South to **Jamaica** which has a tile for 4 VP plus 1 Crew. You can use the **Largest Crew** bonus Action Point to play HEAVE, but this time you must sail with the wind (East).*

HIRE CREW (3) – You may hire one (and only one) Crew for two VPs by playing this card, or gain one Crew for FREE if your ship is currently in one of the specified ports. Your Crew tally marker must be below nine to play this card. Adjust the appropriate ship board tally area accordingly.

INTRIGUE! (3) – Play this card to switch any two VP tiles (not scoring disks!) on the board. These tiles may either be next to a port or on the Rotation Bar.

MISFIRE! (2) – Choose *any* opponent, regardless of whether or not your ships share the same port. That opponent loses one Weapon from the appropriate ship board tally area.

MUTINY! (2) – Choose *any* opponent, regardless of whether or not your ships share the same port. That opponent loses one Crew from the appropriate ship board tally area.

PUT THE CREW TO THE TEST! (3) – Spend one Action Point as normal to play this card, pay one Crew, and receive an additional three Action Points on your turn. You must have at least one Crew in order to play this card. You may play only one PUT THE CREW TO THE TEST card in your turn.

EXAMPLE: You have three Action Points and 1 Crew. You play PUT THE CREW TO THE TEST as your first Action. You reduce your Crew from 1 to 0, and now have five Action Points ((3-1)+3) remaining.

RATS! (2) – Choose *any* opponent, regardless of whether or not your ships share the same port. That opponent loses one Provision from the appropriate ship board tally area.

SECRET CACHE OF WEAPONS! (3) – Play the card face up to the table in front of you. Do not advance your Weapons count in your tally area. However, for the remainder of this Game Round, add two to the number of your Weapons shown in that tally area to determine your true Weapons count. This card is cumulative; i.e., if you have two such cards in play, add four to that number determine your Weapons count.

If this card causes you to gain the lead in Weapons, take the **Most Weapons** marker. At the end of the round, place the SECRET CACHE card in the discard pile and, if necessary, discard the **Most Weapons** marker.

*EXAMPLE: You have 4 Weapons, "Black Sam" has 7 Weapons plus the **Most Weapons** marker, and "Calico*

Jack" has 7 Weapons. You play two SECRET CACHE OF WEAPONS cards in front of you. This temporarily gives you 8 Weapons, allowing you to take the **Most Weapons** marker. In this particular round, no one acquires any Weapons during their turn. At the end of the round, you discard the SECRET CACHE cards and drop back down to 4 Weapons. Since you are no longer in the lead for Weapons, you must discard the **Most Weapons** marker. Further, since "Black Sam" and "Calico Jack" are still tied at 7, neither of them may take it.*

STORM! (3) – This card forces each of your opponents with more than two Action cards in his hand to discard down to two Action cards, regardless of whether or not your ships share the same port. Neither Treasure cards nor any cards in play in front of a player (e.g., SECRET CACHE OF WEAPONS) count against this Action card limit.

> *EXAMPLE: You have five Action cards in your hand. One of your opponents has three Action cards in hand plus a Treasure card face down on the table. Another has two Action cards in hand plus a SECRET CACHE OF WEAPONS cards in play on the table. You play a STORM card. You need not discard. Your opponent with two cards in hand need not discard. Your opponent with three Action cards in hand will need to get rid of one. The cards on the table remain in place.*

SWINDLE! (4) – This card allows you to trade any one item in your storage area for any one item on *any* opponent's ship, regardless of whether or not your ships share the same port. Tradable items only include Weapons, Crew and Provisions. Adjust both players' tallies on the appropriate ship board tally areas.

TAVERN BRAWL! (3) – Place this card in front of any opponent that does not already have a TAVERN BRAWL card in front of them, regardless of whether or not your ships share the same port. At the start of his turn, that player must choose to lose either 2 Action Points or 2 VP. If the player does not have 2 VP, then he *must* lose 2 Action Points. Discard this card after the player makes his decision and suffers the chosen effect.

