

# The Old Seaman's Tale

Well, me hearties, gather close here 'round the fire and I'll spin ye a sea story that will shake ye to your chilly bones. You might believe that the legend of Davey Jones is naught but bilgewater, yet I have seen his curs't Locker with me own two eyes and lived to tell the tale! A rum eyed seadog I may seem, but I be needin' a good captain for a voyage and I'll wager once you've heard me tale you'll join me...

I was but a scull'ry boy on me first haul when our proud merchant ship The Delphi, a Spaniard heavy laden with gold and textiles, was blown off the coast of Africa in a 10 day squall that chucked us far into uncharted sea. Lady fortune was cruel, for no sooner had the storm abated when we were swept into a fearsome whirlpool that dragged us down and left the ship bone dry on the ocean floor with water and wind whirling all 'round us in a deafenin' gale. The center of the spout was 80 leagues high and more than a league across, or I'm no seaman! There amid the sand and floppin' fish I spied the bones of beached shipwrecks, ancient buried cities and a mighty, coral encrusted fortress glowing with a sickly blue light. We all quailed in our seaboots, for we had hove to the Locker of Davey Jones!

Indeed... no sooner had we struck bottom when the fortress gate thundered open. Out sprang a foul Giant with shoulders as broad as a carriage and head as high as three men stacked, clad in slimy leathers and a tattered captain's hat. I'll swear on a stack o' bibles, none but Davey himself could it have been! He came for us swiftly across the sand, shaking the very ground with his stride. All hands ran howling for their lives and were soon swept into the maelstrom, but I hid trembling under the keel and watched helpless as a kitten as Davey hauled our treasure trove away. He shut the rotting gate behind 'im with his evil laugh echoing in me poor ears! Without warning, the whirlpool collaps't in a hideous crash and I was spat out far above, clingin' for life to a wee rum barrel. All hands but me were lost.

So you see, me salts, there's a cheery king's ransom in gold doubloons down there in that watery cave, 'cause Davey has taken countless ships to their doom, but to get there will be a trick. His black waters are infested with sharks, monsoons, and the dreaded Kraken, which tears poor sailors to pieces. And there are other dread Captains who seek Davey's Locker and their ships' guns will be aimed dead for our scuppers!

What's the charted course, you say? Listen well! We heave for haunt'd waters and the Island of the Voodoo Queen, a loathsome lass with foul breath and teeth more rotten than mine. She alone has a wand that can cloak our vessel in an enchant'd air bubble, and with her protection we'll plunge 20,000 fathoms down fit as fishes to the floor of the ocean. We'll plunder the ancient underwater cities to find the long lost Key to Davey's Whirlpool. With this Key, we'll open the dread waterspout once more, and challenge Davey himself to Deadman's Dice to win his stolen booty!

I can chart a schooner safe to the Locker, but I need a brave Captain and crew to man the ship and guns. Climb aboard with me and we'll sail straight to the heart of the ocean and beat ol' Davey Jones at his own game! It'll be us with the last laugh, lads! Ha ha!

## GAME CONTENTS

- 1 game board, in four parts
- 36 Pirate Fortune Cards
- 4 Treasure Chest Cards
- 4 sturdy ships
- 1 slimy Kraken figure
- 1 skeletal Davey Jones figure
- 9 small six-sided dice
- 2 black six-sided dice
- 1 yellow four-sided die
- 1 blue twelve-sided die

## GAME SETUP

- ~ Place board pieces together
- ~ Place the Davey Jones figure on the blue skull circle in his Locker
- ~ Place the Kraken figure in the Kraken Lair
- ~ Place the 4 sided die on yellow Bermuda Triangle
- ~ Place the five green 6-sided dice and the four blue 6-sided dice on either side of the blue river in Davey Jones Locker
- ~ Shuffle the Treasure Chest cards and place them face down on the lower right side of the board, without looking!
- ~ Shuffle the Pirate Fortune cards and place them face down on the lower left side of the board, without looking!

## HOW TO PLAY

All hands pick a vessel and prepare to set sail from Port Royal. Youngest sailor goes first, then play continues clockwise around the board.

All captains sail the seas through many perils until they reach Voodoo Island, where they pause to consult with the Voodoo Queen. From Voodoo Island they sail underwater under the protection of the Voodoo Queen to the Bermuda Triangle. From the Bermuda Triangle they sail to one or more of the four underwater cities, searching for the Whirlpool Key found in one of four Treasure Chests. The Captain who finds the Whirlpool Key has first access to the coin path leading to Davey Jones Locker. He and the other Captains then challenge Davey Jones in Deadman's Dice until a winner is victorious.

