

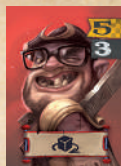
Sir Beth

Add 2 points to your roll on the *Combat die*.



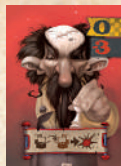
The Buccaneer

You may attack a ship from an adjacent space. If you win, your opponent discards the contents of a *Hold* of your choice. If you lose, nothing happens.



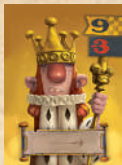
Saran

You may reroll your own *Combat die* OR you may make your opponent reroll theirs. The second result **must be** accepted.



The Strategist

You automatically win any combat if you are the **attacker**.



The King!

Has no power and can earn you much *Gold*. But he is very disappointed (-3!) if he doesn't get to *Port Royal*.



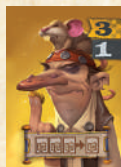
The Shipowner

At the end of the game, each *crew member* in your *Holds* (including the shipowner) is worth 3 *Doubloons*.



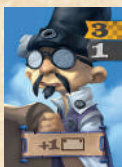
The Bishop

At the end of the game, each *Treasure token* you have collected earns you 2 *Doubloons*.



The Nosey Parker

When you draw a *Treasure card*, take 3 cards, keep 1, and reshuffle the pile. You may also look at up to 3 cards when you steal from the hand of an opponent.



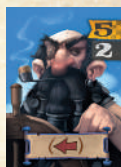
The Cartographer

He's found Morgan's map! You may have 4 *Action cards* in your hand instead of 3.



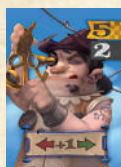
The Anchoree

During every forward or backward movement, you may choose to move 1 space **less** than the die value.



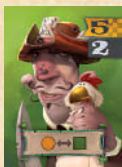
The Old Seadog

If you want, you can completely ignore the backwards movement shown on your *Action card*.



The Seafarer

During every forward or backward movement, you may choose to move 1 **more** space than the die value.



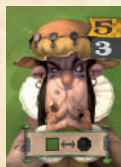
The Venetian Merchant

When **paying**, you can freely substitute *Gold* for *Food*, and vice versa. May be combined with other merchants.



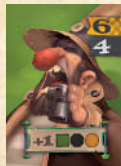
The Helvetian Merchant

When **paying**, you can freely substitute *Gunpowder* for *Gold*, and vice versa. May be combined with other merchants.



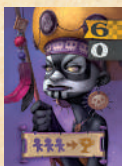
The Prussian Merchant

When **paying**, you can freely substitute *Food* for *Gunpowder*, and vice versa. May be combined with other merchants.



The Cooper

When loading resources, you always get 1 more resource than indicated by the die.



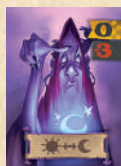
Calypso

If you have Calypso aboard AND all 3 *Cursed Amulets*, you immediately win the game!



The Oracle

When you are the *Captain*, you may choose the value of one of the two *dice* (morning or evening) **before** rolling the other die normally.



The Witch

You may use the *Action dice* in either order. This does not change the order of the *dice* for your opponents.



The Lookout

You can collect a *Treasure token* even when stopping on a space adjacent to a *Pirate Lair*.

THE CREW

Game Rules



For many years now, Morgan's Great Challenge has been attracting pirates from the Seven Seas. So much so that the inns of the island are now teeming with adventurers who are just waiting for one thing: to become a crew member and take part in the most famous race in the Caribbean.

You who are the captain have understood the situation well: all it takes is a little rum - and sometimes a couple of doubloons for the innkeeper - to draft new recruits who will prove very useful in your quest for victory.



A game by: Malcolm Braff, Bruno Cathala & Sébastien Pauchon.
Artwork: Mathieu Leysenne

NEED ASSISTANCE?

If, despite all the care taken in the manufacture of this game, a component is missing or is damaged, please contact the Customer Service of our distributor Asmodee at the following address:
<https://fr.asmodee.com/fr/support>
Your issue will be addressed in a timely manner!

A game published by SPACE Cowboys - Asmodee Group
47 rue de l'Est - 92100 Boulogne-Billancourt - FRANCE
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SETUP



TREASURES

Place these tiles on the 20 board spaces without revealing them.

Place the rum bottle on the space at the bottom of the stairs.

1 Shuffle the 20 crew member tiles face down.



4 Reveal the 3 crew members directly adjacent to the bottle.



5 Replace the core game Treasure cards with the 12 Treasure cards from The Crew. Otherwise, the setup remains the same.

You're ready to start!

There are 12 Treasures in The Crew.

- 8 of them earn you points when they are revealed at the end of the game. Their values range from +2 to +7.
- 3 of them are *Cursed Amulets*, that you also only reveal at the end of the game. They cost you points, but, if you have all three in your possession **and** you have Calypso onboard, you immediately win the game!
- The final Treasure is the Youkounkoun. This diamond earns you 12 points at the end of the game. When you get it, you **must** reveal it and store it face up next to your *Holds*. For the rest, the rules apply normally.



One last detail: when you play with The Crew, get in the habit of storing your *Treasure* tokens next to your *Holds*. They will turn out profitable if you end up with the Bishop onboard.

If you feel like it, you can add the 6th Hold to the *Treasures*.



RECRUITING CREW MEMBERS

- Every time you pay a port fee **in full**, you may recruit a new *crew member* and take them aboard. This is not mandatory.

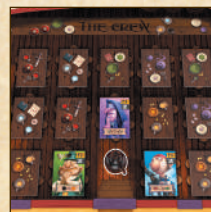


- If you do recruit a new *crew member*, place them like a regular resource in an **empty** *Hold*.



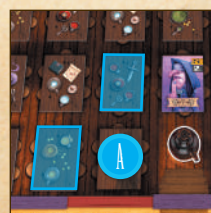
- You may recruit any *crew member* adjacent to the rum bottle (pirates are easily convinced with the help of a little rum).

At the start of the game, 3 crew members are thus available.



- After recruiting a *crew member*, immediately reveal any *character* bordering the recruiting zone.

Here, after recruiting A, reveal the 2 crew member with a blue frame.



- The *recruiting zone* is formed by all the spaces that the bottle can reach. All *crew members* bordering the *recruiting zone* must always be face up.



In red, the current recruiting zone.

- Before recruiting a *crew member*, you may move the bottle within that zone. Each step costs 1 *Doubloon*, paid to the Bank.



If you want to recruit the Shipowner, you need to move the bottle 3 steps. This costs 3 *Doubloons*.



LOADING

- Loading a *crew members* follows the exact same rules as any other resource. For example:

- You may not store more than one per *Hold*;
- You may not replace a *crew member* with another one;
- You may throw one overboard (ah, the life of a pirate...) only if all your *Holds* are full and you have to load **another** type of *resource*.
- A *crew member* can be stolen at the end of a combat.

Note: A *crew member* thrown overboard is removed from the game.

CREW MEMBER

Two numbers indicate the doubloon value of *crew members* if in your *Holds* at the end of the game.

Top Number ①: If you ship has reached *Port Royal* (here +5 *Doubloons*).

Bottom Number ②: If you ship has not reached *Port Royal* (here +2 *Doubloons*).

Their special powers ③ are all detailed below.

