

Introduction

Legend has it that Ocracoke Island was a heaven of pirates, and was also a most mysterious hideout of Blackbeard. To celebrate their fortune from plunder, he held a big party for pirates from everywhere.

While all pirates were enjoying the party, an explosion interrupted the party. The navy found the hideout! All pirates ran for their lives hardly, but most of the treasure was still on Blackbeard's ship: Queen Anne's Revenge. Blackbeard and his men had no choice but to fight the navy and protect his ship!

If you are the navy, fight for the glory of the navy, try to put Blackbeard into jail. Otherwise, grab as many gold coins as you can, and run away from the turmoil!

Components

Character Cards

Pirates (minus)

Blackbeard(-4) / Gun master(-3) / Cook(-2) / Sailor(-1)



Navy (plus)

Captain (4) , Lieutenant (3) , Clergy (2) Soldier (1)



Neutral (0)

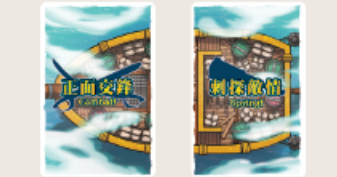
Revenant (0) , Mermaid (0) , Kraken (0)



Gold Coins



Double-sided Action Cards



Betting Disk



Preparation

1. Shuffle all character cards, and randomly draw 3 cards from the deck, then place them face down on the table. These cards are island cards now.
2. Randomly draw 4 cards (in a 3-player game, draw 5 cards instead) from the remaining 8 character cards, and place them face down next to each other on the middle of the table. They will be the board of Queen Anne's Revenge.



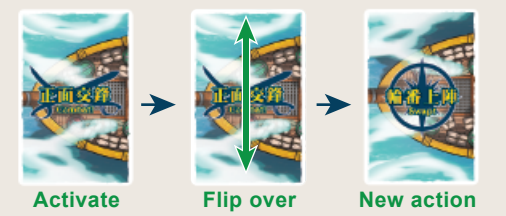
3. Place action cards on the left side and right side of the board. After that, you will see these cards form the complete shape of a ship.
4. Randomly give each player a character card faces down from the remaining cards. In 2-player's game, give each player 2 character cards.
5. Set all gold coins aside.
6. The oldest player is the start player, the game plays in clockwise order.

Gameplay Overview

- The game is played over 4 rounds. At the 1st round, player can only take an action. After the 1st round, player can either take an action, or do 'Report!' At the end of the 4th round, all players are forced to do 'Report!'
- At the end of each round, reveal one of the island cards. If the last island card has been revealed, each player has one more turn. Now all players have to do 'Report!' (see 'Report!').
- At the end of the 4th round, check each player's GCs. If one of the players has 5 or more GCs, the 1st game ends immediately. If no one has 5 GCs or more, reset the game and start a new game. The player to the start player's left side is the new start player.

Take an Action

To take an action, choose one of the action cards, use the ability of the card, and flip it over.



There are 4 different actions:

A-1 / Combat!

Check 2 cards of the board, then put them back to their original position.



A-2 / Swap!

Swap a card of the board with your hand, and check another card of the board.



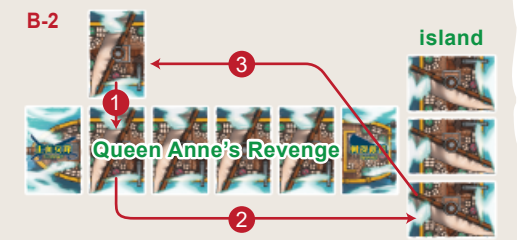
B-1 / Spying.

Check all players' hand simultaneously, and return the cards to their owners.



B-2 / Big Waves!

Switch cards as the following order: hand > board > island > hand.



NOTE

Players can **always** check their hand. Any ability on the cards will **not be activated**.

Report!

In the 2nd to the 4th rounds, player who figures out the total number of the board may choose this action. To do so, all players must follow the steps below :

1. All players now take their betting disk, and prepare for reporting.

2. All players secretly set their betting disk. If the player thinks the answer is negative, set the number with red background. If the answer is player, set number with blue background. If the answer is 0, set the disk to 0.
3. After all players set their betting disk, all players simultaneously reveal their betting disk.
4. Reveal all cards of the board.
5. Reveal all players' character cards.
6. All players now check the total number of the board.

Sharing booty

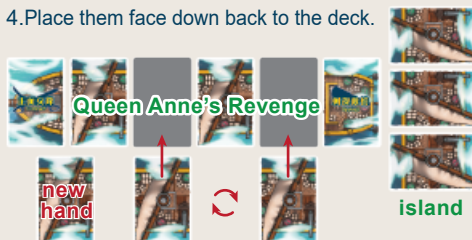
Check all players betting disk, and see if their bets match the following condition or not:

1. If the color matches the board, the player receives 1 gold coin.
2. If player receives GC from the 1st condition, and the number of the bet matches the board, the player receives another GC
3. If the number is 0, the player receives 3 gold coins.
4. If the color of player's hand matches the board, the player receives 1 gold coins
5. The player who initially choose 'Report!' on his turn and his bet is correct (e.g. condition 1 and 2 are correct) receives 1 gold coin.

1. Choose 2 cards from the deck without checking their numbers.
2. Randomly save one of them as your new hand.



3. Secretly shuffle the leftover card with the Kraken.
4. Place them face down back to the deck.



5. Choose 1 card of the deck and check out the number of the card.

Examples

On David's turn, he chooses 'Report!' He has to inform other players first, then all players set their betting disk simultaneously. The total number of the board is **red 3**.



David bets **red 3 - 4**, and his hand is **blue 4**. Both the color and the number match the board, he receives 2GCs. Additionally, David initially chooses the 'Report!' and his bet is correct, he receives 1 additional GC. To sum up, he receives 3GCs.



Christin bets **red 1 - 2**, and her hand is **red 1**. Both the color of her bet and her hand match the board, she receives 2GCs.



Mermaid

When activating 'Combat!', 'Spying', and 'Swap!', if there is a Mermaid in one of the cards, the player is forced to reveal his hand until he activates 'Swap!' on his following turn.

Ghost

When activating 'Combat!', 'Spying!', and 'Swap!', if there is Ghost in one of the cards, the player may check one more card of the board.



NOTE

If you activate 'Combat!' or 'Spying.' And the cards are Mermaid and Ghost, nothing happens. After checking them, return them to their original position.



Emily bets **blue 5 - 6**, and her hand is **blue 3**. Her bet doesn't match the board, and the color of her hand doesn't match the board, too. She doesn't receive any GC in this game.



Charles bets **blue 3 - 4**, and his hand is **red 3**. The color and the number of his bet don't match the board. The color of his hand matches the color of the board. He receives 1GC.



Game End

After sharing the booty, if one of the players receives his 5th GC, the game ends immediately. Whoever has the most GCs wins the game. If there is a tie, all players with the same amount of GCs share the victory.

Character explanation

In your first game, we suggest you play without special abilities of these characters.

Kraken

If you have the Kraken in your hand, you are not allowed to take 'Report!' action. However, when you choose the 'Swap!', you will trade your hand with the board as the following way:



Enjoy your happy hour with our games!

Ocracoke: Gold and Glory

Designer: Frank Liu
Artwork: GaFu Yang
Game Editor: Jason Lin
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