## MOVING AROUND THE BOARD

Each Captain's turn consists of several stages:

- ~ Rolling two black dice for ship movement, and moving the amount shown
- ~ Following the directions (if any) shown on the space he lands on, and engaging in battle with other Captains if necessary
- ~ Drawing a Pirate Fortune Card if directed and following the instructions shown
- ~ Rolling the blue Kraken die and moving the Kraken to the numbered space as shown

Read on below to learn more about the dice used in the game, how to engage in battle, how to face the Kraken, etc and how to win!

## ABOUT THE DICE

**BLACK DICE:** Black dies are for ship movement. At the beginning of his turn, the Captain rolls two black dies and moves the amount shown on the dice. It is his choice whether to move forward or backward, but if he intends to turn his helm and move backward, he must state this intention BEFORE rolling the dice! Otherwise he must move forward in the direction he was already headed. These dies also have skull & crossbones on one side, which allow a Captain to

draw a Pirate Fortune card if rolled. See below for how to use Pirate Fortune cards. If a Captain rolls two skull and crossbones, he draws one Pirate Fortune card, follows the instructions of the card, and then takes another turn.

**BLUE DIE:** The blue 12 sided die is for the Kraken's movement. At the end of his turn, the Captain throws the Kraken die and moves the Kraken figure to the numbered spot shown on the die. The Kraken is a very dangerous beast that can harm your ship, as shown below.

**YELLOW DIE:** The yellow 4-sided die is for determining the direction that the Bermuda Triangle sends Captains when they sail into the Triangle. You'll notice the numbers 1, 2, 3 & 4 on the spaces alongside the Triangle. As he passes over the Triangle, the Captain rolls the 4-sided die and proceeds down the numbered path shown. If he lands exactly on the Triangle, he rolls the 4-sided die on his next turn to see which direction he goes, then throws the black movement dice. The only exception is if the Whirlpool Key has been used (see below), in which case he can move onto the coin path towards Davey Jones' Locker without rolling the 4-sided die.

### ABOUT THE SPECIAL SQUARES ON THE BOARD

There are several special symbols found on certain movement squares on the board. If a Captain lands exactly on one of these spaces while moving forward or as the result of a Pirate Fortune Card, he should follow the directions below. If he lands on one of these spaces while moving backwards as a result of a battle, he treats the space as empty and does nothing.



**Smooth Sailing:** A Captain landing exactly on this space can take another movement roll, but only after picking up any Pirate Fortune Cards he was directed to by his first movement dice roll. He does not roll the Kraken dice until he finishes this additional turn.



**Reef:** A Captain landing exactly on this space must move back two spaces



**Current:** A Captain landing exactly on this space must move ahead two spaces



**Lightning Bolt:** Alas, a Captain landing exactly on this space is struck by lightning! He moves his ship immediately to Port Royal and sets sail from there again on his next turn.



**Treasure Map:** A Captain landing exactly on this space has found a special map that allows him to skip ahead to the next Treasure Map space. If he lands on the Treasure Map space just before Voodoo Island or on the Treasure Map space just before one of the underwater cities, he skips ahead and lands directly on the Island or the underwater city before him. If he should land on a Treasure Map while being driven backwards (as the result of a reef, squall, lost fight, or otherwise), the square does nothing.



**Squall:** A Captain landing exactly on this space has been swept into a storm that may blow him either ahead or behind. He rolls a black movement die, and if he rolls 4, 5, or 6 he moves ahead three spaces. If he rolls 2, 3, or a skull & crossbones he moves back three spaces.

### PIRATE FORTUNE CARDS

If a sailor rolls a skull and crossbones on either die during a movement roll, he moves the amount shown on the dice and then draws a Pirate Fortune card. He should follow the instructions on the card as shown and then discard the card underneath the deck. If a sailor rolls two skull and crossbones, he first draws a Pirate Fortune card and then takes another turn.

Some cards are good fortune and others are bad fortune. Some can even be kept to use later in the game. If you are holding any Pirate Fortune cards and you lose a battle, your cards must be surrendered to the winning captain. Or if you defeat another Captain in battle, you can steal his cards as your booty!

The most dreaded Card is the Black Spot! The unlucky Captain who draws the Black Spot Card must place his ship immediately back at Port Royal and continue his next turn from there. This card can only be drawn once per game, and is removed from the deck after it has been used.

