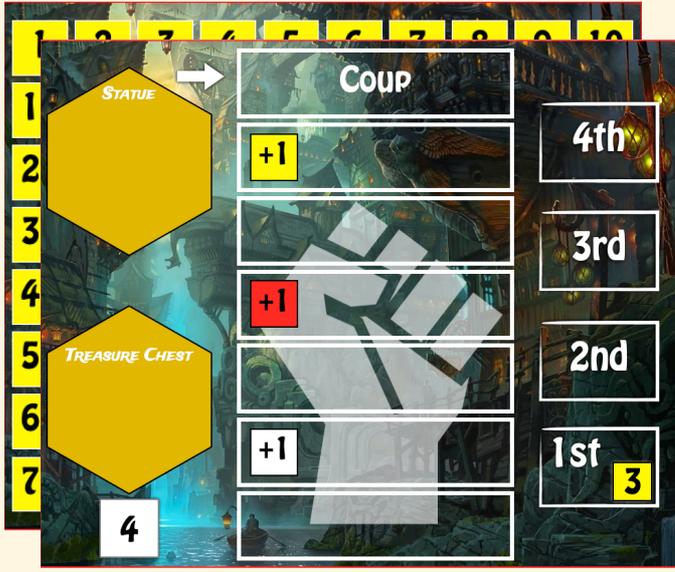
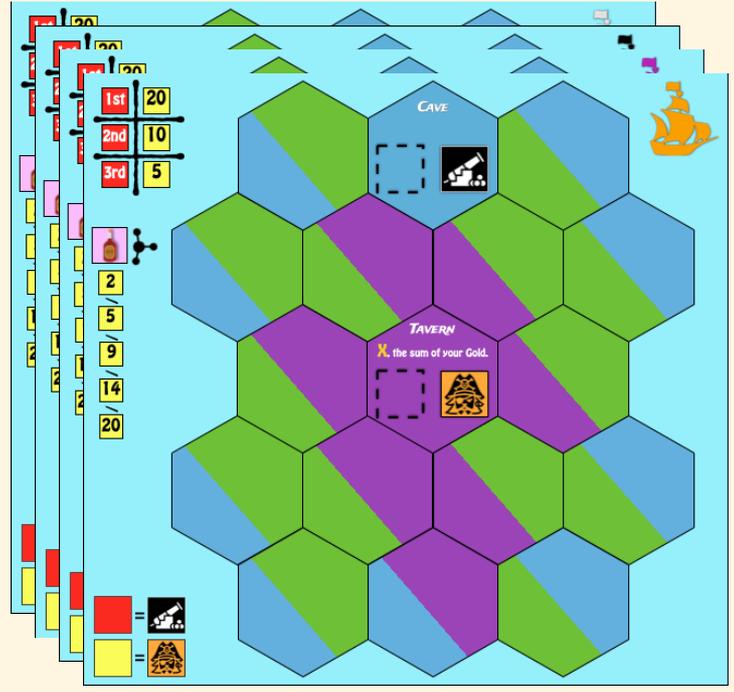


