



"Say Hello To The Devil!"



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The Hunt for *Blackbeard's* Treasure

The 'Legend' of *Blackbeard's* Treasure

Get yourself 1 of the 6 treasure maps, acquire your ship, recruit your crew, and stock up with weapons and provisions, by getting the "Blackbeard's Treasure Cards" every time you land on a "Blackbeard's Flag" square. Set sail and let the fair wind in your sails carry you across the waves to "Hammerhead Island" where you follow your acquired "Treasure Map" and its unique instructions upon it, around the island to where, hopefully you might find that vast fortune at the end of an epic adventure. Heave ho me hearties, heave ho!

Contents

- 1 x Playing Board
- 2 x 1-6 numbered Dice
- 6 x Pirate 'Captain' Player Tokens (1 of each colour)
- 6 x Pirate 'Ship' Player Tokens (1 of each colour)
- 12 x Pirate 'Weapons & Provisions' Tokens (2 of each colour)
- 18 x Pirate 'Crew' Tokens (3 of each colour)
- 6 x Treasure Maps
- 6 x 'Treasure' card Pockets
- 6 x Blackbeard's Treasure (Cards)
- 66 x Blackbeard's Treasure playing Cards (Cards)

Setting up the game

First of all, each player chooses a colour and takes that pirate 'Captain' token as their playing piece for the beginning of the game.

Secondly, shuffle the pack of 'Blackbeard's Treasure Cards' and place them '*Face Down*' beside the board but within easy reach of every one of the game players.

Then, shuffle the '6' Treasure cards, and without looking at the cards, place them separately, one at a time, in each of the 'Treasure Card Pockets'. It is *very important that you or none of the other players see what cards have gone into any of the 'Treasure Card Pockets' as then there would be no point in the game, and Blackbeard takes a very dim view on those who try to cheat him. So you have been warned!*

Then, place the 'Treasure Card Pockets' along with the 6 'Treasure Maps' back into the game box as they are to be used at a later time during the game.

Each player places their 'Pirate Captain' upon the 'Start' square and each player in turn then throws both the dice and the player who throws the highest goes first. Play then resumes in a clockwise fashion around the board.

You are now ready to play the game

Playing the game

Each player in turn throws '1' dice and moves their player's 'Captain' token clockwise around the board. Whenever a player lands on a 'Pirate Flag' square, (three corner squares also included) they must pick up the top card from off the 'Blackbeard's Treasure Cards' deck, read it out loud and show it so that **all** of the players can see it and follow the instructions that are written upon that card, before returning it to the bottom of the deck. Unless it is a money card whereupon that player keeps hold of them for future use to buy what is required in order to set sail to the Island. **Only '3' money cards can be kept by a player at any one time.**

When you get a 4th one put your lowest amount card back to the bottom of the "Blackbeard's Treasure Card" deck.

Whenever a player has collected any of the money cards that are in the 'Blackbeard's Treasure Cards' deck they can then buy either their 'Ship' (which will get them their 'Ship' playing token for use when sailing to the 'island',) their 'Crew' (which will get them their 3 'Crew' tokens which are used when on the 'island' itself,) their 'Weapons & Provisions' (which will get them their 2 'Weapons & Provisions' tokens which are used when on the 'island' itself,) or the 'Treasure Map' of their choice, (which is used when on the 'island' itself,) but only when they land on the appropriate 'Tavern', the 'Harbour & Shipwright' and the 'Market' corner squares exactly. As long as a player has enough money to purchase an item then they can, but they do not get any change back if they pay more than the basic cost of the item.

Players can also acquire their equipment by picking up several other cards from the 'Blackbeard's Treasure Cards' deck, such as; Go to the 'Tavern', 'Harbour & Shipwright' or 'Market' corner squares and 'Buy' (if you have the money to buy them,) or 'Collect' your 'Free' 'Map', 'Crew', 'Ship' or 'Weapons & Provisions' (which you can acquire without paying for.) Or they could pick up a 'Steal' card whereupon they can 'take' that particular item from another player and transfer it as their own.

A 'Ship' will cost **£5,000**, your 'Crew' will cost you **£3,250**, your 'Weapons & Provisions' will cost you **£2,750** and your 'Treasure Map' will cost you **£1,000**.

If a player lands upon a square/space that is already occupied by another player then the 2 players enter into a 'Battle'. This is done by both players throwing both dice (the attacking player – the one just landed there – throws first) and the player with the lowest score retreats one space and the player with the winning score advances 1 space. This occurs **'only'** along

the outside of the board and when at sea, it does not occur when players are on the actual island. A **'Battle' does not occur if both players are on a 'Blackbeard's Treasure' card square**, but the player landing on that square still picks up a **'Blackbeard's Treasure' card**. However, if 'after' a battle the winning player moves onto a **'Blackbeard's Treasure' card square** (A strategic advancement) then that player can pick up a **'Blackbeard's Treasure' card**, following the instructions upon it. If the losing player moves onto a **'Blackbeard's Treasure' card square** (A strategic withdrawal) then that player can pick up a **'Blackbeard's Treasure' card**, following the instructions upon it.

