

# Terra Incognita

THE CAPTAIN'S GUIDE





# About the Game

Sailors once whispered about a **phantom island** hidden among the **Caribbean isles**, said to rise from the mist, only to vanish with the tide and return in a new shape.

Spanish galleons, heavy with gold and silver, were lost in storms or sunk by pirates, their treasures scattered across shifting shores. Survivors told of strange camps and relics left behind... while others swore the island mocked their greed, offering only glittering illusions that faded by dawn.

Countless brave sailors spent their lives chasing the legend, some swearing they held gold in their hands. These legends inspired classic adventures from Robinson Crusoe and Treasure Island to today's treasure-hunt stories.


**Terra Incognita** invites you to step into that living legend — where maps never stay the same, every treasure hides a price, and every voyage is a new adventure.

You'll take on the role of a daring pirate captain who's just landed on a mysterious Caribbean island. Your mission: find and collect scattered treasure and return it safely to your ship. But watch out — rival captains and unpredictable challenges await! The game ends when all the treasure is discovered, and the team with the most treasure wins the game. With the island reshaped each game, no two adventures are ever the same.

## GAME MODES

**Terra Incognita** offers two ways to play:

- **Classic Game Mode** – the classic adventure. Explore, sail, and conquer.
- **Ultimate Game Mode** – adds **Ability Cards**, introducing new pirate skills, advanced strategies, and deeper tactical gameplay.

This rulebook covers both modes — simply skip the sections marked  Ultimate Game Mode if you are playing the Classic. If your version of the game doesn't include Ability Cards, you can play the Classic Game Mode immediately and add the Ability Cards Expansion Pack later to unlock the Ultimate Game Mode.

**Ultimate Game Mode** is recommended once you are comfortable with the Classic rules.

**Players: 2-4**

**Ages: 8+**

**Duration: 45-90 min**

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The Adventure Begins...



# I. Game Components

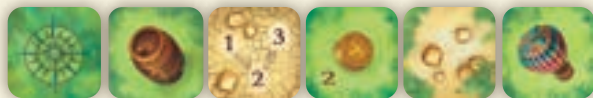
In **Terra Incognita**, there are two types of pawns:

- **12 Pirates** – your loyal crew members, equal in skill and courage. **3 pawns of each color:** red, yellow, black, and white. Each team has its own color.
- **4 Islanders** – locals of the island, each with unique abilities and temperament. They appear during the game, when their tiles are revealed, and may join a team.
  - Friday – green
  - The Monk – brown
  - Captain Kidd – blue
  - The Cartographer – orange



Other components:

- **1 Game Board**
- **117 Island Tiles:** These square tiles form the mysterious island. Each tile features a unique illustration on one side and a uniform design on the back.



- **4 Ship Tiles:** One per pirate team — your starting point and drop-off location for collected treasure.



- **1 Airplane Figure**



- **8 Bottles of Rum:** Special items that can help your pirates escape tricky situations



- **39 Treasure Items:**

- **37 Gold Coins:** All coins have equal value and must be carried back to your ship to score points.
- **1 Lost Treasure Bag:** A rare discovery waiting to be found on the island, worth 2 coins.
- **1 Treasure Chest:** A unique and valuable find from a Spanish galleon, worth 3 coins.



- **13 Event Cards:** Yellow-backed cards introducing unexpected challenges and opportunities during your expedition.



- **48 Ability Cards** (included in select versions): **Used in Ultimate Game Mode only.** Blue-backed cards, each of which grants a one-time special skill or trick that benefits either a pawn or the team.



- **The Quick Start Guide:** Your guide to quickly start playing.
- **The Captain's Guide:** Your complete detailed guide to Terra Incognita.

## II. Game Setup

Each team starts the game with three **pirates**; the **islanders** appear as you explore the island — and may join your team once discovered. Get ready to begin your treasure hunt! Follow these steps to set up the game:

### 1. Build the island

- **Shuffle the tiles:** Flip all 117 Island Tiles face down and mix them well.
- **Form the island:** Arrange the shuffled tiles face down within the pre-assembled Game Board.

### 2. Place ships and pirates

- **Ships:** For each player, place a ship at the center of the island side closest to that player.
- **Pirates:** Place 3 pirate pawns of the same color on each ship. Each ship represents a different pirate team. One color = one team.