> *NOTE: this card only takes effect at the start of that player's next turn. If you play it on Round 9 on an opponent that has already taken his turn, the game will end before this card affects its target.*

TREACHERY! (4) – Steal half the Wind Cubes (up to five) held by any opponent, rounded down, regardless of whether or not your ships share the same port. You may only steal the Wind Cubes in play by your opponent; i.e., you may not steal reserve cubes, reputation markers, or item markers. Exchange these cubes for cubes of your own color. If you do not have enough cubes of your color, you may only steal as many as you have remaining in your reserve supply.

> *EXAMPLE: You play TREACHERY on an opponent with 9 Wind Cubes. You would normally be entitled to steal 4 cubes. However, you only have three cubes in your reserve at this time. You take three from your reserve and your opponent puts three back into his reserve.*

BURIED TREASURE CARDS

BURIED TREASURE (12, one for each port) – When you land on a port with a Buried Treasure icon on the VP tile, draw a Buried Treasure card and place it face down in front of you. Players may have more than one Buried Treasure card in front of them at any one time, and may look at their Buried Treasure card(s) at any time.

When you are in a port matching that on one of your Buried Treasure cards (see SAILING TO A PORT) – even if it is a card you just drew – turn that card face up. Advance your Booty tally marker one space (if possible), and score the number of VP indicated by his marker. Turning a Treasure card face up does NOT cost an Action Point.

> *NOTE: Be sure to advance your Booty marker in the appropriate tally area BEFORE scoring the Treasure card. Return the card, face down, to the bottom of the Buried Treasure card deck.*

PORT REPUTATION BONUSES

The chart on the right hand side of the game board illustrates the Port Reputation Bonus chart. Players earn bonuses by establishing their reputation in each of the three ports within an area of the map. Marker cubes placed during the *Port Arrival Sequence* allow the players to tell when a bonus has been earned.

Port Reputation Bonuses are scored independently for each of the four areas of the map.

- The first player to establish his reputation in all three ports in any area scores 7 VPs.

- Second player to establish his reputation in all three ports for that same area scores 5 VPs.

- Third player to establish his reputation in all three ports for that area scores 3 VPs.

- Fourth player to establish his reputation in tall three ports for that area scores 2 VPs.

- Fifth player to establish his reputation in all three ports for that area scores 1 VP.

> *EXAMPLE: You have already established your reputation in **Barbados** and **Guadeloupe**. You sail to **Trinidad**, establish your reputation there, and complete the area. Two other players already have reputation markers in all three of these ports, making you the third player to complete this area. You thus score 3 VPs as a Port Reputation Bonus.*

Game Round Completion

Advance the Game Round marker to the next higher number, after completing both phases of a round: voting to settle the Winds AND having each player take his opportunity to Plunder.

The game ends after nine (9) full rounds have been completed.

End-of-Game Bonuses

The end-of-game bonuses are indicated in graphic form in the upper right hand corner of the map area.

- **WIND CUBES**: Score one bonus VP for every three (3) Wind Cubes in your main supply (i.e., not including your reserve cubes).
- **WEAPONS**: Score one VP for every three (3) Weapons you have in the Weapons tally area.
- **CREW**: Score one VP for every two (2) Crew.
- **PROVISIONS**: Score one VP for each Provision.
- **ADVANTAGE MARKERS**: Score two VP for each Advantage marker that you hold at the end of the game This is indicated both on the game board and on each marker.

   NOTE: This applies even if the Advantage marker is acquired at the end of the game, such as by an opponent's discard of a played SECRET CACHE OF WEAPONS card at the end of Round 9.

- Buried Treasure cards that have not been scored are worthless!!!

Leftover cubes, Weapons, and Crew do not accrue bonus points. For example, a player with eight Wind Cubes at the end of the game will only score two (2) VP.

The player with the highest Victory Point total wins!

Tie Breakers

In the event of a tie, the players who are tied for the lead determine the winner using a set of tie breakers. These may also be used in tournament play to settle other tied finish positions. In order of precedence, the tie breakers are:

- Possession of Blackbeard's Tile.
- Most Advantage markers.
- The **Most Weapons** Advantage marker.
- The **Largest Crew** Advantage marker.
- Most unused Action cards.
- For friendly play, if there is still a tie, the game is tied. For tournament play where a final tie breaker is absolutely required, the player closest in clockwise order from the player with Blackbeard's Tile wins the tie breaker.

