



DEAD MAN'S DOUBLOONS

Alternative Rules

inspired by Jason Miceli and the BGG Forums

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Introduction

Welcome to Dead Man's Doubloons, where players take on the role of a legendary pirate ship captain, hell-bent on winning the race to endless riches of buried treasure. Fragments of treasure maps, gold doubloons, and precious jewels can all be stolen, as can rival ships! Once the treasure has been dug up, ship and captains engage in a final epic battle on the high seas!

Overview

Dead Man's Doubloons is an action-packed board game for 2 to 6 players, playable in 30 to 45 minutes.

As the game begins, pirate ships skirmish with one another while navigating the reefs surrounding a mysterious island, desperately searching for treasure map fragments and pillaging whatever they can.

Meanwhile, the ships' captains and their landing parties follow one of several possible paths leading to the buried treasure, discovering additional riches and perilous obstacles along the way. Only the savviest of captains will manage to locate and dig up the legendary treasure.

Defeated vessels become ghost ships with cursed treasure, though with careful planning they may still emerge victorious. Once the captains have laid waste to their enemies and exhausted their options, the game will end, and the richest pirate is the winner!

Game Phases

Play the game over 3 Phases:

1. Make your way to the top of the island!
2. Dig up the legendary treasure!
3. Escape on your ship!

...all while giving your opponents a hard time!

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Components

The Island Map



12 Water Tiles



23 Landmark Tiles in Blue (9), Red (7), and Yellow (7)

Note: The green Landmark tiles are not needed.
 Remove the "Obsidian Cradle" (red) Landmark unless playing with the optional "Black Jewels" module.
 Remove the "Old Mystic" (blue) Landmark unless playing with the optional "Mystic Compass" module.

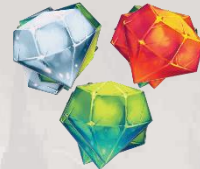


48 Doubloons



18 Jewels:

6 Rubies
 8 Emeralds
 4 Diamonds



12 Map Fragment Tiles

Note: The 6 Special Map Tiles are not needed.



1 Attack Die



1 Initiative Token



12 Pillage Tokens



Action Cards:

41 normal cards,
 15 Captain cards (blue)
Note: the 4 green cards are not needed.



2 Black Jewels

Note: Only needed when playing with this optional rule.



12 Mystic Compass Tokens

Note: Only needed when playing with this optional rule.



For each player:

- 1 Ship Placemat
- 1 Pirate Ship
- 1 Captain meeple
- 1 Ghost Ship
- 7 Status markers

...all of matching colors.



Game Setup

Perform the following steps to setup a new game:

1. Place the Island Map in the center of the table, with the side containing the single beach area face up.
2. Place the doubloons in a pile next to the game board. Each player takes 2 doubloons to start.
3. *If you want to play with the optional Pillage tokens:* Place 2 pillage tokens per player next to the game board.
4. Put all the jewels face-down and place them beside the game board.
5. Set the captain cards (those with blue top sections) aside for later, and shuffle the remaining action cards.
6. Shuffle the colored sets of landmark tiles and place them in separate stacks near the game board.
Note: Remember to remove all of the green landmark tiles, "Well of Wishes", "Altar of Greed" (both yellow) and "Bone Lever" (red) from the game!
7. Place a water tile face up in the corner of each water region.
Place water tiles in clockwise order, beginning at the beach:
 - (1) Shipwreck
 - (2) Stone Sextant (in a 2-3 player game, replace this with Rip Current)
 - (3) Fog
 - (4) River Merfolk
8. The player who can most convincingly say the phrase "Ahoy Matey!" like a pirate takes the initiative token – if no one agrees, fight it out like pirates!

Optional Variant: Random Water Setup

Always begin with "Shipwreck" in the beach region. Continue clockwise, placing water tiles drawn randomly from the pile.

In a 2-3 player game, make sure to place "Rip Current" in the second region.

Starting with the player with the initiative token, proceeding clockwise, each player chooses a captain as follows:

8.1.1.1. Choose a captain for the game.

Take the captain's meeple and place it on the island at the beach.

8.1.1.2. Take the captain's ship placemat and 7 markers of the appropriate color.

Place the ship placemat in front of you.

8.1.1.3. Place one marker on the "10" hull space, one on the 0 reputation space, and one on each of the four crew spaces. Set the last marker aside for now – it will be used later.

