Jamaica

A game for 2-6 players by Malcolm Braff, Bruno Cathala, and Sébastian Pauchon.
Condensed rules for 3-6 players by Eric Postpischil, https://edp.org.

Setup

Put 1 treasure token on each of the 9 pirate lairs (rocks in the shape of a skull).
Shuffle the treasure cards and put facedown on right side of navigation box in board center. Remove 3 from game.
Put the doubloons, gunpowder, and food aside as a bank. Put the combat die on the canon space in the fortress.
Give each player a board showing their ship's 5 holds, a set of action cards in one color, 3 food, and 2 doubloons.
Each player:
- puts their ship in the Port Royal space, headed clockwise,
- shuffles their action cards and puts them facedown above their holds (to the right, discards will be on left), and
- draws 3 action cards to start their hand.
Randomly select the player who will be Captain first and give them the compass and the 2 action dice.

Play

The Captain rolls the action dice, consults their hand, and chooses which order to put the dice in the navigation box.
Each player chooses a card to play from their hand and puts it facedown across their discard pile.
Once all players have chosen, each player, starting with the Captain, takes a turn:
- At the start of your turn, turn your card face-up.
- Complete the card's left action using the morning (left) die, then do the right action using the evening (right) die.
After all players have played, each player draws a card to replenish their hand to 3 cards.
- When you must draw and your deck is empty, shuffle your discards.
The compass passes to the left, marking a new Captain, and play continues until somebody reaches Port Royal.

Actions

Load gold (circle), gunpowder (octagon), or food (square)
Load from the bank as many of the item as the action die shows into an empty hold.
- If you have no empty hold, empty one containing a different type of item (to the bank), then load the hold.
- If all holds have the same type of item as the one to be loaded, do not load.

Move backward (left-pointing red arrow) or forward (right-pointing green arrow)
Move exactly as many spaces as shown on the die (except, if you have completed a circuit, stop at Port Royal).
- Where there are forks, you may take either branch, when going forward or backward for any reason.
If you finish in a space with one or more other ships, combat one of them (your choice, and only one battle occurs):
- Spend as many gunpowder as you like, then roll the combat die. If you roll the star, you immediately win. Otherwise, your combat strength is the sum of the die and the number of gunpowder spent.
- The defender does the same. If they roll the star, they immediately win. Otherwise their combat strength is the sum of their roll and the number of gunpowder they spent.
- The higher combat strength wins. If there is a tie, nothing happens.
- The winner may steal the contents of one hold of the loser (following the usual loading rules), steal a face-up or facedown treasure (including the 6th hold with its contents) from the loser, or give a cursed treasure to the loser.
Pay the price of the space to the bank from a hold or holds of your choice.
- A pirate lair costs nothing. If it has a treasure token on it, remove it from the game and draw a treasure card.
- A port space costs the number of doubloons shown on its golden needle.
- A sea space costs one food for each white square it shows.
If you cannot pay the full cost, you have a shortage:
- Pay as much as you can.
- Move your ship backward (counterclockwise) to the first space where you can pay the full cost.
- If one or more other ships are there, combat one as above.
- Pay the cost of the new space. If you cannot because you lost items in battle, move backward again.
- If the final space is a pirate lair, it is free and may provide a treasure as above.
You may move backward from Port Royal but must complete a clockwise circuit to finish the game.

Game End

When your ship reaches Port Royal, stop there. If you reach Port Royal in the morning, ignore your evening action.
All following players finish the current round, including their evening actions, and the game ends.
Add the number where your ship is (−5 for the early spaces), your number of doubloons, and your treasure points.
Highest score wins. If there is a tie, the player furthest along wins. If there is still a tie, victory is shared.

Treasures

Powers
When acquired, put these face-up beside your holds:
- **Morgan's Map**: You may have 4 cards in your hand instead of 3.
- **Saran's Sabre**: Once per battle, you may reroll your die or make your opponent reroll.
- **Lady Beth**: Add 2 to the combat die.
- **6th Hold**: Provides a sixth hold.

Treasures
When acquired, put these facedown beside your holds:
- **+3**, **+3**, **+5**, **+7**, **+7**: Add the indicated number of points at the end of the game.
- **−2**, **−3**, **−4**: These are cursed treasures. Subtract the indicated number of points at the end of the game.