As soon as a player has collected all **'4'** of them (including their **'Treasure Map'**) they can then proceed, around the board until they reach the **'Harbour & Shipwright'** corner square again, whereupon they then move onto the blue 'sea' circle with the **'ship'** on it. There they transfer to their **'Ship'** playing token where they **must wait** until their next turn whereupon they then throw **'1'** of the dice for each of their turns and continue around the board until they reach the last **'island'** circle (they do not have to land on this square exactly), and call out **"Land Ahoy!"** They **must then wait** until their next turn, whereupon **with both of the dice**, they **must** throw the number that corresponds to the very first part of their **Treasure Map** which is where they will **'land'** upon the **'Island'**, either by a) one of the numbers on either dice being the number required, b) the total of the 2 dice together being the number required, or c) both dice having the same number required, (a 'double') whereupon not only do they move forward, but they get another go as well.

As soon as a player has **landed** on the island, (this is done by transferring to your **'Pirate Captain'** token again,) then they follow the instructions on their **'Treasure Map'** for their next moves/turns by throwing the next number required in order to **'move'** around the **'island'**, with **both dice, (as described at the end of the previous paragraph.)** When a player is successful and moves to their **2nd** (their next immediate) area upon the **'island'** then depending on what they threw, they **must** either wait until their next throw in order to move to their next destination, or throw again (this happens only when the number required is thrown as a 'double') This continues for players until they reach their final destination upon the island and where the players own **'Treasure Map'** states **"You can now dig up your treasure!"**

The player then takes the matching numbered **'Treasure Chest' Pocket**, to that of their **'last number'** written on their **'Treasure map'**, (where it states that **'you can now dig up your treasure'**) and take out the card that is inside.

If it says, **"Empty! Say Hello to the Devil!"** Then they have invoked the curse of Blackbeard himself, and are out of the game.

If however they take out the card that says, **"Congratulations! You have found the lost treasure of Blackbeard"** then that player has found **'Blackbeard's'** lost fortune and has therefore **won** the game.

And always remember, being **given** the **'last' Treasure Map** out of the 6, may not be a bad thing, because no-one should know beforehand what particular **'Blackbeard's Treasure'** card is in what particular **'Treasure Card Pocket'** so that player may end up being the lucky one, in the lottery, that is, **'The hunt for Blackbeard's Treasure!'**

Depending on how many players are actually playing the game at the time will determine whether or not Blackbeard's treasure will actually be found. A '6' player game will definitely result in it being found. Anything below that, and it is possible, (if not almost certain in some respects) that Blackbeard 'himself' has won and therefore his treasure has remained hidden to those who have wished to take it.

So, if that is the case, "Try again...if you dare!" (See Game 'Variations')

Game ‘Variations’

If players ‘want to make sure that the ‘Treasure’ is found and therefore there is an actual ‘winner’ to the game, then if they like, then in a ‘2’ or ‘3’ player game, players could have more than one coloured captain, but they must get all the required items for each ‘Pirate Captain’ in order for them to set sail.

Or,

As soon as a player has dug up their treasure chest and have found that it is empty, they can start again with a ‘New’ Pirate Captain, and start again from the beginning collecting items around the outside of the board first before setting sail, and trying their luck again with a new ‘Treasure Map’. Therefore, players who manage to get to dig up their treasure first, ‘do’ have an advantage to have another go.

This can ‘only’ be done however, by throwing the number on your ‘treasure map’ where you ‘first’ landed upon the island. You will then be back in your ‘Ship’. As soon as you are there, you must wait until your next move and travel ‘back’ to the ‘Harbour/Shipwright’, where you will ‘lose’ your ‘Ship’ and current ‘Treasure Map’. From there, you must move around the outside of the board, as you did at the beginning of the original game, and ‘must’ now collect your new ‘Ship’, your new ‘Crew’ and your new ‘Weapons & Provisions’. When you have all ‘3’ of these items, you can then buy/acquire your new ‘Treasure Map’ this is so that other players have a chance to get another go as well if they are unlucky enough to have gotten themselves one of the ‘wrong’ maps. ‘Battles’ are still fought with other players on sea on the way back to the ‘Harbour/Shipwright’ but only the ‘winner’ of the battle moves forward 1 space.

And/Or,

As soon as a player has **landed** on the island, (this is done by transferring to your ‘Pirate Captain’ token again,) then they follow the instructions on their ‘Treasure Map’ for their next moves/turns by throwing the next number required in order to ‘move’ around the ‘island’, with **both dice**. When a player is successful and moves to their 2nd (their next immediate) area upon the ‘island’ then they **must** get rid of ‘1’ of their ‘Crew’ tokens. Upon moving to their 3rd area they get rid of a ‘Weapons & Provisions’ token, on their 4th area a second ‘Crew’ token, upon their 5th area their second and last ‘Weapons & Provisions’ token, and when they finally move to and land upon their 6th area then they get rid of their third and **last** ‘Crew’ token. (After all, your ‘Pirate Captain’ is not going to be the one to do the actual digging now is he?)

So when a player reaches the area/part where it states “**You can now dig up your treasure**” then they are left with no more ‘Crew’ and no more ‘Weapons & Provisions’ tokens. They then take the matching, numbered ‘Treasure Chest Pocket’ to that of their ‘last number’ on their ‘Treasure map’, where it states that ‘**you can now dig up your treasure**’ and take out the card that is inside.

If it says, “**Empty! Say Hello to the Devil!**” Then they have invoked the curse of Blackbeard himself, and are out of the game.

If however they take out the card that says, “**Congratulations! You have found the lost treasure of Blackbeard**” then that player has found ‘Blackbeard’s’ lost fortune and has therefore **won** the game.

Have Fun!



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Please, always check the website; www.cuttellgames.com for useful gameplay tips and printable, more in depth descriptions of the components of the game, and how to play it better and in other various and fun ways. Thank you!