8.1.1.4. Take the captain's 2 pirate ships. Place the normal pirate ship in any of the four water regions (except any regions with "Rip Current" water tiles), facing either direction. Set the ghost ship figures aside for now.

9. Shuffle the map tiles.

Note: Remember to remove all the special (purple) map tiles from the game!

In a 2-4 player game, deal all players except the first player 1 map tile.

In a 5-6 player game, deal all players except the first 2 players 1 map tile.

The remaining map tiles form a face-down stack on the table.

Map fragments are placed face up next to each player's ship placemat.

Rounds

The game is played in rounds. Each game round consists of the following phases:

1. Round Start
2. 3x Action Phase
3. Round End

Round Start

1. Place a number of doubloons on the island, available to be Pillaged, as follows:
 - 2 players: Place 2 doubloons on the island
 - 3-4 players: Place 3 doubloons on the island
 - 5-6 players: Place 4 doubloons on the island
2. All Players draw up to their current hand size (5, if not modified by lost Crew)

Action Phase (3x)

Each player secretly chooses 1 card from their hand and places it **face down** on the table in front of them. All players flip over and reveal their action card simultaneously.

One player at a time, starting with the player who has the initiative token, executes their cards' orders:

1. **Movement**

The player performs the movement portion of the action card. Based on the icons at the top of the action cards, ships will Sail and/or Come About (and sometimes do nothing).

2. **Action**

After movement, the player ***chooses one of the two actions*** on their card to perform.

All players then proceed to choose their next action card. Repeat all action phase steps **three times**. After all players have played and resolved 3 cards accordingly, the round ends.

Round End

1. Steady Progress: In Initiative order, each captain advances one step in a direction of their choice, without triggering any landmark or dueling effects.
2. Trade Pillage tokens for doubloons now!
3. If one or more Captains have reached the Treasure, distribute the loot and begin the Endgame.
4. Ghost Ships are redeemed if they can pay 5 Doubloons.
5. Perform these final cleanup steps:
 - All players discard their used action cards (keep the ones that are still in hand).
 - Pass the initiative token to the next player to the left.
6. Begin the next round.

Optional Variant: Skip Steady Progress

For a slightly longer game, ignore Steady Progress until after the treasure is dug up.

For even longer skirmishes, ignore Steady Progress completely!

Rules

Movement & Actions

Movement

The player performs the movement portion of the action card. Based on the icons at the top of the action cards, ships will Sail and/or Come About (and sometimes do nothing).



SAIL

The ship sails around the island, moving to the next water region in the direction the ship is facing. If the ship enters a new region with an "Upon Entry" effect, immediately resolve that effect before continuing with additional movement options and/or actions.



COME ABOUT

The ship turns around (rotates 180 degrees), facing the opposite direction within the same region.

Solid black movement icons indicate the movement is required, whereas white icons with dotted lines mean the movement is optional. If there are multiple movement icons, the player may choose the order in which they are executed.



Actions

After movement, the player chooses *one* of the two actions on their card to perform.



PILLAGE

Gain a Pillage Token.

If you are playing with the optional Quick Pillaging rule, gain one Doubloon from the island instead.



ATTACK: FORWARD

All enemy ships in the water region your ship is facing take 1 damage.

Then roll the attack die and resolve its effects on the ships that were damaged



ATTACK: BROADSIDES

All enemy ships in the same water region as your ship take 2 damage (reduce their hull damage markers by 2 spaces).

Then roll the attack die and resolve its effects on the ships that were damaged.



TREASURE HUNT

- If you have no Map fragments: Draw 1 map tile (if there are none left, this action has no effect).
- If you have 1 or more Map fragments:
Advance your captain meeple 1 space forward on the footpath. If there are multiple path options, the captain's player chooses whichever path they wish. However, if you advance into the same location as another captain, you will start a **captain duel**!



Attack Die



Crew:

Kill 1 crew on each of the ships that were affected by the action.



Doubloon:

Steal 1 doubloon from each of the ships that were affected by the action.



Voodoo:

This does nothing for non-ghost ships. Ghost ships do 1 immediate extra damage to the affected ships.



REPAIR

Increase the ship's hull damage marker by 1 space.

If there are no other ships in the same water region, increase the marker 1 additional space.

A ship's hull can never exceed 10.