### **FACING THE KRAKEN**

Only a lucky captain can sail over the dreaded Kraken unscathed. If a player passes over a Kraken while moving, lands on a Kraken, or has the Kraken moved to his spot while he is on it, he then rolls the 12-sided Kraken die. If he should roll 8 or above, he escapes and the Kraken returns to the Kraken Lair, and the Captain continues any remaining movement from the black dice he rolled.

If he should fail to make this roll, however, his ship will be nearly destroyed! He immediately places his craft at Port Royal for repairs and begins his next turn from that port.

The only exception is to the lucky Captain who has found a Kraken Defeat! Card amid the Pirate Fortune Cards. He can hold that card until he happens to encounter the Kraken, in which case he automatically wins and the Kraken returns to the Kraken Lair. He continues his movement from the black dice as usual. Of course, if his ship should attack or be attacked and lose the battle while holding the Kraken Card, he must surrender the Card along with his others to the winning Captain.

### **BATTLING OTHER SHIPS**

If a Captain lands on another ship by exact count, then battle ensues between the two ships! Each Captain rolls a black die and the higher roller wins a skirmish. Skull & crossbones counts as a 1. Best of five skirmishes wins the day. Tied rolls are discarded.

The winning Captain takes the disputed spot and rolls the two black dies again. The losing Captain must move the amount shown on the dice back towards Port Royal, including straight over Voodoo Island and around the Siren's Rock as necessary. If the battle was on one of the paths to an underwater city, then the loser should move back towards Voodoo Island through the Triangle without pausing to roll the four-sided Triangle die.

The winning Captain also takes any Treasure Chests, Treasure Cards, and positive Pirate Fortune Cards (such as "Kraken Defeat!" or "Doctor on Board!") that were held by the losing Captain.

### **NAVIGATING SIREN'S ROCK**

Siren's Rock traps many an unwary Captain and crew, causing them to forget their mission if they chance to hear the irresistible melodies of the Sirens who live on this dreaded rocky Isle. If a Captain rounding Siren's Rock happens to land exactly on the green arrow on the right side of Siren's rock while moving towards Voodoo Island, he awakens the Sirens and must continue back around the Rock at least once before continuing towards Voodoo Island. If his ship should attack or be attacked and lose while under the influence of the Sirens' song, the spell breaks and any backwards movement is back towards Port Royal, not around the Isle. If a mesmerized Captain lands again exactly on the green arrow after going once around the Rock, he must continue around once again, and so on until he happens not to land exactly on the green arrow.

The only exception is to the lucky Captain who has found a case of earmuffs as a Pirate Fortune Card. He can hold that card until he happens to land on the green arrow, in which case he can continue without effect from the Sirens. Of

course, if his ship should attack or be attacked and lose the battle while holding the Siren Card, he must surrender the Card along with his others to the winning Captain.

### **NAVIGATING VOODOO ISLAND**

When each Captain reaches Voodoo Island for the first time, he must pause there for one turn to consult with the Voodoo Queen. Further movement is discarded. There is no fighting on Voodoo Island by order of the Voodoo Queen herself, so more than one Captain can land on the Island at one time.

The Queen does not help Captains easily on their quest, and she must be convinced to cast a spell that will allow the Captain to sail on underwater towards the Locker. On his next turn, the Captain rolls one black movement die. If he is successful in rolling a 4, 5, or 6, the Captain then rolls two additional movement dies as usual and continues underwater down the coin path towards the Bermuda Triangle. If not, he must remain on the Island and try again on his next turn.

Once a Captain has passed through Voodoo Island once, every time he passes over the Island thereafter he does not pause and instead treats the Island like any other movement space.

### **SAILING THROUGH THE BERMUDA TRIANGLE**

The Voodoo Queen promised to help you with your quest, but she didn't tell you that the Bermuda Triangle stood in your path! When Captains cross the Bermuda Triangle they roll the 4-sided Triangle die and proceed across the sea floor along one of four movement paths. If a Captain reaches the Triangle before finishing his movement, he continues past the Triangle for his remaining movement, rolling the 4-sided die as he passes over the Triangle to show the direction he must go.

Even if a Captain does not wish to go down the path directed by the die, he must proceed anyway. On his next turn he can turn around and sail towards the Triangle again and hope that the Triangle sends him down a different path.