Scoring Recap

There are five different ways to score Victory Points in *Winds of Plunder*:

- VP tiles.
- Port Reputation bonuses.
- Finding Buried Treasure.
- Boarding opponents.
- End of game bonuses for Weapons, Crew, Provisions, Wind Cubes, and Advantage markers.

Variations

Players who have gained experience with the standard game may wish to incorporate one or more of the variations given below. These options change the strategies players will need to employ and/or the game's mechanics.

The variations below may also place inexperienced players at a greater disadvantage against experienced opponents. Consequently, these variants are *not recommended* for use when there are players unfamiliar with the standard rules.

a) *Play SECRET CACHE OF WEAPONS in reaction to Boarding*: Players who desire to add a greater defensive element may allow the SECRET CACHE OF WEAPONS card to be played in its normal manner, and to be played reactively. In the latter case, this card may be played at no cost, either in terms of Action Points or other items, if

   - an opponent declares the intent to board your ship, AND
   - you can *surpass* that player's Weapons count with one or more SECRET CACHE card(s) if that opponent holds the **Most Weapons** marker, or *tie or surpass* that player's count if he does not hold it.

When a player who was originally targeted for boarding reacts in this manner, that player will have at least as many Weapons as the boarder. In such an event, the boarding attempt fails and the plundering player may not choose a new target.

A player who uses one or more SECRET CACHE OF WEAPONS card(s) to block a boarding attempt places the card(s) face up in front of him. SECRET CACHE cards played in this manner stay in play until the end of the round OR that player's next turn, whichever comes first.

   *__EXAMPLE 1__: "Calico Jack" and Hornigold have ships in **Puerto Rico**. Each of them has 2 Weapons. Bonnet is in **Belize**, and has 5 Weapons. Bonnet sails to **Puerto Rico**, sets his Action cards aside, and names "Calico Jack" as*

the target of his boarding attempt. "Calico Jack" plays two SECRET CACHE OF WEAPONS cards for free in reaction to the boarding, bringing him to 4 Weapons. Now "Calico Jack" has 6 Weapons to Bonnet's 5. The boarding attempt fails. Bonnet may not board Hornigold. "Calico Jack's" two SECRET CACHE OF WEAPONS cards remain in play until the end of the round or the start of his next turn, whichever comes first.

*<u>EXAMPLE 2</u>: Again, "Calico Jack" and Hornigold have ships in **Puerto Rico**. Each of them has 2 Weapons. Bonnet is in **Belize**, and has 4 Weapons plus the **Most Weapons** marker. Prior to sailing, Bonnet uses an Action Point and plays SECRET CACHE OF WEAPONS. This brings his effective Weapons count to 6. Now Bonnet sails to **Puerto Rico**, sets his Action cards aside, and names "Calico Jack" as the target of his boarding attempt. "Calico Jack" has two SECRET CACHE OF WEAPONS cards. However, since their use would only bring his weapons count to 6, AND since Bonnet has the **Most Weapons** marker, the tie is insufficient to stop the boarding attempt. "Calico Jack" may not play his cards reactively. Bonnet successfully boards "Calico Jack's" ship.*

Using SECRET CACHE OF WEAPONS in this manner changes the mechanics of play for this particular Action card, and may disrupt a player's expectations for plunder.

b) *Make Advantage markers easier to lose*: Instead of allowing a player to retain an Advantage marker even when tied for the lead in that item, force the player to discard the marker when his tally is tied or surpassed by any opponent. This change increases the chances that a single player can force an opponent to lose an Advantage marker.

c) *Forbid GUST OF WIND*: Players who desire an additional degree of competition over control of the wind may forbid the spending of Action Points to employ a *Gust of Wind*. This change will lead to a greater possibility of wind lock, and thus increases the emphasis on controlling the wind. It may also force occasions where a player is unable to sail – and therefore score – in his turn.

d) *Restrict North-South movement to one area; restrict Round 1 Wind votes to East-West*: Another means to increase the importance of controlling the wind is to specify that ships moving North (or South) with the wind must stay inside the area they started in. For example, a ship in **Havana** can only use a South wind to sail to **Cozumel** or **Belize**, and can not use a North wind to sail anywhere. As with the prior option of removing the *Gust of Wind*, this change will lead to a greater possibility of wind lock. Wind votes are restricted to East and West on Round 1 to avoid wind lock on that round, thus reducing the impact of one's starting position on the game.

