

# PIRATE'S COVE™

Paul Randles & Daniel Stahl

*A game  
of swashbuckling  
and daring!*

*For 3-5 players  
ages 8 and above  
60-90 minutes*

DAYS OF  
WONDER

**L**egendary home of lore and plunder... hideaway of pirates and buccaneers... Pirate's Cove haunts the hearts and minds of every young lad who yearns for a life at sea. Starting with a modestly outfitted sloop salvaged from last winter's storm, you set sail to Pirate's Cove one early morning, your eyes filled with visions of treasure and fame, your lungs filled with the salty air of the High Seas.

## Components

Inside the box of treasures lie:

- ◆ 1 Board map representing the seas and surrounding islands near Pirate's Cove
- ◆ 7 Pirate ship miniatures (1 per player & 2 Legendary Pirate black ships)
- ◆ 5 Pirate Ship Mats and Captain's Wheels (1 each per player)
- ◆ 5 Wooden Fame markers (1 per player)
- ◆ 20 Strength markers (wooden rings – 4 in each player's color)
- ◆ 112 Illustrated cards:
  - 60 Treasure cards
  - 5 Legendary Pirate summary cards
  - 1 Royal Navy summary card
  - 42 Tavern cards (Tavern on the back)
    - 4 Parrot cards
    - 7 Mastercraft cards
    - 14 Combat cards (8 Battle and 6 Volley cards)
    - 8 Event cards
    - 9 Fame cards (5 x1, 3 x2, 1 x3)
  - 4 Blank cards (1 Legendary Pirate card, 1 Event card, 1 battle and 1 volley combat cards)
- ◆ 44 Doubloons (24 worth 1 gold and 20 worth 5 gold)
- ◆ Treasure chests (Brown wooden cubes)
- ◆ 6 wooden dice
- ◆ 1 Rules booklet
- ◆ 1 Summary Card
- ◆ 1 Days of Wonder Online access number (located on back of Rules)



Treasure



PIRATES



TREASURE



- Fame
- Doubloon
- Treasure
- Tavern card(s)



TAVERN



Event



Fame



Parrot



Combat



Mastercraft



Blank card



Doubloon



2



# Setting up the Game

Place the board map of Pirate's Cove in the center of the table.

Shuffle the Treasure cards, and place them in stacks of twelve each, on their matching spot on each of the outer islands (Islands 1 through 5)



Shuffle the Tavern cards and place them, face down, on the matching spot on Tavern Island.

Take the Legendary Pirate cards (with the ship illustration on back). Set aside the Royal Navy card face up, next to the board and shuffle the remaining Legendary Pirate cards before placing them face down next to the board.

## Each player chooses:

- ◆ a Pirate ship miniature of the color of his choice
- ◆ Four Strength markers and a Fame marker that match his ship color
- ◆ a Pirate ship mat
- ◆ a Captain's wheel
- ◆ One doubloon of 5 gold and four of 1 gold, for a total of 9 gold.
- ◆ a Tavern card (drawn from the top of the stack at Tavern Island)

*Note: When playing for the first time, first remove the doubloons and Captain's Wheels from the punchboard. To assemble the wheels, remove the small center circle from the wheel and fix a black plastic arrow to the front of the wheel, using the small black plastic piece to hold it in place from the back of the wheel. If the wheel spins too loosely, reverse the black plastic piece on the back.*

Each player puts his fame marker on the Jolly Roger starting spot on the fame track running along the map's border. Throughout the game, each time a player wins fame points, he will immediately advance his marker accordingly.

Each player lays the Pirate ship mat in front of him. Each player then puts his four Strength markers on their starting position – the second position from the left on the Pirate ship mat, as indicated by that section's skull icon – and stores his doubloons next to his ship mat.

All remaining doubloons, and all treasure chests are then buried on Treasure Island (#6), in the center of the board.

One of the Legendary Pirate black ships starts the game moored at Tavern Island (#1), so place her there. Reveal the first Legendary Pirate card from the stack next to the board and place it by the black ship.

If you are playing with three players, a second Legendary Pirate black ship is anchored off Cannon Island (#4) at the start of the game. Reveal a Legendary Pirate summary card for that second ship, and place it next to her.

You are now ready to set sail and become the most famous pirate of the Caribbean!