# PIRATE HAVEN

ALEXANDROS KAPIDAKIS

# Components

— 4 Island boards



— 1 Coups board

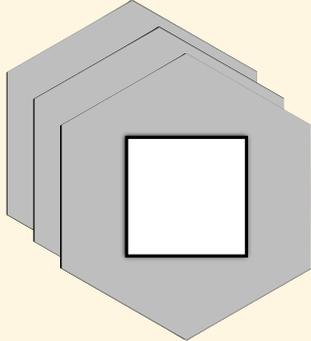
↑ Coups track

↑ Turn track

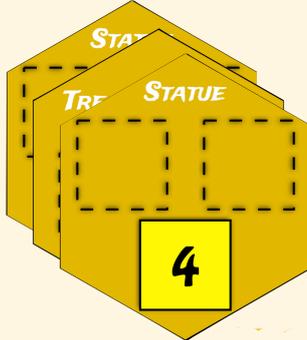
— 10 Food dice



— 24 Die tiles



— 12 Statue -  
Treasure Chest tiles



— 8 Gold dice



— 27 Token tiles



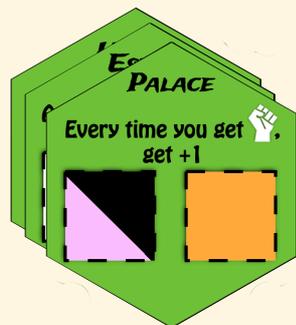
— 8 Ships dice



— 8 player disks



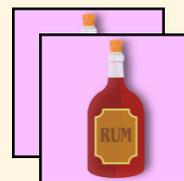
— 12 House tiles



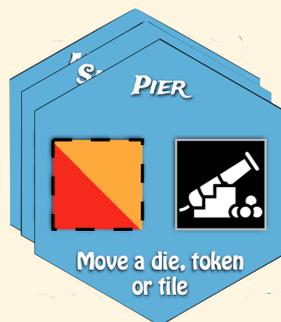
← Passive ability

← Available spots

— 9 Rum tokens



— 11 Port tiles



← Available spots

← Instant ability

— 9 Cannon tokens



— 14 Infrastructure tiles



← End of game ability

← Available spot

— 9 Pirate tokens



## **Theme**

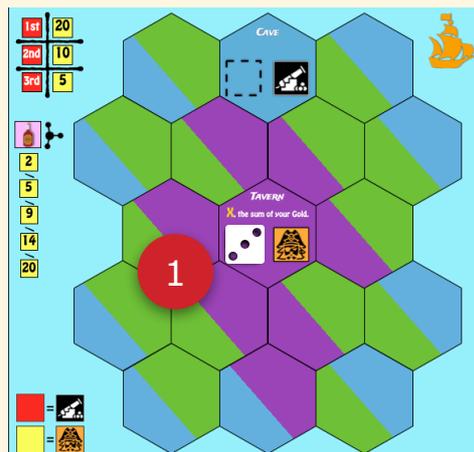
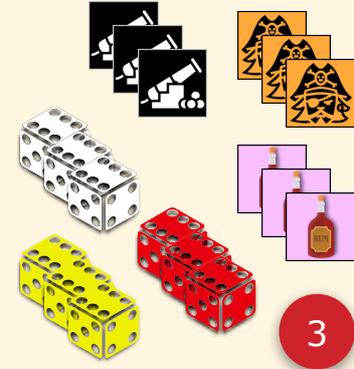
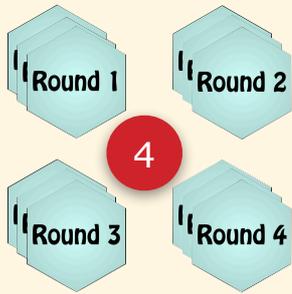
*This is the new world, a free world. No longer bound by the distant kings and queens, you embarked on the open seas to make a new home. At last you found a lovely little island to start your pirate empire. You must now recruit allies, uncover hidden treasures, and create buildings and ships. But be careful, the other pirates cannot be trusted, as they will do everything to make their island the best pirate haven. Who will prevail in the end?*

## **Objective**

In *Pirate Haven* you will try to make the best possible home for your pirate business! You must build Infrastructures, Houses and Ports, equipping them with Pirates, Canons and of course Rum! Manage your space correctly and gain Fame through your Ships, Rum and Infrastructure you have gathered. At the end of the game the most famous pirate will be the winner!

## Setup

1. Give one Island board to each player, their corresponding player disks and one Food die. Turn the Food die on the "3" side and place it on the empty spot of the Tavern.
2. Place the Coup board on the side. Shuffle the Treasure Chest tiles and place them on their corresponding spot. Place, also, the Statue tiles on their spot.
3. Separate and make a pool of all the dice and tokens, next to the Coup board.
4. Separate the rest of the tiles based on their back. Shuffle them and create 4 different stacks, one for each round of the game (green to red for the prototype).
5. The last player to have visited an island will be the 1st player for the first round, placing one of their disk on the "1st" spot of the turn track. Place the other player disks on the other numerical spots, going in clockwise order from the 1st player. Lastly, each player places their other disk on the bottom spot of the Coup track.



## Round order

The game lasts for 4 rounds and each round has the same structure: you will first set up a new map and then travel through it.

### Map

In each round you will make a new Map, using the corresponding tiles.

