



Rules

Something stirs beneath the bow of your ship... and it feels colossal! The old sailor warned you, but the promise of gold was too tempting to ignore. Will you sail back to beloved Maracaibo unscathed and with your cargo hold full of treasure—or fall victim to the dangers lurking below?

NEW COMPONENTS



7 Tier I Cards
(6 Improvements &
1 Kraken "Location")



28 Tier II Cards
(25 Improvements
& 3 Locations)



24 Treasure Hunt Cards
(5× "A", 8× "B", 8× "C",
and 3× "D")



1 Solo Card
(see page 10)

NEW CARDS

To incorporate the new improvement and location cards into your games of Pirates of Maracaibo, modify the followings steps of the base game setup:

3. Shuffle the new “Kraken” Location card with its base game counterparts and then return one Location card at random to the game box. Shuffle the new Tier I Improvement cards with their base game counterparts and draw 15 of them. With these and 4 random Residences, set up the Tier I deck as described in the base game rules.
5. Shuffle the new Tier II cards with their base game counterparts.

The new Icons on the Improvement and Location Cards from this expansion are explained in the glossary.

TREASURE HUNT MODULE

The Treasure Hunt Module turns “Pirates of Maracaibo” into a race!

Players try to complete 4 tasks to collect all pieces of the treasure map and find the treasure. The first player to complete the map finds the treasure and is declared the winner!

SETUP

To play with the Treasure Hunt Module, modify the followings steps of the base game setup:

6. Place **all** Marker cubes on the matching Treasure Island boards.
7. Return the 6 Treasure Value tiles to the game box; you will not need them for the Treasure Hunt module.

After you complete the remaining steps of the base game setup, carry out the following additional steps:

16. Build the Treasure Map: (see example on page 5)

Sort the Treasure Hunt cards by the letters on their backs (A, B, C, and D) into 4 stacks and shuffle each stack separately. Then set up the Treasure Map as follows:

- Draw 2 “A” cards and place them **face up** in the 1st column of the layout.
- Draw 3 “B” cards and place them **face down** in the 2nd column.
- Draw 4 “C” cards and place them **face down** in the 3rd column.
- Place all 3 “D” cards **face up** in the 4th column.

Each column is offset to the previous one just like in the Carribean.

17. Each player places one of their Player tokens to the left of the Treasure Map.



COURSE OF PLAY

There are no Rounds!

Play still goes clockwise around the table, but each player sails through the Caribbean at their own pace. If a player visits Maracaibo, perform a Ship upgrade, gain 6 VP, take your income (green scrolls) and place your ship back in the starting zone. Opponents' ships are not affected.

Completing Tasks on the Treasure Map

Each card that makes up the Treasure Map shows one or more requirements. To advance your Player token to a card in the "A" column, you must meet all requirements of that card.

If you do, proceed as follows:

1. Move your Player token onto the card whose requirements you meet.
2. Reveal 1 adjacent face-down "B" card and draw 1 "B" card from the stack.
3. Then decide whether you want to exchange the revealed card with the drawn one.
4. Return the unused card to the bottom of the "B" stack.

Skip steps 2-4 if both cards to the right of your Player token are already revealed (by other players who got there before you).



Example: You are the blue player. Your Ship token is in Bonaire and you have crossed a river on the Exploration board, so you meet the requirements of the pictured “A” card. First, you move your Player token onto that card. Then you reveal the bottom card to the right of it and draw a “B” card from the stack—from these two you choose one and place it in that spot, returning the other to the bottom of the deck. You could not have chosen to reveal the top card to the right of the “A” card, as that card is already face up.

Similarly, if you meet the requirements of an adjacent “B” card, move your Player token onto it and repeat the above steps to reveal a “C” card. The same applies to the “C” column, except skip steps 2-4, as all “D” cards are already face up.

You may advance on the Treasure Map at **any time** during your turn and as many times as possible, as long as you meet the requirements of the cards that you move to.

END OF THE GAME

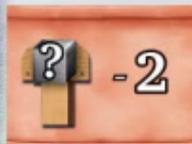
The first player to move their Player token onto a Treasure Hunt card in the “D” column triggers the end of the game. Play continues until all players have had an equal number of turns, i.e., the player whose Player token is in Maracaibo (step #15 of setup) takes the last turn of the game. If that player is the first to reach a “D” card, the game ends immediately.

If there is only one player on a Treasure Hunt card in the “D” column, that player is declared the winner. If more than one player reaches a “D” card, of those players, the player with the most Victory Points on the scoring track wins. If tied, enjoy a shared victory.



GLOSSARY

General Icons



Ongoing:

When upgrading your ship, the requirements on all barrier lines are reduced by 2.



Ongoing:

You now have two additional bonus spaces for any type of Treasure that you gain. These bonus spaces follow the same rules as the bonus spaces on your player board.



Ongoing:

Each time you bury treasure, gain 3 Doubloons.



Immediate effect:

Stack 3 Player tokens from your supply on an intersection of 3 or fewer cards in the Caribbean.

Each time any player, including you, visits a card adjacent to these tokens, you may remove one and place it on the bonus space on this card and gain the indicated bonus. You may earn this bonus up to three times.



You must stop on this card when you move your Ship token onto it.

Immediate effect:

1. Gain a ship Upgrade.
2. Acquire a Ship Improvement card in the Caribbean, according to the normal rules.
3. Roll a die and swap the Kraken with an adjacent card based on the rolled number. Re-roll if the indicated position does not contain a card. Ships stay on the Kraken when it moves.