## Object of the Game

Your objective is to sail the islands off Pirate's Cove and become the most famed and feared pirate the world has ever seen (well, this year, at least)! To do so, you will in turn need to navigate shrewdly, fight recklessly and plunder mercilessly. You will gain fame by winning fights, burying gold and treasure, and bragging about your exploits at the Tavern. At the end of twelve months (game turns), the pirate with the most fame will be declared winner of the game and most fearsome Pirate of the High Seas!

## Know your ship

Before sailing in these pirate-infested waters, each aspiring buccaneer should take stock of his ship.

A ship's sea-worthiness and battle-readiness is set by the level of its equipment in 4 distinct sections of the ship as indicated by the Strength markers:



- **the Hull**, which dictates how much treasure can be safely loaded aboard her;



- **the Crew**, which, when paired with cannons, decides how many dice are rolled in combat;



- **the Cannon**, which, when manned by a crew, decides how many dice are rolled in combat;



- **the Sails**, the more deployed, the faster and more maneuverable the ship.

**Important:** To each man his cannon and vice-versa! The attack capability of a ship (which dictates how many dice are rolled in battle, see Combat page 6) is determined by the lowest number of the ship's current crew and cannon level. Hence a ship with 2 crew members and 3 cannon or one with 3 crew and 2 cannon will roll 2 dice in battle, while a ship with 3 crew and 3 cannon will roll 3.

## Rigging her properly...

At the beginning of the game, before the first turn, each pirate gets a chance to rig his ship to his liking. You can upgrade any or all of the sections of your ship by paying an upgrade cost. To upgrade one of your ship's sections, move the Strength marker for that section to its desired level. Using your gold doubloons, you must pay the upgrade cost indicated in white next to that level by moving the corresponding number of gold doubloons from your hull to Treasure Island. Upgrade costs are cumulative, so upgrading your sails from 5 to 7 costs  $1+2 = 3$  gold. The rigging of ships at the start of the game is done simultaneously, without prior knowledge of the other players' chosen rig settings.



## Compass

Throughout the game, some actions will be performed on successive islands in what is referred to as westward (or clockwise) order. This westward order is: the five outer islands, (Tavern, Hull, Sail, Cannon, and Crew island) numbered 1 through 5, followed by Treasure Island (6), in the center of the map, and finally Pirate's Cove, off center.



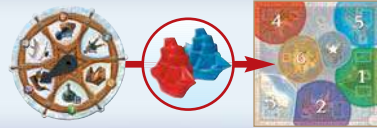
## The Game Turn

The game is played over 12 consecutive months (game turns). Whoever gains the most fame by the end of the year is declared winner of the game. Each turn is divided into 6 distinct phases:

**1. Treasure** – Turn over the top card from the stack of Treasure cards on each of the outer islands 1 - 5. Listed on each card are the rewards for capturing this island this turn. Pirate cards run out on the 12th and last turn of the game.



**2. Navigation** – Secretly set the arrow on your Captain's Wheel to the island you want to sail to and plunder. Reveal all captains' wheels simultaneously and move each pirate's ship to her destination.



**3. Combat** – Beginning with ships moored off Tavern Island and proceeding in westward direction, resolve any combat. Combat occurs on any outer island (islands 1 – 5) where 2 or more ships are present, and on Treasure Island when running into a Legendary Pirate anchored there. Each combat is made of a preparatory Battle phase, followed by successive firings of Volleys. Combat continues until one lone player ship remains on the island; or until all player ships have been either crippled or fled to Pirate's Cove.



**4. Plunder** – Beginning with Tavern Island and proceeding westward, any surviving ship occupying an outer island is free to plunder it. Her captain takes the corresponding Treasure card and receives the indicated amount of gold, treasure, Tavern cards and fame points. If treasure, gold, or Tavern cards run out, you get none, hence the importance of plundering in order.



**5. Upgrade** – Beginning with Tavern Island and proceeding westward, each player may take advantage of the "upgrades" available on the island he occupies:



◆ On Tavern Island, to purchase up to 3 Tavern cards at a cost of 2 gold each;



◆ On Hull, Sail, Cannon or Crew Island, to upgrade his ship's corresponding section as much as desired, by paying the corresponding cumulative upgrade costs;



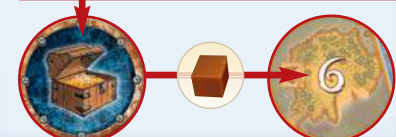
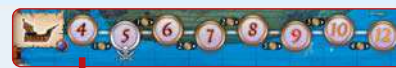
◆ On Treasure Island, to bury treasures and gold for fame (1 fame point for each treasure or 3 gold pieces) and/or upgrade any one section of his ship 1 level at twice its regular cost;



◆ On Pirate's Cove, to draw 2 tavern cards (or 1 Tavern card and 2 gold) from the stack, and repair his crippled ship.