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Developer's Notes

The historical notes given in this section are presented solely as background to the game's development. They are not required for play.

While **Winds of Plunder** is not a historical simulation, the tales of Caribbean piracy – particularly those from the early 18th century – helped bring the game to its current form.

The introduction sets a stage for the game, where "news travels faster than navies," and "the clock is ticking on the days of easy piracy." To a small extent the game mirrors that of the real world at the close of the Golden Age of Piracy.

The Treaty of Utrecht, signed in 1713 to end the War of the Spanish Succession, opened a new chapter for piracy in the Americas. Despite the cessation of the war, privateers continued to harass shipping of all nations in the West Indies.

King George I's *Proclamation for Suppressing of Pyrates* suggests that it was not until June of 1715 that hostilities formally closed, not until late 1717 that the crown took action in offering an amnesty, and not even until late 1718 that the amnesty period formally closed. In real life, pirates most likely witnessed a gradual buildup of forces to curtail their activity; in the game, we chose to offer a period of no effective resistance to piracy from the European navies.

Blackbeard is the one pirate from the Golden Age of Piracy referenced by name in the game components. While there is disagreement over his actual name (Teach and Thatch are the two most common forms one will find for his surname) and his birthplace, there is little doubt over his place in the history of Caribbean piracy. Teach served in the British navy during the War of the Spanish Succession, but did not come into a ship command until joining with Benjamin Hornigold in acts of piracy after the war.

According to some accounts, at one point in his career Blackbeard took on the title of magistrate for a "privateer's republic" based in Nassau. As such, it is appropriate that the tile for the player who breaks ties and decides on the order of plunder be named "Blackbeard's tile."

Examples of game play within these rules feature five pirates who, while not precisely contemporaries in their careers, operated in the Caribbean at the close of the Golden Age of Piracy. Along with the aforementioned Benjamin Hornigold, these include Stede Bonnet, Bartholomew Roberts ("Black Bart"), Samuel Bellamy ("Black Sam"), and John Rackham ("Calico Jack").

Accounts by Daniel Defoe *(A General History of The Pyrates)* of Bonnet's attempts to evade the name of "pirate" could almost serve as a model for the *Swindle* card provided in the game. In one account, Defoe relates that Bonnet's crew took, "ten or twelve Barrels of Pork, and about 400 Weight of Bread; but because they would not have this set down to the Account of Pyracy, they gave them [their victims] eight or ten casks of Rice, and an old Cable, in lieu thereof."

Each of the twelve ports presented in the game also played a role in the history of Caribbean piracy, though not necessarily during the eighteenth century. The twelve ports selected offered the best compromise between drawing upon regional history and preserving the desired flow of the ship movement mechanism.

One particular island shown on the map, San Salvadore, bears special note. The name "San Salvador" has been applied to two neighboring islands in the Caribbean. Columbus's original logs from the first voyage were lost, leaving some doubt as to precisely which island he first made landfall on.

For game purposes, the island now known as Cat Island serves as San Salvadore. (According to one account, Cat Island derives its name from a 17th century pirate, Arthur Catt, who used the island as a hideaway and may have buried his treasure there.) We have used an older spelling for the isle to help differentiate it from Watling Island – named after George Watling, another 17th century pirate – which is currently called San Salvador.

To those familiar with the history of Caribbean piracy, the isle of Tortuga is conspicuous in its absence from the map. At first glance, its connection to the history of Caribbean piracy seems to make it a better selection for a port than Santo Domingo or Turks & Caicos. Geographically, it could even be substituted for Turks & Caicos with no effect on relative North/South movement in the game.

However, Tortuga was the origin for the "Brethren of the Coast" – buccaneers who, among other things, followed a code by which they swore not to steal from one another. This code ran contrary to a critical game mechanism; namely, the ability to use Weapons in order to board another player and steal either Victory Points or a ship item. While diligent adherence to the code of the Brethren eventually dropped out of common practice, the historical association between Tortuga and the "Buccaneer's Code" nonetheless made it inappropriate to offer Tortuga as a port.

Again, though historical persons, places and events played a minor role in shaping the background for elements of this game, **Winds of Plunder** was designed first and foremost as a means to entertain. We hope you will find as much enjoyment in playing this game as we found in its creation!