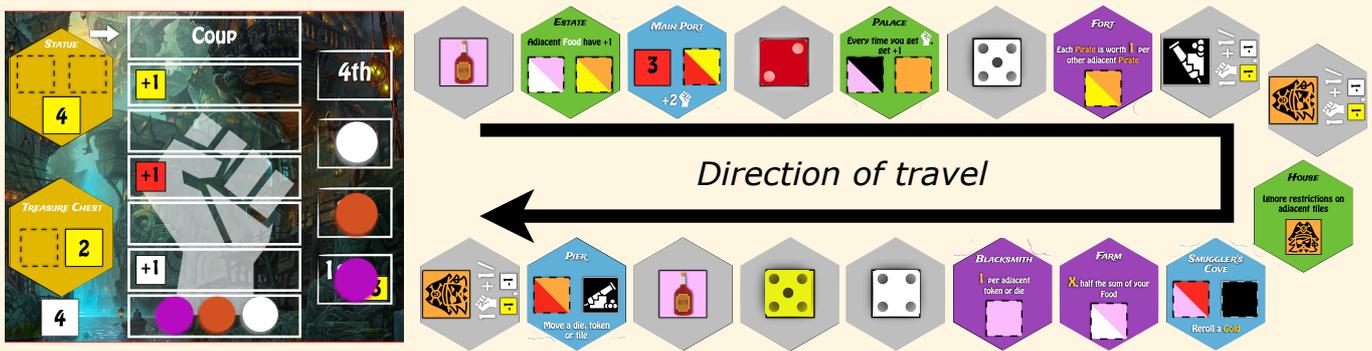
Draw tiles from the stack, according to the number of players.

— In a **2 player** game draw **14 tiles** and lay them face up in a semi circle next to the Coup board. Return the rest to the game box.

— In a **3 player** game draw **18 tiles** and lay them face up in a semi circle next to the Coup board. Return the rest to the game box.

— In a **4 player** game draw **all 22 tiles** and lay them face up in a semi circle next to the Coup board.

Then, roll and place dice on their corresponding Die tiles (grey background) and fill the Token tiles (grey background) with their corresponding tiles.



*3 player map example*

### Travel

Now, it's time to travel the map and make your choices!

You will not necessarily take turns in clockwise order throughout your travels, **instead the player closer to the Coup board will take a turn.**

This means that a player can take consecutive turns, as long as they don't pass another player's disk. You can travel as far as you want, even leaving the map and returning to the Coup board, but keep in mind that you may be giving multiple extra turns to your opponents.

— If you land on an Infrastructure, House and or Port tile you can either take it or discard it. If you take it, place it immediately on an empty spot of your Island board. Note that your Island board have specific restrictions for placing new tiles, as denoted by the coloured background. **You can never move/replace/discard a tile after placement, unless by an ability.**

— Houses: don't forget the passive abilities of these tiles.

— Ports: don't forget to activate the instant abilities of these tiles.

— If you land on a Die/Token tile you can either take the die/token or discard it. If you take it, discard the tile and immediately place the die/token on an available spot of an already placed tile. Note that tiles have specific restrictions for placing new dice/tokens, as denoted by the coloured background. Also, some tiles have already printed dice or tokens that function as normal and they cannot be manipulated or covered. **You can never move/replace/discard a Die/Token after placement, unless by an ability.**

— Ships: you can never have more Ships (red dice) on your Island than Cannons. For example, if you have three Cannon tokens you can place up to three Ship dice (no matter their value).

— Gold: you can never have more Gold (yellow dice) on your Island than Pirates. For example, if you have three Pirate tokens you can place up to three Gold dice (no matter their value).

### Treasure Chests

These tiles are always available to all players. During your turn you can spend Food you have on your Island in order to immediately get the top most tile. If a Food is completely spent, remove it from your Island. You can get as many Treasure Chests during your turn as you want.

When you reach the end of the map you will place your player disk to the bottom most available spot of the Turn track. When all player disks have left the map and are on the Turn track, the round ends. Discard any leftover tiles, dice and tokens. Then, resolve the Coup and lastly begin a new round. If this was the 4th round, instead proceed to the end scoring.