**6. Move black ships & check treasures** – Move the Legendary Pirate black ship(s) one island westward each. Pirate's Cove is a safe haven from Legendary Pirates, so after Treasure Island, the black ship moves back to Tavern Island. If a Legendary Pirate was defeated during combat, draw a new card from the Legendary Pirate deck to replace it. If needed, reshuffle that discard pile. Check Treasure loads, and throw off any treasure on board a ship that exceeds its hull capacity. Discarded treasure is returned back to Treasure Island. Finally discard any remaining face-up Treasure card left on the islands.



# Combat

Pirates are a rowdy and jealous bunch: any outer island (#1 – #5) where more than one ship (including any other players' ship, the Royal Navy and any Legendary Pirate ship) chooses to moor, bears witness to an epic naval battle. Combat may also erupt on Treasure Island, if a player runs into a Legendary Pirate anchored there. Battles are won when you either cripple your opponent(s) by inflicting enough damage to force one of their strength markers off their ship's lowest level; or if they flee from your onslaught.

## Order of Combat

Battles are fought in westward order, starting from Tavern Island on.

Battles are resolved by preparation for battle followed by successive rounds of Firing Volleys:

**1. Preparing for Battle** – Battle cards are played, at each player's option.

**2. First round of volleys fired:**

**a. The fastest ship either:**

- Fires a volley at another ship;
- Or Flees to the safety of Pirate's Cove.

**b. The second fastest ship, if not crippled, either:**

- Fires a volley at another ship;
- Or Flees to the safety of Pirate's Cove.

**c. Play continues** in order of decreasing speed until all ships have had the opportunity to fire a volley, retreat to Pirate's Cove, or be crippled before having a chance to fight.

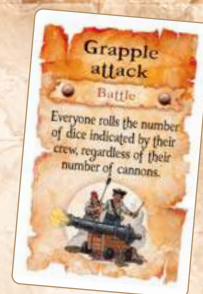
**3. Second and all subsequent rounds:** Additional rounds of firing volleys then occur in similar fashion in order of decreasing ship's speed until all opposing ships have been crippled and one lone player ship remains on the island; or until all player ships have been crippled or opted to flee to Pirate's Cove.

The ships' current Sails level at the beginning of each volley determines their relative speed. If a ship's Sails get damaged, its speed, hence its order of play, might change from one combat round to the next.

Throughout the Combat, Plunder and Upgrade phases, the fastest ship on an island always acts first. If two or more pirates have the same level of Sails, each rolls a die against the other(s) to break the tie in favor of the highest number. All other ties throughout the game are decided by using the same dice roll mechanism.

## Preparing for Battle – (optional) card playing

Starting with the player with the fastest ship, players may play any one Battle card they wish from their hand. The card played is read aloud and its effect applied immediately.



The second fastest player may then play a card, or pass, followed by the third fastest, etc. The playing of Battle cards continues in successive turns until each participant in the battle chooses to pass during the same turn.

A player can pass, then play a Battle card later on as long as one of the other combating players has played a Battle card since that pass.

Battle cards last the entire duration of the combat they are played in. They are discarded at the end of the combat, regardless of whether they took effect or not.

Battle cards can only be played on behalf of a player's own ship, never on behalf of the Royal Navy or the Legendary Pirates.

## Firing volleys

A player deciding to fire a volley:

**1.** Plays any Volley card(s) he desires, prior to any roll of the dice. The effect of the Volley card only applies to the upcoming dice roll. The card is then discarded, regardless of its successful use or not. Volley cards can never be played on behalf of the Royal Navy or a Legendary Pirate.



**2.** Announces in a strong voice whose ship, and which section (Hull, Cannon, Crew, or Sail) of that ship, he intends to fire his cannons at. Legendary Pirates' ships and the Royal Navy can only be attacked on their Hulls.

**3.** Rolls a number of dice equal to the lowest of his levels of Crew and Cannons. Each roll of 5 or 6 is a hit. With each hit, the attacked ship loses one level in its targeted section. Its strength marker is moved down (left) one level to reflect the damage taken and lowered capability.