### 3. Setup based on player count

- **2-player game:** Use 2 ships. Each player controls 1 team, starting on opposite sides of the island.
- **3-player game:** Use 3 ships, with each player controlling one team.
- **4-player game:** Use all 4 ships. You can either play individually (each captain for themselves) or **2v2 Team Play**, with partners sitting opposite to each other.



### 4. Shuffle and place cards

- **Event Cards:** Shuffle the yellow-backed event card deck thoroughly and place it face down next to the playing field.
- **Ultimate Game Mode only — Ability Cards:** If you're playing the Ultimate Game Mode, shuffle the blue-backed ability card deck and place it face down nearby.

### 5. Prepare other components

- Leave the Islander Pawns, Treasure Items (Gold Coins, Treasure Chest, Lost Treasure Bag), Airplane and Bottles of Rum nearby as a general supply. These items will be used during the game.

# III. Gameplay: How to Play a Turn

**Terra Incognita** is played in turns, as players explore the island, gather treasure, and outsmart rivals.

**Your goal:** Discover treasure and deliver it to your ship to score more points than your opponents.

**Turn order:** Choose the first player. Players take turns clockwise around the table.



## TURN STRUCTURE

**On your turn:**

- **You may move each of your pawns once.** All possible moves are listed below. Since each team starts the game with **three pirates**, you begin the game with **three moves** to make each turn – one per pirate.
- The number of moves you have each turn **always equals the number of pawns you control**. This number **increases** if an islander joins your team during the game, or **decreases** if some of your pawns are eliminated.
- You decide how many of your pawns will move – but you cannot skip your turn entirely. At least one pawn must move each turn, unless no valid move is available (e.g., all your pawns are trapped or eliminated).

## WHAT YOU CAN DO



**Each turn, choose how each of your pawns will use its move:**

- **Leave a ship:** Move a pawn from your ship onto the adjacent land tile directly in front of the ship (**no diagonals allowed**). If the destination tile is face-down, flip it face up and resolve its effect. If it is already face up, simply move onto it and resolve it.

- **Move on land:** Move a pawn **1 space** in any direction horizontally, vertically, or diagonally. If the destination tile is face down, flip it face up and resolve its effect. If it is already face up, simply move onto it and resolve it.
- **Pawns from the same team may share tiles.**
- **Return to ship:** Move a pawn from an adjacent land or water space (front or diagonal) back onto its ship. A pawn may also return to its ship via suitable **Arrow, Ice, Cannon, Knight, or Footprints** tiles.



- **Move into and in water:** Pawns can enter the water only through **Arrow, Ice, Cannon, Knight or Footprints** tiles. They cannot enter the water directly without using specified tiles. Once in the water, pawns may move 1 space along the coastline including turning corners.
- **Return from water to land:** Pawns cannot climb from water directly onto land. They may only exit by being rescued by their ship. Rescue occurs when a ship and a pawn meet on the same water space—either because the ship moves onto the pawn’s space or the pawn moves onto the ship’s space. The rescued pawn immediately boards the ship.

- **Move a ship:** A pirate from your original crew aboard the ship may choose **to move the ship 1 space** along its coastline instead of leaving it (ships cannot turn corners). If multiple pirates are aboard, each pirate may independently use its own move to either leave the ship or move it.
  - **Restriction:** Islanders cannot move a ship, only original pirate crew can.
- In **2v2 Team Play**, allied pawns may share tiles, return and deliver treasure to each other’s ship, and be rescued by an allied ship.



## Treasure

- **Collect treasure:** When you reveal a coin tile or other treasure tile, place the indicated Treasure Items on it. A pawn may now pick up 1 Treasure Item as part of that pawn's move and carry it.
- **Carry treasure:** Pawns can move with or without treasure. A pawn may carry **one Treasure Item at a time:** 1 Gold Coin, 1 Treasure Chest or 1 Lost Treasure Bag. A pawn carrying treasure may drop it on its current tile before the move, if desired (for example to attack or to step onto a tile where carrying treasure is not allowed).
- **To score:** Deliver treasure to your ship. Once there, the treasure is immediately removed from play and placed to your score pile.
- **In the water:** Any treasure that ends up in the water with a pawn sinks and is removed from the game.

### Restrictions while carrying:

Pawns carrying treasure cannot perform the following moves unless they first drop the treasure:

- Move onto face-down tiles.
- Enter restricted tiles (Fortress, Jungle, or Respawn; see the Island Legend for details).
- Attack enemies.