BOARD

There are various Boarding action effects, as specified on the bottom right of the action card:



1. **Steal map fragment:** Select 1 of the enemy's map fragments to take.
2. **Steal ½ doubloons:** Take half of the enemy's doubloons, round down.
3. **Steal crew:** Steal 1 of the enemy's crew.
The captain card version of this effect allows stealing 2 crew!
4. **Steal jewel:** Select 1 of the enemy's jewels to take.
5. **Steal reputation:** Steal 1 reputation level from the enemy ship (if they have any). If you already have max reputation you can still perform the action but you will gain nothing yourself.

Improved Actions



Some action cards show a "+1" next to the action's icon. This increases the action's effect by 1:

- In the case of Attack actions, this adds 1 to the total damage.
- For Pillage actions, you gain 1 additional doubloon (or Pillage token, respectively).
- For Repair actions, you repair 1 additional hull damage.

PreRequisites on Actions

Some Boarding actions have an additional requirement designated on the card:



Normal



Enemy

- **Normal pre-requisite:** In order to execute one of these Boarding actions, you must have a previous action card that contains the specified icon (you do not need to have chosen that action though).
- **Enemy pre-requisite:** In order to execute one of these Boarding actions, the enemy you are trying to Board must have a face-up action card that contains the specified icon (they do not need to have chosen that action though).

Optional Variant: Flaming Barrel Attack

Whenever you perform an attack action that would normally do 2 or more damage (but you have no available target), you may instead drop a Flaming Barrel in the water where you are.

To do so, place an of your unused markers into the respective water area.

When a normal ship (not a ghost ship) moves into or within an area containing one or more enemy barrels, one barrel of their choice will detonate - they take 2 damage and return the respective marker to its owner. You never trigger your own barrels to detonate. Sailing away from a barrel will not detonate it.

The Owners get credit for any kills their barrels cause.

Water Tile Effects

Water tiles affect how ships move and act around the island.

- **Round Start:** Some water tiles state that they occur at “Round Start.” If any ship starts the round in a region with one of these tiles, resolve the effects one by one in initiative order.
- **Upon Entry:** If a ship enters a new region with an “Upon Entry” effect, immediately resolve that effect. This is also true when a ship is moved by an enemy player, using a landmark or other game effect.
- If the water tile has neither of these labels, then its effects are always active whenever your ship is present in the region.



Landmark Effects

Landmark tiles each do something unique. Blue landmarks are found along the Coastal Path, and they are the safest to traverse. Yellow landmarks represent the Valley of Riches, where additional doubloons and even jewels can be found. Red landmarks mark the Cursed Passage, the most dangerous route available.



The first captain to reach a new location through the “Treasure Hunt” action draws a random landmark tile of the appropriate color. Place it face up on the island, and immediately resolves the tile’s effect. Any subsequent captains that reach an existing landmark will also resolve that tile’s effect.

Cost:

Some landmarks show a doubloon cost just below the title. These effects are optional – a player may choose to return the stated amount of doubloons to the island in order to gain the tile’s effect.

Replace:

Some landmarks indicate they should be replaced by another landmark of a specific color. In these cases, remove the original landmark from the game, add the new landmark indicated, and then resolve the new landmark as normal.

Captain Duels

When your captain moves into a location with another captain, including the treasure location itself, you will engage in a captain duel. **The duel will be conducted before resolving the location’s landmark effect.**



Choose one of the captains in the location to duel with – pridefully ignore any other(s). One at a time, starting with the player who moved into the location, both players roll the attack die:



Captain:

Force the other captain to retreat 1 step in a direction of your choice. This does not end the duel.



Doubloon:

Steal a doubloon from the other captain



Voodoo:

Steal a jewel of your choice from the other captain (if they have any).

Variant: Crew Killer

When rolling the Captain Symbol kill one of the rival captain’s crew Instead of the forcing a retreat.

Note that the River Merfolk water tile does allow rerolling the attack die during captain duels if your ship is in that area. Following the duel, proceed to resolve the location’s landmark effect, as normal.

Pillaging

At the end of each round (after 3 action cards have been resolved), trade your Pillage Tokens for doubloons:

Starting with the player who acquired the most pillage tokens and working downward, each player takes an amount of doubloons from the island equal to their pillage tokens, as long as supply lasts.