If a Legendary Pirate and/or the Royal Navy are present on the island and the player stays to fight, he must target his volleys at them until all such ships have been sunk. Only then will he be able to direct his cannons at fellow players' ships, if any is still present.

If the section attacked features a Mastercraft or Parrot card, that card absorbs the first two hits prior to any damage to that section. On the first hit, the card is turned sideways to show its damage and on the second it is discarded. Only then do further hits on that section cause the strength marker to be lowered (moved left).

Volley cards can never be played on behalf of the player-controlled Royal Navy, only on behalf of the players' own



ships. Legendary Pirates never play any cards; they are powerful enough without them.

## Fleeing

Sometimes discretion is the better part of valor. During his turn in combat, a pirate may decide to escape by fleeing to Pirate's Cove. If the ship has been hit during combat prior to fleeing, all opponents remaining on the island receive 1 point of fame upon seeing her flee.

If a ship flees to Pirate's Cove without having been crippled (that is, without having one of its strength marker's pushed off its lowest level), its captain runs the risk of a mutiny. He rolls 1 die; if he rolls a 1, a mutiny occurs. The crew, tired of working for a cowardly captain revolts and takes over the ship. The player loses all gold and treasure on board, and its captain walks the plank (-2 fame points).

Legendary Pirates and the Royal Navy never flee.

## Forced retreat

If any of the ship's sections receives so much damage that its strength marker gets pushed off its lowest level, the ship can no longer fight and is crippled. To save his crew, the captain must immediately sail to Pirate's Cove for rest and repair.

A crippled ship brings all remaining opponents on that island 1 point of fame.

*Note that it is possible for a slow ship to get crippled before her captain ever gets a chance to fight.*

## Safe havens

### No player-to-player combat on Treasure Island

Rival player pirates have a long-standing gentlemen's agreement never to fight each other on Treasure Island.

Legendary Pirates such as Blackbeard however, are no gentlemen: they will shoot down any one that sails across their bow, regardless of location.

The location of Treasure Island is a secret known only among pirates, therefore the Royal Navy will never be found sailing there.

### No combat on Pirate's cove

Pirate's Cove is a desolate strand of beach, not worth fighting for. No battle ever occurs there, and no non-player ship ever visits it.

## ★ Scoring ★

### Pirates GAIN fame from each of the following actions

- ◆ **Winning Battles** (1 point per player that is defeated or flees after being hit)
- ◆ **Plundering an island** (fame value on the Treasure card)
- ◆ **Defeating Legendary Pirates & the Royal Navy** (fame value on the card)
- ◆ **Burying treasures** (1 fame each) and **gold** (1 fame for each 3)
- ◆ **Collecting Fame cards**

### Fame points are LOST by

- ◆ **Walking the plank due to a mutiny** (-2 points)
- ◆ **Getting your parrot killed** (-2 points) or **dismissing it** (-1 point). See parrots page 10.

## The End of the Game

At the end of the 12th month (round) all the Treasure cards are gone from the islands. Each player then reveals any Fame cards and moves their fame marker accordingly. Any treasure or gold coins that were not buried on Treasure Island are lost and worth no fame.

The pirate with the most fame points is declared the winner and becomes the most fearsome pirate in all the High Seas!

If two or more players are tied for the most fame, these players must fight to the death. In the final epic battle, the lone survivor is declared most famous pirate!

You are now ready to set sail... Enjoy your cruise!

Veteran captains, and those desiring to improve their knowledge of local lore and the customs of Pirate's Cove should consult the (in)famous Guide to Pirate's Cove, which begins on the following page, before heading back out to the High Seas.



# Guide to Pirate's Cove and Surrounding Islands



## Cannon Island

Upgrade the ship's Cannon as many levels as desired and can be afforded. Play a Mastercraft card from hand, if desired.



## Treasure Island

Bury treasures from the ship's hold for 1 point of fame each. Bury gold, at the rate of 1 point of fame for 3 gold.

You may also upgrade any single section of your ship a maximum of 1 level, at double the normal upgrade cost. Thus, upgrading your sails on Treasure Island from a speed level of 5 to 6 will cost you  $2 \times 1 = 2$  gold, and you will not be able to upgrade any other section, nor upgrade your sail section any higher this turn.