## Combat

- **Attack:** To attack, move your pawn onto a tile occupied by one or more enemy pawns.
- As a result of the attack, the enemy pawn(s) are **returned** to their ship.
- Any treasure they were carrying stays on the tile where the combat occurred.



- **Combat in water:** If an attack happens in the water, **both pawns** are immediately returned to their ships.

### Combat Restrictions:

- A pawn carrying treasure cannot attack (must drop treasure first).
- Pawns in a Fortress or Jungle can attack enemies standing on adjacent tiles but cannot be attacked themselves. See the respective tile description for details.
- Pawns on the Respawn tile can neither attack nor be attacked.



## PIRATE DOWN AND RESPAWN

In certain situations, a pawn must be eliminated from the game (**Pirate Down**). It happens when:

- A pawn lands on the **Crocodile tile**
- A pawn ends up **on the same water space as an enemy ship**, or is forced onto an enemy ship.
- A pawn gets stuck in an **unresolvable loop** (e.g., Arrows pointing into each other with no alternate route; an Arrow forcing movement into a Cactus, collapsed Broken Bridge, or occupied Fortress or other impossible state).

If the eliminated pawn is a pirate from your original crew, it can later be returned to the game via the **Respawn tile** — see the Island Legend.



## ULTIMATE GAME MODE

### Drawing an Ability Card

- In **Ultimate Game Mode**, you may draw one ability card from the deck instead of using a pawn move. Keep ability cards in your hand face up, visible to everyone. You may choose to draw an ability card with some pawns and move the rest, or you may spend all pawns' moves to draw ability cards.
- **Keep in mind the limit:** Each player can **hold a maximum of 3 ability cards** at a time. If drawing a card would exceed the 3-card limit, you must first discard one to free up space.
- **If the ability card deck runs out, shuffle the discard pile to form a new deck.**



### Using Ability Cards

- In **Ultimate Game Mode** you may use ability cards you are holding at any time during your turn.
- You may combine multiple ability cards in the same turn and apply their effects together if preferred (for example, Speed Boots and Strength together)
- You may also play an ability card immediately after drawing it.

**Discard an ability card** after use.



## IV. Game End and Victory

The game ends once all Island Tiles containing Treasure Items have been revealed and every treasure has either been delivered to a ship or removed from the game (e.g., sunk).

**Determining the winner:** The player (or team in 2v2 Team Play) with the highest total treasure value in their ship's score pile is the winner. Only treasure delivered to your ship counts. Rum has no value.

### Scoring:

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

**Tiebreaker:** If there is a tie, the winner is the player with the most pirates currently active on the board (including Islanders).

If still tied, the players share the victory.



# V. Island Legend

The mysterious island of Terra Incognita is formed of 117 tiles, each with its own secrets and challenges. When a pawn reveals a face-down tile and flips it face up, its effect triggers immediately. Most tiles have a **persistent effect**, meaning they remain active after being revealed and their effect triggers every time a pawn lands on them. Some tiles have a **one-time effect**: they trigger only when first revealed and then remain face up as Empty Tiles.

## TILES WITH PERSISTENT EFFECTS

### Movement & Navigation

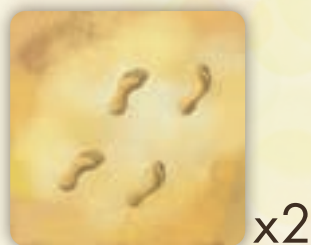
#### Arrow Tiles



**Immediately move the pawn 1 space in the direction shown:**

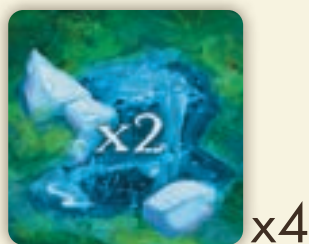
- If multiple arrows are present on a tile, you choose which direction to follow.
- If this forced movement causes you to enter a face-down tile, reveal and resolve it.
- If the chosen direction forces you to enter a tile that you cannot enter (e.g., a Cactus tile, a collapsed Broken Bridge, or an enemy-occupied Fortress), return to the Arrow tile and choose an allowed alternative direction, if any. If no other options are available (one-way arrow), it creates an unresolvable loop — your pawn is immediately removed from the game (**Pirate Down**).

#### Footprints



**Immediately move the pawn 1 space** in any allowed direction (horizontal, vertical, or diagonal).

## Ice



How come there is ice on a Caribbean island?!