If there are not enough doubloons left for a set of tied players, each tied player takes the highest possible equal amount.

If only one player had pillage tokens, they take double the number of doubloons!

Optional Variant: Quick Pillaging

When resolving a Pillage action, simply take as many Doubloons directly from the island. If you are the only player pillaging, take one extra Doubloon.

The Pillage Tokens are not needed for playing the game if you use this variant. Also remove any Landmark and water area Tiles that mention Pillage Tokens: "Coral Reef" (water), "Well of Wishes" (yellow), "Altar of Greed" (yellow) and "Bone Lever" (red).

Gaining and Losing Doubloons

Various effects in the game will cause you to gain and lose doubloons.

Doubloons are **never** taken from or returned to the supply, except when replenishing the island at the beginning of a new round.

Unless doubloons are being stolen by another player, gaining and losing doubloons **always** means that gained doubloons come from the island and lost doubloons are returned to the island.

Losing Crew

Your crew are essential to the proper operation of your vessel, and without them your ship will not function to the best of its abilities.

When lost, crew pawns are always removed from left to right, and if you manage to find or hire new crew they are replenished from right to left (your ship can never have more than 4 crew).

The effects of lost crew are as follows:



- **1st crew lost (3 crew remaining):**
Your hand size is reduced by one.



- **2nd crew lost (2 crew remaining):**
Your ship's unique ability no longer works.



- **3rd crew lost (1 crew remaining):**
Your hand size is reduced again by one.



- **4th crew lost: (no crew remaining):**
Your ship may not Come About (ignore all Come About icons on action cards and on the Star Axis landmark), except by external forces (such as the "Voodoo Hut" landmark, which you do not have direct control over).

Stealing Crew

Some Events will allow one Captain to steal crew from an opponent's ship.

Stolen crew are represented by each captain's own color – crew markers are never transferred between players. Reduce the victim's crew by one, and increase the attacker's crew by 1 respectively.

An enemy may steal crew from you even if they have full crew – although they will not gain a crew member themselves.

If you have no crew, then an enemy cannot steal any crew from you.

Sinking a Ship / Ghost Ships

If a ship takes enough damage to reduce its hull below 1, it becomes a ghost ship. Follow these steps immediately:

1. **Move the ship's hull damage marker to the ghost ship box on its placemat.**
2. **The player who inflicted the damage increases the reputation marker on their ship mat by 1, granting them extra points at the end of the game!**

Ghost ships follow these special rules:

- They gain a bonus when rolling the voodoo side of the attack die –resulting in 1 point of extra damage to the affected ship(s). They also steal a shell from the rival ship!
- They cannot Come About (following the same rules as when a ship loses its 4th crew).
- They cannot repair and they are immune to damage, although they are not immune to any other effects (such as stealing).
- They have cursed treasure: All their treasure is worth 1 less at the end of the game (including jewels, map fragments, and doubloons, but not including reputation, Symbol sets, relics or crew) – you don't want to end the game as ghost ship!

Redemption:

During the Round End phase, if a ghost ship has 5 or more doubloons, they will automatically recover to normal (non-ghost ship) status. Return 5 doubloons to the center of the Island, immediately gain 7 hull and +2 crew.

The Legendary Ghost Ship

Want to add a little more conflict to the game? Time to throw in a legendary ghost ship!

We recommend always using this optional module in 2-player games.

Setup

Set up the water tiles as though there is one extra player in the game. After the players have chosen their captains, take an unused ghost ship figure and place it in any region, facing either direction. Set up the ship's play mat on the table, giving it 1 map fragment, 2 doubloons, 2 random jewels, 2 crew, and 2 reputation levels.

Gameplay

The legendary ghost ship is immune to damage. It does not have a unique ability, it cannot use water tiles (other than the group 'S' water tiles), and it can never be redeemed - it's too old and legendary!

Before the Pillage phase each round, the legendary ghost ship

- (1) sails forward
- (2) gains 1 pillage token
- (3) performs both a Broadside Attack and a Forward Attack.

For each Attack, ships in the targeted regions take damage as normal, and then the attack die is rolled for each region, resolved as any other standard ghost ship (including 1 extra damage when rolling the Voodoo Symbol).

Treat the legendary ghost ship as a normal player during the Pillage phase and when counting rewards at the end of the game (including bonus awards).