## Upgrading

When upgrading, the small white number located next to the desired level of upgrade indicates the cost of the upgrade, in gold. To upgrade the same section several levels at once, pay the cumulative cost of each individual upgrade. To move your sails from a speed level of 5 to 7, for instance, pay  $1+2 = 3$  gold. No one is required to upgrade his ship (except for crippled ships on Pirate's Cove. See Pirate's Cove, next page). Whether you do, and how much, is solely dependent on your wealth and desire.



## Sail Island

Upgrade the ship's Sail as many levels as desired and can be afforded. Play a Mastercraft card from hand, if desired.





## The Islands

There are thousands of islands scattered throughout the High Seas, but only a handful will cause the blood of any aspiring pirate to rise in anticipation of legendary battles, uncountable treasures and everlasting fame. And nowhere is there a concentration of such islands as those in the waters surrounding the legendary Pirate's Cove. These legendary pirate hideaways include:

- ◆ The five outer islands: Tavern, Hull, Sail, Cannon and Crew Islands (# 1 – 5)
- ◆ Treasure Island (# 6),
- ◆ Pirate's Cove itself.

Each of these islands convey a special advantage to their occupant during the Upgrade phase.



### Crew Island



Upgrade the ship's Crew as many levels as desired and can be afforded. Play a Mastercraft card from hand, if desired.

### Pirate's Cove



Collect 1 Tavern card and 2 gold, or 2 Tavern cards. If your ship was crippled during battle, you must repair it by paying 2 gold for each crippled section. Move the strength marker back onto the 2nd (second foremost left) level of the corresponding section.

If several sections of your ship were simultaneously crippled as a result of being on the receiving end of a Six-Gun salute or victim of a Powder keg explosion, you must repair all crippled sections at once. If you cannot afford to do so, you are allowed to repair all crippled sections, but do not receive any Tavern card or gold from your visit to Pirate's Cove.

### Tavern Island



You may buy up to 3 Tavern cards at a cost of 2 gold each, during each visit to Tavern Island. Play a Mastercraft card from hand, if desired.

### Hull Island



Upgrade the ship's Hull as many levels as desired and can be afforded. Play a Mastercraft card from hand, if desired.



# The Tavern and its cards



The tavern on Tavern Island is the most famous watering hole in all the High Seas. It is the place to trade and barter, share a bottle of rum and brag about mermaids and wenches...

Each visit to Tavern Island gives its visitors the opportunity to buy Tavern cards, at the cost of 2 gold pieces each. Occasionally, pirates will also receive Tavern cards as a result of plundering some of the outer islands or fleeing to the safety of Pirate's Cove. If the tavern card draw pile runs out, reshuffle the discard pile back in place.

## There are six different types of Tavern cards:

- ◆ a. Parrot cards
- ◆ b. Mastercraft cards
- ◆ c. Event cards
- ◆ d. Battle combat cards
- ◆ e. Volley combat cards
- ◆ f. Fame cards

## a. Parrot Cards



Once in a great while, a wise old parrot can be found at the Tavern, searching for an adventurous new owner. Having spent many a year perched on the shoulder of some rather noteworthy pirates, these birds have picked up some very useful secrets. One might be willing to share those secrets with their newfound owner in exchange for the occasional sip of rum and a few good curses.

Each of the four parrots has specific knowledge to assist you with a particular part of your ship (cannon, crew, hull and sails), as indicated by the corresponding icon on the parrot card.

- ◆ Captain Flint's parrot – *"Shiver my timbers"* – You may carry an unlimited number of treasures.
- ◆ Long John Silver's parrot – *"Pieces of Eight"* – Always roll 6 dice in combat. Long John Silver's parrot supersedes the effect of a Grapple attack Battle card.
- ◆ Billy Bones' parrot – *"Yo-ho-ho and a bottle of rum"* – Always fire all your cannons. Billy Bones' parrot supersedes the effect of a Grapple attack Battle card.
- ◆ Squire Trelawney's parrot – *"Shew me the man"* – Adds +20 to your speed.

Parrot cards come into effect immediately upon being drawn. Place the parrot card on the Parrot's Perch on your ship mat.

There can never be more than one parrot onboard a ship at any time. Should you draw a second parrot card, you can choose to release your current parrot at a cost of 1 point of fame and take on the new one, or turn down the new one. Any unused parrot must be shuffled back into the Tavern deck. Discarding a parrot does not entitle you to draw a replacement card.