**This tile forces your pawn to repeat their previous move immediately after landing here.**

- **Example 1:** If you arrived from the left (moving right), immediately move one space further to the right.
- **Example 2:** If you made a knight's move to land on the Ice, immediately make another knight's move in the exact same direction and orientation.
- **Example 3:** If you moved onto the Ice via an Arrow tile, continue moving in that same arrow's direction.

If the movement causes you to enter a tile you can't enter (e.g., Cactus, collapsed Broken Bridge, already occupied Fortress), your pawn must return to the tile it was before stepping onto the Ice.

## Knight

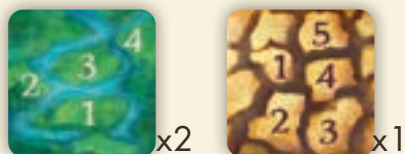


**Immediately make an L-shaped move**, like a knight in chess: 2 spaces in one cardinal direction (up, down, left, or right), then 1 space perpendicular.

- You may choose any valid L-shaped direction.
- Only the final landing tile is revealed if it is face-down. Do not flip the tiles your pawn passes over during the move.



## Difficult Terrain



**These tiles require multiple turns to cross.** When a pawn first enters this tile, place it on the space marked "1". To leave the tile, it must advance through each numbered space, moving one space per turn, until reaching the highest number. A pawn may only leave the tile from the highest numbered space. Multiple pawns from different teams can occupy the same Difficult Terrain tile, but only on different numbered spaces.

- **You may attack an enemy pawn in two situations:**
  - If you are both on the same Difficult Terrain tile and the enemy is exactly one numbered space ahead of you (e.g., you are on space 2 and the enemy is on space 3), or
  - If you are on an adjacent tile and the enemy is on the first space of the Difficult Terrain tile.
- **Using Rum:** If you use a Bottle of Rum from your ship's supply, your pawn can immediately move off a Difficult Terrain tile in one move.
- On a Difficult Terrain tile, you cannot move backward or perform a backward attack.

## Underground Tunnel



x4

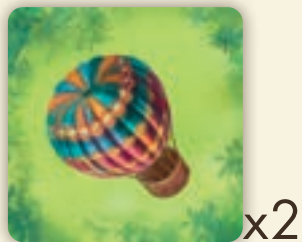
You have discovered the entrance to a mysterious cave!

- **How it works:** When a pawn discovers the first Tunnel tile and moves onto it, it becomes **lost** underground (lay the pawn down to show this). A pawn lost underground cannot make moves. It also cannot use Bottles of Rum, can't help another pawn escape a Trap, or draw ability cards (in Ultimate Game Mode).
- The pawn remains lost until another Tunnel tile is revealed. When a second Tunnel tile is discovered:
  - The pawn that was lost and lying down is immediately placed upright on the newly discovered Tunnel tile.
  - The pawn that discovered a second Tunnel tile is immediately placed on the first Tunnel tile entrance.
- **After two or more Tunnel tiles are discovered:** The tunnels become linked. A pawn that enters a revealed Tunnel tile must immediately teleport to any other revealed Tunnel tile to exit. Pawns may carry treasure through tunnels and may also drop it either at an entrance or an exit if needed.
- **Blocked passages:** If another pawn is already standing on the destination Tunnel tile, the passage is blocked for all enemy pawns. If all other revealed Tunnel tiles are occupied by enemy pawns, you may step onto your starting Tunnel tile as if it were an Empty Tile, but you cannot pass through until one clears.
- **Re-entry:** To use the tunnels again after exiting, a pawn must step off the Tunnel tile and then re-enter it.
- **Combat rules for the Tunnel:**
  - Pawns standing on Tunnel tiles can only be attacked by enemies from an adjacent tile – not through the tunnel network.
  - After an attack, the attacker immediately teleports to any other revealed Tunnel tile unless all passages are blocked. The attacker may choose to take one Treasure Item from the defeated pawn before teleporting, if the defeated one was carrying any.
  - Pawns lost underground (lying down) cannot be attacked and are out of reach. A Tunnel tile with a lost pawn cannot be entered.

**Special case:** If there is only 1 revealed Tunnel tile and no one standing on it (e.g., freed by Tsunami or Tornado events, or opened by the Vision ability card), a pawn may still enter it — with or without treasure — and intentionally become lost underground.