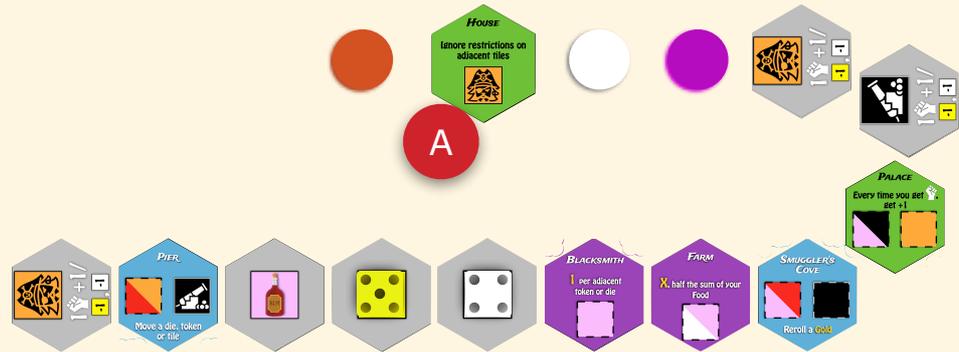
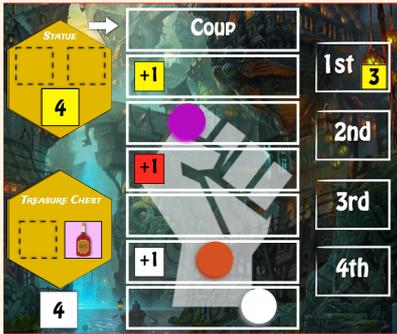
### **Coup**

Every time you get a new Pirate or Cannon token, you will move on the Coup track. You will get to move at least one spot higher, and if you spend Gold or Food you can move extra spots. Move 1 spot per 1 Food or Gold you spend (decrease the value on the die). If a Food or Gold is completely spent, remove it from your Island. When you reach the 2nd/4th/6th spot on the Coup track you can also increase a corresponding die on your Island by 1 point. If a player reaches the top spot, immediately resolve the Coup and give to that player a Statue tile. If no player reached the top spot during the round, resolve the Coup at the end of the round. The player in the highest spot will get a new Statue tile. In case of a tie, no player receives the Statue tile.

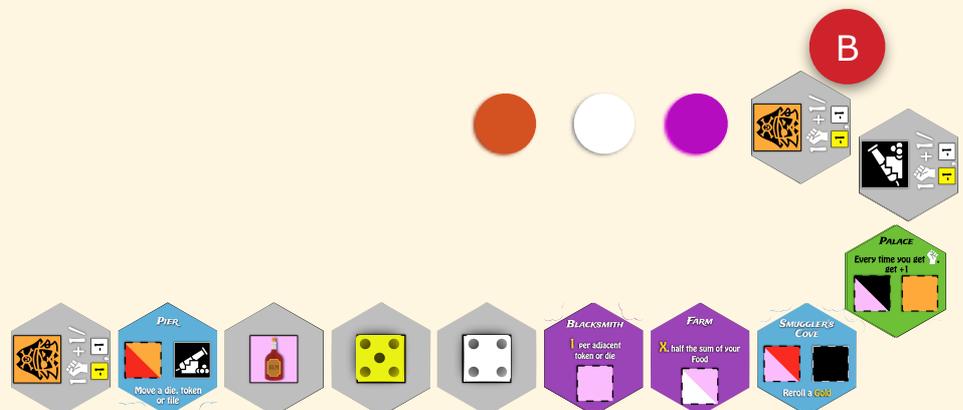
The Coup track completely resets at the end of each round.

### Example

A) It's Joan's (orange) turn, as she is closest to the Coup board. She will firstly travel to the House tile next to her. She will immediately place it on her Island, and as she is still the closest to the Coup board she will travel again.



B) She will now take the Pirate token. She doesn't have a spot to place it, so she will spend the 4 Food she has in order to get a new Treasure chest. She will now place there the Pirate token. She can also move on the Coup track, but as she doesn't have any Gold or Food left to spend, she will only move one spot higher.



Mark will get to travel next.

## **End of Game**

When the 4th round ends, you will count your Fame.

You gain Fame from:

— **your Ships:** Each player counts the value on their placed Ships (red dice). Some tiles also have printed Ships on them, don't forget to count them too. The player with the highest sum receives 20 Fame, the second highest 10 Fame, and the third highest 5 Fame. Ties break in favour of the player with the most Ships in quantity. In case of further ties, all ties players receive the same Fame.

— **your Rum:** either from collected tokens or printed on placed tiles. Get Fame according to the table on the side of your Island board, as long as your Rum is adjacent (within the same tile or from tile to tile) to other Rum. For example, if you have 4 Rums in your island and 3 of them are adjacent to each other, you will get 11 Fame (9+2). If you have more than 5 adjacent Rums, you will get 20 Fame from 5 of them and then start a new set.

— **your Infrastructure tiles:** score each Infrastructure tile on your Island according to their scoring ability (see glossary for more info).