A parrot is hit in combat whenever the section it advises on (indicated by an icon on the card) takes a hit. On the first hit, the parrot is hurt (and its card turned sideways). On a second hit, the parrot dies. If the parrot is killed, its owner loses 2 points of fame and the Parrot card is then sent to the discard pile. (Dead parrots tell no tales!)

Should a Parrot provide advice on a section protected by a Mastercraft card (see below), the Mastercraft card will always take the first hits to that section. Parrots are smart enough to take cover!

If a parrot is hurt during battle but survives to victory or flees alive to Pirate's Cove, it will automatically heal its wound. Put its card back in its initial upward position during the Upgrade phase.

## b. Mastercraft cards



Many of the outer islands' natives have become expert craftsmen over the years, outfitting ships of legend. When placed on a ship's section, the Mastercraft card makes this section of the boat legendarily battle-hardy.

Mastercraft cards are played during the upgrade phase, by attaching the card to the section of your ship you would like to protect. The Mastercraft card can be played even while mooring at Tavern Island, Treasure Island or Pirate's Cove.

There can never be more than one Mastercraft card onboard a ship at any given time. (Alternative rule: Players may agree to allow multiple Mastercraft cards per ship, but limit them to one card per ship's section.)

In any combat, the Mastercraft card will absorb the first two hits to that section of your ship. Upon the first hit, the upgrade is damaged and you flip the card sideways. Upon the second hit, the upgrade is blown to pieces, and the card discarded for good.

A damaged Mastercraft card can only be repaired by paying 1 gold during the Upgrade phase.

Should a Mastercraft card and a parrot be attached to the same section of a ship, the Mastercraft will always be attacked and damaged first during combat. The parrot is smart enough to take second seat in battle!

## c. Event cards



A pirate's life is filled with travails and surprises and a number of event cards reflect the ever-changing seas a successful pirate must sail through. They are:

### ◆ A fond farewell

Played at the end of the Navigation phase, even after a Royal Navy Intercept card. Let's you sail your ship to any unoccupied Island or Treasure Island. This card also cancels the effect of any Consort played on your ship.

### ◆ Consort

Played at the end of the Treasure phase. The player of your choice must share half of the booty he earns this turn with you. This includes fame, treasure, gold, and tavern cards. The spoils are rounded up in your favor, down in his. If he goes to Treasure Island and buries treasures or gold, you split with him the fame he collects there.

### ◆ Crow's nest

Played at the beginning of the Navigation phase, before players select their island of destination. Instead of being simultaneous, the navigation phase is done in clockwise order this round, starting with the player of your choice.

### ◆ Going on the account

Played during the Upgrade phase, from any Island including Tavern and Treasure Island and Pirate's Cove. You may increase any 1 section of your ship by one additional level at no cost.

### ◆ Privateering commission

Played at the end of the Navigation phase, in reaction to a Royal Navy card. Send any Royal Navy tipped off to your whereabouts back to the outer island of your choice. The Royal Navy cannot be sent to an island occupied by the player of this card.

### ◆ Royal Navy Intercept (x 2)

Played at the end of the Navigation phase, after players have revealed their destination of choice. Send the Royal Navy to the outer island of your choice. The Navy has never found Treasure Island, nor Pirate's Cove, so you cannot send her there. The Royal Navy always rolls 4 dice in attacks; she takes 4 hits before sinking; has Sail value of 20; and is worth 4 Fame points if defeated. The Royal Navy cannot be sent to an island occupied by the player of this card.

### ◆ Secret map

Played at the end of the Treasure phase. Roll 1 die and place a treasure marker on the outer island number that corresponds to the die. If you get a 6, re-roll the die. If you capture the island thus designated during the next turn, double the value of any treasure plundered from it.



## Battle and Volley combat cards

Pirates and buccaneers have always been exceptionally ferocious combatants. There are two types of Combat cards that are played during a battle. Battle cards must be played in turn, one at a time, from fastest to slowest ship; they remain in effect for the entire duration of combat. Volley cards must be played before any volley and are only in effect for that volley.

### d. Battle Cards



#### ◆ Avast belay!

For the rest of this battle (including any firing volley), no other card can be played by anyone. Cards played prior to Avast Belay during battle (if any), stay in effect for the duration of the battle and are not canceled.