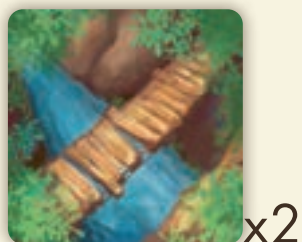


### Air Balloon



What a stroke of luck! **An Air Balloon will take your pawn — and any treasure it was carrying — back to your ship!** When a pawn ends its movement on this tile, immediately move it and any treasure it was carrying to the ship. This tile's effect is instant; pawns cannot remain on this tile.

### Broken Bridge



This bridge is barely holding together! **A pawn can stand on it only once, immediately after it is revealed. After that pawn leaves the tile, the bridge collapses,** and no pawn can step onto it again for the remainder of the game. This tile remains face-up but effectively becomes impassable.

- Only one pawn can be on the bridge. A pawn standing on the bridge cannot be attacked.

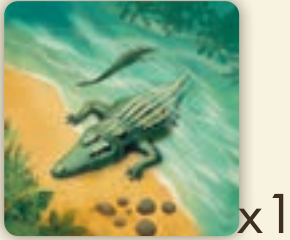
### Empty Tiles



**No effect.** Your pawn ends its movement on this space.

## Hazards & Traps

### Crocodile



What a foolish end for any pirate—becoming dinner for a crocodile! A pawn that lands on this tile is immediately removed from the game (**Pirate Down**).

**Treasure loss:** If the pawn was carrying treasure, the crocodile eats it as well. That treasure is removed from the game.

### Cactus



A very prickly plant! When a pawn encounters this tile, it must **immediately return to the tile it just left**.

### Cannon



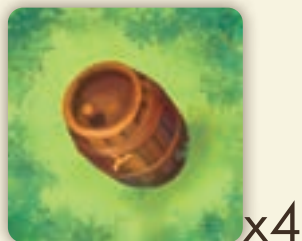
A pirate's urge to peek into the depths of a cannon barrel is truly beyond explanation! But curiosity comes at a cost—the **cannon fires, launching the pawn and any treasure it may be carrying across the island to the ocean or a ship in the direction the barrel is pointing**.

- **Launch and consequences:**

Immediately move the pawn to the first water space in the direction the cannon is pointing:

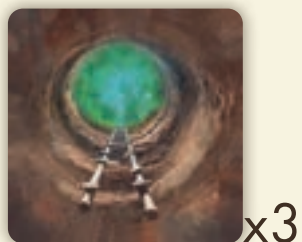
- If the pawn lands on a friendly ship, it safely returns to its ship and delivers any carried treasure.
- If it lands on a water space, the pawn begins swimming. Any treasure it was carrying sinks and is removed from the game.
- Landing on an enemy ship is fatal—the pawn is immediately removed from the game (**Pirate Down**). Any carried treasure is left on the enemy ship and added to that team's score pile.

## Barrel of Rum



A lucky find — but maybe too lucky! Each time a pawn lands on this tile, it must **entirely skip the next turn**. Lay the pawn on its side to show it is resting. A resting pawn cannot move. It also cannot use Bottles of Rum, help another pawn escape a Trap, or draw ability cards (in Ultimate Game Mode). On your next turn, you may move your other active pawns as usual, and at the end of that turn, stand the resting pawn back up. It may act normally again on subsequent turns.

## Trap



When a pawn enters a Trap, **it falls in and cannot move to another tile until rescued**. A trapped pawn cannot move. It also cannot use Bottles of Rum, help another pawn escape a Trap, or draw ability cards (in Ultimate Game Mode).

### Rescue options:

Any crewmate or ally (in 2v2 Team Play) can **rescue the trapped pawn** in one of two ways:

- **Pull from adjacent tile.** A rescuer standing on a tile adjacent to the Trap can help the pawn exit. The trapped pawn spends its move to climb out onto the tile where the rescuer is standing.
  - **Special case - Difficult Terrain:** If a trapped pawn is rescued by a pawn standing on a Difficult Terrain tile, place the rescued pawn on the same numbered space as the rescuer.
- **Push from inside.** A rescuer can enter the Trap tile (and fall as well) to help push the trapped pawn out. The trapped pawn spends its move to climb out onto **any tile** adjacent to the Trap.
  - **Chain Rescue:** On the rescued pawn's next turn, it may rescue the pawn who pushed it out before moving away.

## Safe Zones (Treasure Not Allowed)

### Fortress



What a stroke of luck—a fortress! **While a pawn stands on a Fortress tile, it is safe from attacks** — no other pirate can harm it here. Enemy pawns cannot share a Fortress.

