

# Terra Incognita

## THE QUICK START GUIDE

### Welcome to the Adventure!

Embark on a race to uncover lost treasure on a mysterious Caribbean island.

Explore unknown lands, outsmart your rivals, and bring gold safely back to your ship before anyone else!

This guide gets you playing in minutes. Use the **Captain's Guide** for detailed rules, tile descriptions, and Ultimate Game Mode.

### SETUP IN MINUTES

#### 1. Build the Island

- Shuffle all 117 Island Tiles face-down.
- Arrange them in the 11 × 11 square on the game board.

#### 2. Place Ships and Pirates

- For each player, place a Ship at the center of the island side closest to that player.
- If only 2 players, use opposite sides.
- Place 3 pirate pawns of the same color on each ship. One color = one team.

#### 3. Prepare Cards & Components

Shuffle Event Cards (yellow backs) and place the deck face down beside the board. Keep coins, treasure tokens, airplane, rum bottles, and extra pawns (Islanders) near the board. You'll use these when instructed by revealed tiles.



### HOW TO PLAY

Your goal is to discover treasure and deliver it to your ship to score more points than your opponents. Choose the first player. Play proceeds clockwise around the table.

#### 1. The Simple Turn Structure

**Move:** Choose one pirate. If it's on your ship, move it 1 space straight onto the land tile directly in front of your ship (not diagonally). If it's already on land, move it 1 space in any direction (including diagonals).

**Reveal:** If the destination tile is face-down, flip it face up and resolve its effect immediately (check the Island Legend in this Quick Start Guide or in the Captain's Guide if unsure).

**Treasure:** If a treasure tile is revealed, place the indicated treasure on that tile. On a later turn, a pirate may pick up 1 treasure item and carry it as part of its move.

**Repeat** with each of your pawns (3 pirates = 3 moves, 1 per pawn).

**First Play (optional simplification):**  
On your turn, move only 1 pirate. Treat Islander tiles as empty.



## 2. More Options to Move

**Return to ship:** Move a pirate back to your ship from an adjacent land or water tile, including diagonals.

**Move in water:** Pirates can enter the water only from specific tiles – Arrow, Ice, Footprints, Knight or Cannon (see the Island Legend). Once in the water, they can move 1 space along the coastline, turning corners if needed. Pirates can't climb onto the land and must be rescued by their ship first. Any treasure carried into the water sinks immediately and is removed from the game.

**On a ship:** A pirate aboard may choose to move the ship 1 space along its coastline instead of leaving it. If multiple pirates are aboard, each may choose independently whether to disembark or move the ship during the same turn (means the ship may move multiple times per turn - once per pirate aboard).

Friendly pirates may share a tile. Enemies cannot.



## 3. Treasure

**Carry:** Pirates can move with or without treasure. Any pirate can carry only 1 treasure item at a time.

**Pick up and drop:** You may pick up or drop treasure as part of your pirate's move.

**Score:** Deliver treasure to your ship to score.

**Restriction:** While carrying treasure, pirates can't attack, move onto face-down or restricted tiles (see the Island Legend). Drop it first.

## 4. Combat

**Attack** by moving your pirate onto a tile occupied by an enemy pirate(s).

The **defeated pirate(s)** return to their ship; any treasure they carried stays on the tile.

**Combat in water:** If two enemy pirates end up on the same water space, both return to their ships.

**Restriction:** While carrying treasure, pirates can't attack. Drop it first.



## PIRATE DOWN & RESPAWN

A pirate is eliminated (Pirate Down) if it:

- Lands on the **Crocodile tile**.
- Moves onto (or is forced onto) an **enemy ship**.
- Gets stuck in an infinite loop (for example, opposing Arrows with no valid exit).

Eliminated pirates can return via the **Respawn tile** - see the Island Legend.



## END OF THE GAME

The game ends when all treasure has been found and every treasure item is either delivered or removed from the game.

**Scoring:**

- Gold Coin = 1 point
- Lost Treasure Bag = 2 points
- Treasure Chest = 3 points

The player with the **highest total** wins.





# ISLAND LEGEND

## Tiles with Persistent Effect

### Movement & Navigation



**Arrow:** Immediately move 1 space in the direction shown (choose if multiple options).



**Ice:** Immediately repeat your previous move (e.g., if you moved right, move right again).



**Knight:** Immediately make a chess-style "L-move" (2 spaces straight, 1 to the side).



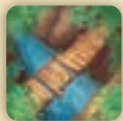
**Footprints:** Immediately move 1 space in any allowed direction.