#### ◆ Blow me down! X 2

For the rest of this battle, your sail has a bonus of + 6. The two "Blow me down!" cards can be played together for cumulative effect, when owned by the same player.

#### ◆ Grapple attack x 2

For the rest of this battle, everyone rolls the number of dice indicated by their crew, regardless of their number of cannons. Billy Bones and Long John Silver's parrots supersede the effect of any grapple attack.

#### ◆ Smoke screen x 2

For the rest of this battle, you can only be hit on rolls of 6.

#### ◆ Treasure over board

For the rest of this battle, your sail is increased by a speed bonus of +2 for each treasure you throw overboard. Move as many treasures as you want from your hull onto the card. At the end of the battle, this treasure is thrown back onto Treasure Island and the card discarded.



### e. Volley Cards



#### ◆ Grapeshot attack x 2

For the next volley only, rolls of 3, 4, 5 or 6 hit the enemy. Afterwards, your cannons receive 2 hits of damage. If this cripples your ship, you must retreat to Pirate's Cove. A Grapeshot attack supersedes the effect of a Smoke screen, for the volley it is used on. Beware of using Grapeshot if you have Long John Silver's parrot on board: if he is not protected by a Mastercraft card on the ship's cannons, the after-shock of the Grapeshot will kill him off!

#### ◆ Powder keg x 2

For the next volley only, any hit does 1 of damage to every ship's hull (yours included!). Hence, 3 simultaneous hits on a roll of 5 dice will inflict 3 points of damage to the Hull of all the ships present in this combat! This effect is cumulative with the hit themselves for the ship attacked, if its Hull was targeted during the volley. This card can be played out of turn (ie during the volley card playing phase of one of your opponents, before his roll of dice). Veteran pirates keep this shot as a last resort when vastly outgunned, usually when facing the deadly combination of a legendary pirate and the Royal Navy. If you own Captain Flint's parrot, think before using this card, or you will send him back to his ancestors!

#### ◆ Six Gun Salute x 2

For the next volley only, any hit inflicts damages to all the sections of the enemy's ship simultaneously. However, during the next volley, your guns need to be reloaded and cannot fire. Pass your turn.

### f. Fame cards



What would pirate's life be without a few good drinks, the crew singing sea ballads, and of course the Pirate's booty?

Fame cards are kept in the player's hand till the end of the game, at which point their fame value is totaled and the player's marker correspondingly advanced on the fame track.

## The Royal Navy



The Royal Navy cruises these waters, trying to keep some semblance of safety for merchant ships... If another player tips them off to your whereabouts you might find them in hot pursuit of your precious cargo!

If more than one player occupies an island when the Royal Navy arrives, Player ships must take out any Royal Navy ship present - or opt to flee - before fighting each other.

The player who uses the Royal Navy Intercept or Privateering Commission card to send the Royal Navy to an outer island, always rolls the dice for her and gets to decide which ship to fire at first if there are multiple players ships present. The Royal Navy cannot be sent to an island occupied by the player who sends it.

The Royal Navy may only be attacked and hit on her hull, taking 4 hits to defeat her. Defeating the Royal Navy is worth 4 fame points, which are split among all players present who survive the combat. Fame points that cannot be distributed evenly are rounded down to the nearest whole number.

The Royal Navy cannot play any combat cards (though they might be affected by some played by players' ships). They cannot flee or fight against a Legendary Pirate.

At the end of any battle (win or lose) the Royal Navy is removed from the board.

## The Legendary Pirates

Famous Pirates of old haunt the islands surrounding Pirate's Cove. Once in a great while, you might sail into their waters. Often as not, this leads to outright trouble, as these Legendary Pirates can be powerful adversaries!

If, at the end of the navigation phase, you end up on the same island as a black ship, you are about to face off against a Legendary Pirate in battle. Which one will depend on the summary card attached to it.

The Legendary Pirates fight according to the characteristics on their respective summary cards. Legendary Pirates may only be attacked and hit on their hull. During the course of the battle, you must keep track (for instance using a dice or stack of treasures) of the current hull value of these ships. Once it reaches zero, the

ship is considered sunk. If the Legendary Pirate defeats all players on an island, his ship is automatically fully repaired immediately following the end of its successful battle.

All the other capabilities (levels of sails and crew/cannons) of a Legendary Pirate cannot be attacked, and remain at the value indicated on their reference card throughout the entire battle.

Dice are rolled on behalf of Legendary Pirates by any player who is not engaged in the current volley of fire.