**Restrictions:** Pawns are not allowed to enter a Fortress with treasure.

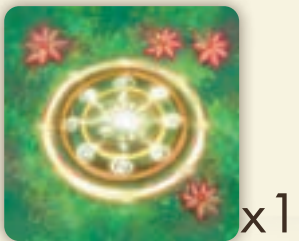
### Jungle



The foliage is so dense here that a pirate could pass within arm's reach and go unnoticed. **Pawns from different teams may share a Jungle tile at the same time.** Pawns in the Jungle cannot be attacked.

**Restrictions:** Pawns are not allowed to enter a Jungle with treasure.

### Respawn



Your pirate has stepped into a mysterious magic circle pulsing with ancient power. **While a pirate stands on this tile:**

- **You may revive one of your eliminated pirates instead of moving.** Place the revived pirate onto the Respawn tile. You can use the respawned pirate starting on the next turn.
- You can revive all eliminated pirates – one per turn.
- This is a special tile, so pirates from different teams may share the Respawn tile at the same time.

**Restrictions:**

- **No attacks** can be made on the Respawn tile, and a pirate standing on this tile cannot attack others, including indirect attacks via other tiles such as Arrow or Ice.
- Pawns **carrying treasure cannot enter** the Respawn tile unless they first drop the treasure.
- Islanders (Friday, the Monk, Captain Kidd, the Cartographer) can neither respawn nor be respawned from this tile.
- In **2v2 Team Play** you cannot revive pirates from an allied team

## TILES WITH ONE-TIME EFFECTS

The following tiles activate their effect once when revealed. Afterward, they function as Empty Tiles.

### Treasure

#### Coins



Treasure from a lost Spanish galleon, hidden for centuries, is uncovered! **When the tile is revealed, place the indicated number of Gold Coins on it from the general supply.** These coins are now available to collect and carry, but remember, each pawn may carry only one coin at a time.

#### Treasure Chest



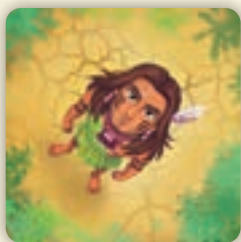
A pirate's dream come true - the whole Treasure Chest is discovered! When revealed, **place the Treasure Chest token on this tile.** It can be carried like a single coin—but it's worth 3 coins when scored.

### Islanders

Meeting an islander is great luck: an islander can become your helper, defender, or an additional pirate. If you reveal a tile with an islander, place the corresponding islander pawn on that tile. Starting on the following turn, the islander is controlled by the player who found the islander.

Islanders have **unique abilities and restrictions** that may **override the standard rules**. See each Islander's description for details. **But keep in mind the limit:** Each player may control only **one islander at a time**. If a player who already controls an islander reveals another islander tile, they must choose one islander to keep and remove the other from the game.

### Friday (Green pawn)



You encounter a young native islander named Friday who is eager to help. Friday immediately joins your crew and can walk, explore tiles, and carry treasure.

#### Special Rules for Friday:

- **Fast travel:** He moves through Difficult Terrain tiles with ease. He may stop on any numbered space and leave the tile in a single move.
- **Immunity:** He is not afraid of the Crocodile and ignores Trap tiles; he is unaffected by these tiles.
- He is **harmless:** Friday cannot attack other pawns.
- **Capture:** If attacked by an enemy pirate, Friday immediately surrenders to the attacking player and comes under their control. If the capturing player already controls an islander, they must choose one islander to keep and remove the other from the game.
- **Rum weakness:** If Friday finds a Bottle of Rum (or is forcefully given one from an adjacent tile) or steps on a Barrel of Rum tile, he immediately drinks it and is removed from the game.

### The Cartographer (Orange pawn)



You meet a pirate Cartographer who has been mapping Terra Incognita for years. He joins your crew and can walk, explore tiles, attack, and carry treasure like a regular pirate.

#### Special Rules for the Cartographer:

- **Survey:** On your turn, you may secretly peek at one face-down island tile adjacent to the Cartographer's current tile (do not show it to other players), then return it face-down to the same location (do not rotate it!). When the Cartographer surveys, **he does not move that turn, and the tile's effect doesn't trigger.**
- **No Rum escape in Difficult Terrain:** The Cartographer cannot use Rum (from your ship's supply) to immediately move off or bypass a Difficult Terrain tile in a single move. He must always cross Difficult Terrain step by step.
- **Restrictions:** The Cartographer cannot survey if he is trapped, lost underground or resting on a Barrel of Rum.