The legendary ghost ship counts as an "enemy", and any player may steal from it using normal methods (Boarding actions, water and landmark tiles, etc.). *It can be given and use the black jewel when playing with that optional module – when giving the black jewel away, give it to the player in the region who is closest in initiative order.*

The Black Jewel

*You can now tap into the mysterious dark powers of the fabled Black Jewel!
This powerful stone will turn your ship into a fearsome vessel wreaking havoc everywhere you roam.*

Setup

Mix the 2 black jewels to the rest, and add the Obsidian Cradle landmark to the Cursed Passage landmark stack. If Valparisa is in the game, that player takes 1 of the black jewels at the start of the game.



Gameplay

While you possess one or both of the black jewels, your ship has a new effect whenever it moves. As you enter a new water region containing enemy ships, immediately roll the attack die for each black jewel you have (cannot be rerolled with the River Merfolk tile):



Crew:
Kill 1 crew on each of the ships in the region.



Doubloon:
Steal 1 doubloon from each of the ships in the region.



Voodoo:
Give the black jewel to an enemy ship in the region (no other voodoo effects occur).

Treat this movement effect as an Upon Entry effect that's always with your ship.

If you are able to move twice in one turn, you perform the effect once for each region. Note that the black jewels can be stolen like normal jewels.

Scoring

At the end of the game each black jewel is worth **-3 victory points** (this is not altered for ghost ships, since the jewels are already cursed!). You don't want to end the game with one of these on board!

The Mystic Compass

*Who can a pirate really trust? NO ONE! That is, no one except their trusty mystic compass!
In the darkest of times, when all scalawags have forsaken their captains or died off, only this magical device can help point the way to what a captain truly desires.*

Setup

At the start of the game, give each player 2 compass tokens, and add the Old Mystic landmark to the Coastal Path landmark stack (blue).



Gameplay

At the start of your turn, if you have 1 or fewer crew remaining, you may discard one of your compass tokens to exchange your active action card for another player's face-up action card – you may take any normal face-up action card (whether it has already been resolved or not), or any face-up captain card from a prior turn in this round.

Then proceed with your turn as normal, using the new action card you just acquired!

Treasure and Endgame

If any player's captain reaches the treasure at the top of Mount Zotètmon, first continue playing until the end of the round. Then, follow these steps to start the Endgame:

1. Distribute the treasure as follows:

- All players who are at the top of Mount Zotètmon draw 3 random jewels.
- All players who are 1 space away from Mount Zotètmon draw 2 random jewels.
- All players who are 2 spaces away from Mount Zotètmon draw 1 random jewel.

2. Discard all cards from the players' hands.

3. Shuffle the Captain Cards (blue) and the discard pile into the main deck.

4. Assemble all captains at the treasure location.

Race to Escape

From this point forward, Captains using a Treasure Hunt action will advance back towards the beach (they still need a map tile to do so). All rules for steady progress, dueling and landmarks apply as before.

Once a captain has reached the beach, he is immediately moved onto his ship and to the first space on the end-game track. Increase that ship's crew by 1.

Further **Advance actions** and each round's **steady progress** will move the captain one space towards the FIN space.

FIN

Once a captain has reached the FIN space, finish the round and then end the game, counting your rewards!

End of Game: Scoring

Once any player's end game tracker token reaches the FIN space, finish the game round as normal (including the Pillage phase), and then it's time to count the booty!

Treasure



5 points for each diamond (white) jewel



4 points for each ruby (red) jewel



3 points for each emerald (green) jewel



2 points for each map fragment



1 point for each doubloon

Cursed Treasure: Reduce 1 point from each of the above if you ended the game as a ghost ship!



Awards



1 point for each crew member



0-12 points from the reputation track on your ship placemat



-3 point for each black jewel

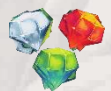
Advanced Scoring



3 points for the most doubloons (doubloons on ghost ships do qualify for this)



3 bonus points for the pirate with the most complete map (the most different map fragment symbols) gains 5 bonus points. If multiple pirates are tied, each tied pirate gains 3 bonus points.



3 points for the most jewels (including black jewels, if applicable)



3 points for the most reputation levels



3 points for the most complete ship (sum total of the ship's remaining hull and crew)

The player with the most points wins!

- In the case of a tie, the tied player with the most doubloons wins.
- If still tied, whoever among them smells the worst wins!