Jamaica Quick Rules v1 9/28/08

Setup

A) Each player receives:
- 1 ship (place on Port Royal space)
- Set of action cards matching his ship color (shuffle, draw top three into starting hand)
- 1 ship holds player board
- 3 gold dubloons, 3 food tokens (each commodity placed in an empty hold)

B) Determine start player, receives compass marker.

C) On the board:
- 2 action dice (D6) in navigation box (sun/moon spaces)
- Shuffle treasure cards, randomly draw 9 and place facedown in navigation box (right of action dice)
- Place treasure tokens, one each on pirate lairs (board locations with skulls)

Turn Summary

1) Start player rolls action dice, determines day (first) and night (second) numbers.
   (Numbers indicate spaces players MUST move or collect quantity of items.)
2) Each player selects one action card from current hand, places face down.
3) Start player completely resolves day action, then night action. Resolution continues clockwise.
4) Compass moves to next start player.
5) All players draw up to action card hand limit.
6) Repeat

Objective/Scoring

- Player with most victory points wins.
- Points for race placement as indicated on board spaces (15 best in Port Royal, -5 worst from red line back).
- One point for each remaining dubloon in player holds.
- Points from treasure cards (negative or positive).
- Tiebreaker: Furthest ahead in race. No secondary tiebreaker.

Game End

- First player to end turn (after completing both actions) in Port Royal. (Play stops short in Port Royal.)
- Players finish out current turn round.

Loading Holds

- When collecting tokens (during actions or fight), full quantity must be loaded into an empty space if available.
- If no empty space available, must forfeit all items of different type from occupied hold.
- No forfeit, no reallocation, no adding to occupied hold allowed.

Space Payments

- Landing in a space containing diamonds requires payment of that number food tokens.
- Landing in a space containing gold post requires payment of that number dubloons.
- If short on space cost, must pay all available toward cost and move back to space player can afford.
  (While moving back, must pay all available to each space cost as well.)
- No additional payment for remaining in space with cost during subsequent turns.

Fighting

- When a ship moves into a space containing another ship, a fight MUST happen.
- If ship moves into space with multiple opponents' ships, choose one ship to fight.
- Attacker declares gunpowder tokens (+1), rolls combat die. Then, defender declares gunpowder, rolls combat die.
- Star rolled immediately wins battle (attacker or defender).
- Winner of battle receives choice of opponent's: contents of one hold, treasure card, or give negative treasure card (stolen 6th hold also receives contents).
- Ties result in no effect on either player.

Treasures

- Following MUST be played face up when received:
    - Morgan's Map - Increase action card hand limit to 4.
    - Saran's Sabre - Allows immediate re-roll of combat die or forces opponent's re-roll. Must accept 2nd result.
    - Lady Beth - Adds +2 to combat die.
    - 6th Hold
- All other treasure cards remain face down.
- Only one treasure card per pirate's lair. First player to land there receives card.