### The Monk (Brown pawn)



x 1

Somewhere on the island lives the Monk — a former pirate who long ago abandoned violence and now follows a strict code of peace. The Monk can explore tiles and defend the one he stands on, protecting both pirates and treasure there.

#### Special Rules for the Monk:

- **No fighting:** The Monk cannot attack enemies, nor can he be attacked. The Monk cannot share a tile with an enemy.
- **Peace zone:** Any pirate on the same tile as the Monk cannot attack or be attacked. The Monk protects everything on that tile, including friendly pirates and treasure.
- **No treasure:** The Monk cannot carry treasure.
- **Rum transformation:** If the Monk finds a Bottle of Rum, or is forcefully given one from an adjacent tile, he immediately draws a cutlass and becomes a regular pirate, continuing to play for his original crew. If he steps on a **Barrel of Rum** tile, he transforms the same way and also **skips his next turn**.
- **Rum for escape:** The Monk cannot use Rum to escape Difficult Terrain unless he first transforms into a pirate. To move him off the Difficult Terrain in a single move: (1) Use one Bottle of Rum to transform the Monk into a pirate. (2) Use a second Bottle of Rum to move that pirate off the Difficult Terrain. Both Bottles of Rum may be used on the same turn if you have them available.

### Captain Kidd (Blue pawn)

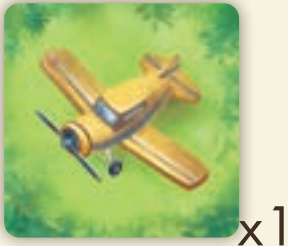


x 1

Good old Captain Kidd will eagerly join the first team that discovers him. He has managed to keep his saber sharp and his gunpowder dry. He acts exactly like a regular pirate.

## Airplane and Instant Effects

### Airplane



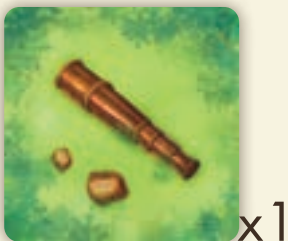
Wow, an old Airplane with just a little fuel! How it ended up on the island remains a mystery. Place an **Airplane figure** on this tile immediately after revealing it.

- **Control:** A team with a pirate on the Airplane tile controls it and can use it on their turn. But watch out! An enemy team can take control of the Airplane by moving onto the tile, including by attacking the current pilot.
- **Flying:** A pirate standing on the Airplane tile may use the Airplane once to fly to any revealed tile or ship. The pirate may **fly alone**, or **pick up one of your other pawns from anywhere on the island**, as long as the passenger has not moved this turn (the flight is that pawn's move). The pilot and the passenger (if any) are instantly transported together, **along with all treasure on both tiles**.

**Once used**, the Airplane is out of fuel and the tile becomes a regular Empty Tile. Remove the Airplane figure from the game.

**Restrictions:** Islanders cannot pilot the Airplane; only pirates from the original crew can use it.

### Spyglass



You have discovered an old spyglass! The player who finds it first may secretly scan the island. **Peek at any 3 face-down island tiles — do not show them to other players. Then, return them face down in any order you choose.** If there are fewer than 3 face-down tiles left on the field, you may only peek at the number available.

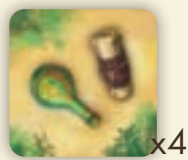
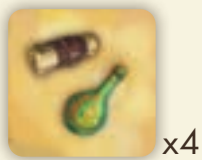
Once the spyglass is used, it drops, shatters, and cannot be used again.

## Earthquake



Boom! Bang! A powerful earthquake shakes the island when this tile is revealed! **Immediately swap the positions of any two revealed (face-up) tiles.** Both swapped tiles must be empty — no pawns, treasure or other artifacts currently on them. The effect doesn't work if there are fewer than two of such tiles on the field.

## Rum & Event



**Island event!** Something unexpected shakes the island! When you enter this tile, immediately draw the top card from the event cards deck, resolve its effect and then discard the card. Additionally, take 1 Bottle of Rum for your ship's supply!

**You may use one or multiple Bottles of Rum anytime during your turn.**

**Spend 1 Bottle of Rum to:**

- **Escape Difficult Terrain:** Move off a Difficult Terrain tile in a single move.
- **Transform your own Monk into a regular pirate:** You can also use a Bottle of Rum to transform the Monk you control into a regular pirate.
- **Hand a Bottle of Rum to an enemy islander.** If one of your pirates is on a tile adjacent to an enemy Friday or an enemy Monk, you may:
  - Forcefully give Rum to an enemy Friday to remove him from the game.
  - Forcefully give Rum to an enemy Monk to turn him into a regular pirate playing for his own team.
- **Support an ally:** In a 2v2 Team Play, you may hand a Bottle of Rum to your ally's pawn if your pirate is on the same or an adjacent tile. The bottle will be added to your ally's ship supply.