**Difficult Terrain: Cross step-by-step** - spend 1 turn per numbered space on that tile. Use a Bottle of Rum to help the pirate exit instantly.



**Air Balloon:** Immediately fly your pawn, along with any carried treasure, back to your ship.



**Broken Bridge:** The first pawn crosses safely; then the bridge collapses and becomes impassable.



**Underground Tunnel:** If another tunnel has been revealed, teleport to it immediately. If not, you become lost (can't move) until a second tunnel is revealed.



**Empty Tile:** No effect. Enjoy the view!

### Hazards & Traps



**Cactus:** Immediately return to the tile you came from.



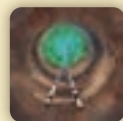
**Barrel of Rum:** Pirate skips their next turn (lay pawn down to rest).



**Cannon:** Launch the pawn - with treasure if any - into the sea or onto a ship in the direction of the barrel.



**Crocodile:** Pirate eliminated immediately (Pirate Down), any carried treasure is eaten and removed from the game.



**Trap:** You are stuck! You cannot move until a teammate comes to an adjacent tile to pull you out or jumps into a Trap to push you out from inside (don't forget to pull him back on your next turn!).

### Safe Zones



**Fortress:** Different teams cannot share this tile. No treasure allowed. Pirates can't be attacked on this tile.



**Jungle:** Multiple enemy teams can share this tile. No treasure allowed. Pirates can't be attacked on this tile.



**Respawn:** Revive your eliminated pirate on this tile instead of moving. Place the revived pirate on the Respawn tile; it becomes active next turn. Pirates can't be attacked on this tile and can't attack from this tile.



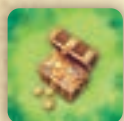
## ISLAND LEGEND

### Tiles with One-Time Effect (trigger when revealed, then become empty)

#### Treasure



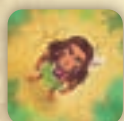
**Coins:** Place the indicated number of Gold Coins onto this tile.



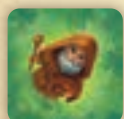
**Treasure Chest:** Place the Treasure Chest on this tile (worth 3 points).

#### Islanders

Place the matching islander pawn on the tile when it is revealed. Starting with the next turn, it plays for your team. Maximum 1 per team, if you reveal a second one, choose one to keep, discard the other.



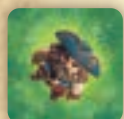
**Friday (Green):** Ignores Traps and Crocodile. Crosses Difficult Terrain freely. Cannot attack. If attacked, he is captured (changes control). If given Rum or if he lands on a Rum tile - eliminated.



**The Monk (Brown):** Defender. Protects his tile with everything on it from attacks - enemies can't enter his tile. Cannot carry treasure or attack. If given Rum or if he lands on a tile with Rum - transformed into a Pirate.



**The Cartographer (Orange):** Can survey adjacent face-down tiles instead of moving (keep secret), but can't use Rum to escape Difficult Terrain.



**Captain Kidd (Blue):** Acts like a regular pirate.

#### Airplane & Instant Effects



**Airplane:** Place the Airplane figure on the tile. Any pirate (but not islander) on this tile may use the Airplane to fly once to any revealed tile or ship. The pilot may pick up 1 passenger from any tile, provided that passenger has an unused move, and carry all treasure from both pilot's and passenger's tiles. Discard the Airplane after use.

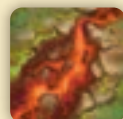


**Rum & Event:** Draw an Event Card, resolve it, then discard it. Also add 1 Bottle of Rum to your ship supply. You may use Rum at any time during your turn.

Spend 1 Bottle of Rum to:

- Escape Difficult Terrain in a single move;
- Transform your own Monk into a pirate;
- Hand a Bottle of Rum to an enemy islander, who is on an adjacent tile to one of your pirates:
  - Give Rum to an enemy Friday to remove him from the game;
  - Give Rum to an enemy Monk to turn him into a regular Pirate for his team.

Discard a Bottle of Rum after use.



**Earthquake:** Swap positions of any two empty revealed tiles.



**Spyglass:** Peek at 3 face-down tiles, then return them face down in any order. Keep secret.

When in doubt, consult the Captain's Guide for detailed tile effects and event descriptions.

### You're Ready to Play!

Flip the first tile, explore the island, and begin your hunt for gold and glory.