— **the "1st" spot on the turn track** (3 Fame).

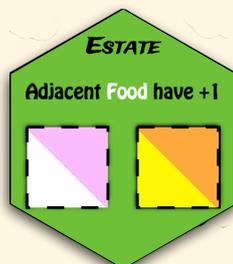
The player with the highest total is the winner! Congratulations, you made the best pirate haven of the new world!

In case of a tie, the player with the most Food wins. In case of a further tie the player with the most Cannons wins

## Tiles' glossary



When you place this tile, all Gold dice adjacent to it get +1. Also, from now on every time you place a Gold die adjacent to it, give it +1. This tile also has two available spots, one for Food/Cannon and one for Rum/Pirate.



When you place this tile, all Food dice adjacent to it get +1. Also, from now on every time you place a Food die adjacent to it, give it +1. This tile also has two available spots, one for Food/Rum and one for Gold/Pirate.



When you place this tile, all Ship dice adjacent to it get +1. Also, from now on every time you place a Ship die adjacent to it, give it +1. This tile also has two available spots, one for Food/Gold and one for Gold/Cannon.



From now on, every time you move on the Coup track, move one more time for free. This tile also has two available spots, one for Rum/Cannon and one for a Pirate.



From now on ignore all restrictions of the spots on adjacent tiles, and place any tokens or dice you want. This tile also gives you a Pirate.



Immediately move twice on the Coup track for free. This tile also gives you a Ship of value "3" and has an available spot for Gold/Ship.



Immediately move any one die, token or tile in other eligible spot, if you want. This tile also gives you a Cannon and has an available spot for Pirate/Ship.



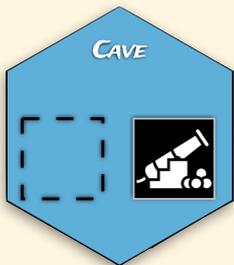
Immediately reroll a Gold die, if you want. This tile also has two available spots, one for Ship/Rum and one for a Cannon.



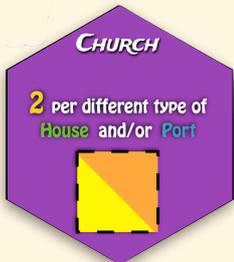
Immediately reroll a Food die, if you want. This tile also has two available spots, one for Cannon/Rum and one for Ship/Pirate.



Immediately reroll a Ship die, if you want. This tile also has two available spots, one for a Ship and one for Ship/Food.



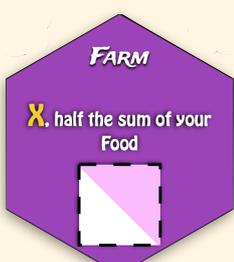
This tile gives you a Cannon and has an available spot for any one die or token.



Get 2 Fame, at the end of the game, for every different type of House tile and Port tile you have placed on your Island. This tile also has an available spot for Gold/Pirate.



Get 2 Fame, at the end of the game, for every tile on your Island that has on it a Cannon and a Pirate. This tile also has an available spot for Gold/Rum.



Get x Fame, at the end of the game, where x is the sum of all the values of your placed Food dice. This tile also has an available spot for Food/Rum.



At the end of the game, every Pirate you have placed on your Island is worth 1 Fame for every other Pirate adjacent to it. For example, if you have three Pirates adjacent to each other, each of them is worth 2 Fame. This tile also has an available spot for Gold/Pirate.



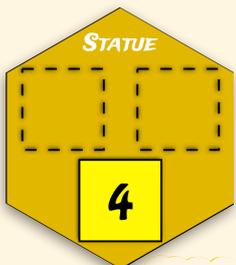
Get 1 Fame, at the end of the game, for every adjacent die or token to this tile, including on it. This tile also has an available spot for a Rum.



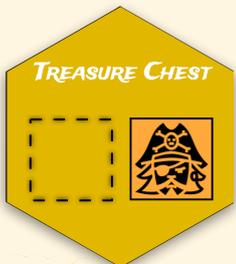
Get 1 Fame, at the end of the game, for every Cannon you have placed on your Island. This tile also has two available spots, one for a Pirate and one for a Cannon.



Get x Fame, at the end of the game, where x is the sum of all the values of your placed Gold dice. This tile also gives you a Pirate and has an available spot for any one die or token.



This tile gives you a Gold of worth "4" and has two available spots for any one die or token.



This tile gives you a Pirate and has an available spot for any one die or token.