**Discard** a Bottle of Rum after use.

## VI. Event Cards



**Event Cards** are represented by a deck of **yellow-backed cards** and introduce sudden twists that take effect immediately.

**When you enter a Rum & Event tile, draw the top card and resolve it immediately.** Some events help, some hinder — but all have the power to change the course of the game! Simply follow the instructions on the card.

## VII. Ability Cards (Ultimate Game Mode Only)

**Ability Cards** are available in select versions of the game and are used in the **Ultimate Game Mode**. They are represented by a deck of **blue-backed cards**. Each ability is described on its card.

For information about collecting and using Ability Cards, please see:

**Section 4 «Gameplay: How to Play a Turn»,**

**Ultimate Game Mode**



## VIII. Frequently Asked Questions

- **Q: Can you pull a pirate out of a trap if you are standing on a Barrel of Rum?**

A: Yes, but only if the pirate standing on the Barrel of Rum is no longer resting (i.e., has already skipped their turn).

- **Q: Can you choose the direction when placing a tile after flipping it (e.g., Arrow, Cannon)?**

A: Both options are possible—random or intentional. You should agree on the method before starting the game.

- **Q: Can Friday be attacked if he stands on the Crocodile tile?**

A: No.

- **Q: Can the Volcano event card free a pirate who is lost in a tunnel if only 1 Tunnel tile is revealed?**

A: Yes, there are no exceptions.

- **Q: Can the Volcano event card free a pirate from a trap?**

A: Yes, there are no exceptions.

- **Q: How does the Tornado event card affect a pawn standing on a tile with a Treasure Chest or Lost Treasure Bag?**

A: It doesn't. It affects only pawns carrying coins, not other types of treasure.

- **Q: Can the Vision ability card be used while in the water or on a ship?**

A: Yes.

- **Q: When using the Aqua Gear ability card, can you move onto the ship or only next to it?**

A: Yes, you can move onto the ship.

- **Q: What happens when you are catapulted onto an Ice tile?**  
A: Repeat the pawn's previous move immediately after landing on it.
- **Q: Can you be catapulted onto an enemy pirate? Is that treated as a normal attack?**  
A: Yes.
- **Q: Can you move an allied ship in 2v2 Team Play?**  
A: No.
- **Q: Can you use an Airplane to pick up an allied pawn in 2v2 Team Play?**  
A: No.
- **Q: Can you catapult from an allied ship in 2v2 Team Play?**  
A: No, only from your own ship.



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## Pawn Rules at Glance

Rule / Situation	Crew Pirate	Captain Kidd	The Cartographer	The Monk	Friday
Can move without treasure and reveal tiles	✓	✓	✓	✓	✓
Can carry treasure	✓	✓	✓	X	✓
Can attack another pawn	✓	✓	✓	X	X
Can be attacked	✓	✓	✓	X	✓, joins attacker's team
Can move a Ship or pilot the Airplane	✓	X	X	X	X
Can respawn or be respawned	✓	X	X	X	X
If meets a Crocodile	Eliminated	Eliminated	Eliminated	Eliminated	Safe
If trapped	Needs help to exit	Needs help to exit	Needs help to exit	Needs help to exit	Exit without help
If enters a Difficult Terrain	Takes multiple turns to exit	Takes multiple turns to exit	Takes multiple turns to exit	Takes multiple turns to exit	Exit in 1 turn
If enters a Barrel of Rum tile	Skip 1 turn	Skip 1 turn	Skip 1 turn	Becomes a pirate	Eliminated
If finds a Bottle of Rum (Rum & Event tile)	Add the Bottle of Rum to your ship supply	Add the Bottle of Rum to your ship supply	Add the Bottle of Rum to your ship supply	Becomes a pirate (the Bottle of Rum is consumed and does not go to ship supply)	Eliminated (the Bottle of Rum is consumed and does not go to ship supply)
If uses or given a Bottle of Rum	Escapes Difficult Terrain in 1 turn	Escapes Difficult Terrain in 1 turn	No effect	Becomes a pirate	Eliminated

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