Immediate effect:

Place 1 Treasure from your Hideout board onto your Explorer's current space to gain 2 Treasures of your choice. Any Explorer that stops there in

the future may take the Treasure from that space in addition to the reward of that space.



Immediate effect:

Move your Explorer to the space right after the next river and activate its effects. If no river is ahead, ignore this effect.



Immediate effect:

Move your Ship token to an adjacent card (including the Gulf, if it is adjacent) and carry out the actions of that card (or Gulf).



Immediate effect:

Discard one of your Quest cards and gain 5 VP and 5 Doubloons for it.



Immediate effect:

Gain 3 Doubloons and 3 VP per river that you have crossed.



Immediate effect:

Move your Explorer back 3 or more spaces on the Exploration board to gain the reward of the space your Explorer stops and 10 VP. You must move at

least 3 spaces. You may not use any Exploration abilities to gain benefits for forfeiting movement.



Immediate effect:

Gain a Figurehead from the Figurehead Market at no cost, even if you already have a Figurehead.



Immediate effect:

Place 1 Treasure from your Hideout board onto your Explorer's current space to gain 1 Doubloon and 1 VP per ship Upgrade you have. Any

Explorer that stops there in the future may take the Treasure from that space in addition to the reward of that space.



Immediate effect:

Bury all of your Treasures of the indicated type.



Immediate effect:

Place 1 Treasure from your Hideout board onto your Explorer's current space to gain 7 VP and then perform an Explore action at value 2. Any Explorer that stops there in the future may take the Treasure from that space in addition to the reward of that space.



Immediate effect:

Move one of your Black Market tiles that is already in play to a different legal location and activate it.



Game end:

Gain 7 VP per set of improvements (crew, equipment and ships) you have on cards.



Game end:

Gain 2 VP per discount you have, for example on cards (e.g., for a total discount of 4 Doubloons get 8 VP).



Game end:

Gain 3 VP per permanent swords you have, for example on cards (e.g. for a total of 4 permanent swords get 12 VP).



Game end:

Gain 4 VP per additional exploration movement you have, for example on cards (e.g. for a total of 2 additional exploration movement get 8 VP).

New Islands



St. Lucia

Immediate effect:

The first player to visit St. Lucia places a Marker cube on any available space and activates its effect. Any subsequent player moves the Marker cube to an adjacent space and activates its effect.



Atlantis

Immediate effect:

Choose a Crew or Equipment card in the Caribbean and carry out the action on its beige scroll. In addition, gain 4 VP per set of Treasures that you have.



Treasure Trove Cove Island

Immediate effect:

Place 1 Treasure from your hideout board onto a bonus space. Gain the depicted bonus of the space you choose.



SOLO

Add the solo card to deck A. When Jordan reveals it, Jordan purchases an Improvement card following the standard base game rules, with one exception—movement range. Jordan first attempts to buy a card within a range of 1. If that's not possible, increase the range to 2, then to 3.

A CARDS

BT-37: Requires that your Ship token is in Barbados and that you have at least 2 Equipment Improvement cards in your possession.

BT-38: Requires that your Ship token is in Grenada and that you have at least 2 Crew Improvement cards in your possession.

BT-39: Requires that your Ship token is in Tobago and that you have at least 2 Treasures (of any types) in your possession.

BT-40: Requires that your Ship token is in Bonaire and that you have crossed at least 1 River on the Exploration board.

BT-41: Requires that your Ship token is in Curaçao and that you have placed at least 1 Black Market tile in the Carribean.



B CARDS

BT-42: Requires that your Ship token is in Barbados and that your income is at least 8 Doubloons.

BT-43: Requires that your Ship token is in Grenada and that your income is at least 5 VP.

BT-44: Requires that your Ship token is in Bonaire and that your cards are worth at least 17 VP.

BT-45: Requires that your Ship token is in Tobago and that you have at least 5 Treasures (of any types) in your possession.

BT-46: Requires that your Ship token is in Curaçao and that you have at least 7 ship Upgrades.

BT-47: Requires that your Ship token is in Aruba and that you have at least 4 Quest cards in your possession.

BT-48: Requires that your Ship token is in Trinidad and that you have at least 2 Ship Improvement cards in your possession.



BT-49: Requires that your Ship token is in Montserrat and that you have at least 3 cards with on-going effects in your possession.

C CARDS

BT-50: Requires that you have crossed at least 3 Rivers on the Exploration board.

BT-51: Requires that you have at least 2 full sets of Treasures in your possession.

BT-52: Requires that you have at least 30 Doubloons in your possession.

BT-53: Requires that you have buried at least 3 Gold.

BT-54: Requires that you have buried at least 3 Emeralds.

BT-55: Requires that you have buried at least 3 Pearls.

BT-56: Requires that you have at least 4 cards with an immediate action in your possession.

BT-57: Requires that you have at least 6 Improvements cards (of any types) in your possession.



D CARDS

BT-58: Requires that you have at least 40 VP on the scoring track, at least 18 VP from fulfilled Quest cards, and at least 20 VP from gray scrolls.

BT-59: Requires that you have at least 30 VP on the scoring track, at least 22 VP from fulfilled Quest cards, and at least 20 VP from gray scrolls.

BT-60: Requires that you have at least 30 VP on the scoring track, at least 18 VP from fulfilled Quest cards, and at least 25 VP from gray scrolls.