### **CLAIMING AND OPENING THE TREASURE CHESTS**

To claim a Treasure Chest, a Captain must be the first to step into one of the four secret watery locations that holds an unopened Chest. When he enters the site, he takes the Chest found there for himself and picks up the topmost Treasure Chest Card from the pile. Wise Captains will keep the contents of their Treasure Chests to themselves, for they can be stolen!

If the Treasure Chest Card does not show the Whirlpool Key, he should heave for another Treasure Chest. Even empty Treasure Chests are valuable, because they give you an advantage against Davey Jones! (see below)

However, if the Card shows a Whirlpool Key then that Captain is ready to face Davey Jones! He should sail back to the Bermuda Triangle as fast as he can. When he reaches the Triangle he must pause, disregarding any leftover movement, and declare himself in possession of the Key. He should show the Card to the other Captains as proof. That ends his turn. On his next turn, if he has not been attacked by another Captain and lost, he opens the Whirlpool, rolls his movement dice, and moves along the coin path towards Davey Jones' Locker.

No other Captain can move onto the coin path to the Locker until a Captain holding the Key has passed onto it. If other Captains should reach the Bermuda Triangle before the Captain holding the Whirlpool Key has sailed onto the path, they must roll the 4 sided Bermuda Triangle die and continue their movement down the path shown on the die. On their next turn they can turn around again and head for the Triangle, continuing in this way until the Whirlpool is opened.

If a Captain holding a Chest or Key is attacked (by another Captain landing exactly on his spot as usual) and loses the battle before reaching the Bermuda Triangle and opening the Whirlpool, the winning Captain can take the losing Captain's booty for themselves! The losing Captain hands over all Chests, Keys, and Cards to the winner, the winner throws 2 black movement dies, and the loser must move back the amount shown (if necessary, choosing their path by rolling the 4-sided Triangle die).

If this battle occurs on the Triangle itself, the winning Captain must declare himself the new owner of the Key on his next turn and then wait till his next turn to open the Whirlpool himself. If the battle occurs elsewhere, he proceeds to the Triangle as directed above. He is under no obligation to reveal that he has the Key until he declares he has it at the Triangle.

After a Captain with a Key opens the Whirlpool and moves onto the coin path to Davey Jones' Locker, the way then stays open permanently for all Captains, who can follow along behind or even attack other Captains on the path if they happen to land exactly on them.

### **MOVEMENT AFTER THE OPENING OF THE WHIRLPOOL**

Once the Captain holding the Key has passed onto the coin path to Davey Jones' Locker, all other Captains can follow them down that path towards Davey Jones. From this point forward, any Captain moving onto the Bermuda Triangle from any movement path can automatically move onto the coin path towards Davey Jones without needing to roll the four-sided die.

If a Captain is attacked or attacks another Captain and loses the battle before sailing onto the blue river, he must surrender his booty to the winner and move back as usual by the die roll of the winning Captain, proceeding through the Bermuda Triangle and rolling the 4-sided die to see which path he will move back down. On his next turn the losing Captain can turn around and sail back towards the Locker again.

### **CHALLENGING DAVEY JONES**

To challenge Davey Jones, a Captain must sail off the end of the coin path and onto the blue river space. Once his ship has sailed onto the blue river space, further movement is discarded and he challenges Davey Jones to a game of Deadman's Dice! However, Davey has been practicing for millennia, so he has an advantage over his challengers.

To challenge Davey Jones, the Captain rolls the FOUR small dice and counts up the amount shown. Another Captain rolls Davey's dice for him, rolling FIVE small dice and counting up the amount shown. Cup the dice in both hands while shaking, then slam the dice down, keeping your hand over the dice. Then reveal them together.

If the challenging Captain rolls higher than Davey Jones, **he wins and is declared the winner of the game!**

If not, he loses in disgrace. Other Captains are welcome to simulate the cruel, mocking laughter of Davey Jones as he sends a losing Captain away. A losing Captain rolls two black movement dice and move back the amount shown, disregarding any skull & crossbones shown. If they pass over the Bermuda Triangle when moving backward, they roll the four-sided die as usual to see which path they move back down. On the next turn the losing Captain can turn around and sail back towards the Locker again.

NB: Treasure Chests give the Captain that holds them an important advantage. Every Treasure Chest he possesses gives him +1 on his dice roll against Davey Jones, up to a total of +4 if he holds all the Chests! Remember, if a Captain loses a battle while holding one or more Chests, he must surrender it to the winning Captain.

### **HAVE FUN!**

Most importantly, have fun! Ha ha!