Legendary Pirates never play any combat cards (though they might be affected by some played by players' ships). Legendary Pirates never flee from combat, nor do they fight each other. They know better...

If a Legendary Pirate is defeated by use of a Powder Keg or Grapeshot attack that results in the player's ship getting crippled, that player earns the fame points for defeating the Legendary Pirate, earning some consolation as he limps away to Pirate's Cove.

## Legendary Pirate battles with Multiple Players

Player ships must take out any Legendary Pirate ship present - or opt to flee - before fighting each other.

Each ship on the island, including the Legendary Pirate, shoots once during each round of volleys beginning with the fastest ship and then in order by decreasing speed. The Legendary Pirate ship fires at the player with the highest-ranking area of the ship indicated on his particular summary card. On the next volley he then attacks the player with the second highest rank in that area, continuing in this manner until he's fired at all remaining players. Remaining player ships are then re-ranked by their new relative strengths and battle continues until either the Legendary Pirate is defeated, or all player ships are either defeated or they flee.

If a Legendary Pirate is sunk, the fame value indicated on its reference card is immediately split among all players present who survive the combat. Fame points that cannot be distributed evenly are rounded down to the nearest whole number. Surviving players continue combat until only one player ship remains.

Here's a brief overview of the famous pirates known to be haunting the waters of Pirate's Cove.



## ◆ Edward Teach "Blackbeard"



Blackbeard's withering volleys, unmatched speed, and exceptionally sturdy hull make him the most feared opponent in all the high seas.

**In battle:** Blackbeard shoots 6 dice against other pirates' hulls (attacking the pirate with the most cannons first); his Hull takes 8 hits before sinking; has a Sail value of 24; and is worth 6 Fame points if defeated.

## ◆ The Flying Dutchman



The skeleton crew aboard this famed phantom ship gives her special recuperative powers. If hit in combat, the Flying Dutchman will regain up to 2 hull points at the end of each combat round (i.e. after all ships in the battle have fired once), until sunk. She can never exceed her initial Hull value of 5 however, nor recover hull points lost before the last round of firing volleys.

**In battle:** Cannon - 4 dice against crew (attacks largest crew first); Hull - 5 hits, regains up to 2; Sails - 16; Fame points - 6.

## ◆ Captain Hook



Cruelly comic and served by a haphazard crew, Captain Hook's ship is a rather unpredictable, if sometimes laughable enemy.

Even when Captain Hook misses in an attack, that shot may hit one of the other player's ships present. When Hook is firing a volley on a player, the remaining players on that island are assigned a number from 1 to 4 beginning with the player to the left of the pirate being attacked and moving clockwise. If Hook misses in his attack, but rolls one of the assigned numbers, then that player takes the hit.

Hook's misfires have no effect on non-player ships, nor ships that are not on the same island.

**In battle:** Cannon - 3 dice against hull (attacks biggest hull first); Hull - 5 hits; Sails - 18; Fame points - 3.

## ◆ Ann Bonny and Mary Read



Two of only a handful of women pirates in history, Bonny and Read were said to fight, curse and swear as well as any man. Any hit by Bonny and Read damages all the sections of the ship targeted!

**In battle:** Cannon - 3 dice against all sections (attacks fastest sails first); Hull - 5 hits; Sails - 22; Fame points - 6.

## ◆ The Cacafuego



One of the largest treasure ships ever captured, the Nuestra Senora de la Concepcion was rather vulgarly nicknamed the Cacafuego by her own Spanish sailors because of her immense treasure and almost criminal lack of cannon.

The Cacafuego is defenseless against attack. Player pirates battle each other to determine who can pilfer the great riches of this floating treasure chest, but don't know how much booty they are fighting until after the battle is won. The victor rolls a single die and wins as many fame points as indicated on the die.

# Blank Cards



Use the enclosed blank cards to design additional Legendary Pirate, Battle and Volley combat cards, and other Event cards. Do not hesitate to post your best suggestions on our forum at [www.piratescovegame.com](http://www.piratescovegame.com).



# Online Play

Here is your Days of Wonder unique Online Access Number.

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## Credits

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**in memoriam Paul Randles**

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Bibliography: Rafael Sabatini *Captain Blood*;  
Robert Louis Stevenson *Treasure Island*;  
*The Woodsworth Dictionary of Pirates* by Jan Rogozinski.

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