

Martinique Quick Reference V1.0

SETUP

- 1 – Place the board so that each player has a score track facing himself.
- 2 – Separate the **16 Map tiles** into 2 shuffled face-down piles: 1 "letters" and 1 "numbers" pile ("1" in corner face-up).
- 3 – Take 1 tile from each pile and put them unseen in the "Lost Treasure" area (next to the Pub's "8").
NOTES: *These mark the coordinates of the Lost Treasure. Map tiles are 1 each: A-H, 1-8.*
- 4 – Take another 1 from each pile and put them unseen onto "The Hook" in the board center.
- 5 – Mix the remaining Map tiles and place 1 face-down on each of the "scroll" spaces on the board.
- 6 – Place the **3 Joker tiles** (joker skull and crossbones) onto "The Hook" in the board center.
- 7 – The remaining tiles (**Artifacts**) are placed into the bag.
- 8 – Draw tiles from the bag to place face-up on the empty board spaces, but not the 4 spaces in the center.
- 9 – Draw tiles from the bag to place face-up on the 2/3/4 "treasure chest" spaces.
- 10 – Keep the bag with the remaining tiles near the board to refill the "treasure chest" spaces later.
- 11 – Each player takes the **4 Pirates** (big cylinders) and **1 Scoring Marker** (small cylinder) of a color.
- 12 – The black player is the start player.

The game lasts **2 PHASES**.

SUNRISE PHASE

Players take turns and choose 1 of the following 2 actions...

1) PLACE A PIRATE: Take a Pirate from your supply and place it on a beach space on the edge of the island.

2) MOVE A PIRATE

NOTE: *May only choose this once 3 of your 4 Pirates are on the island. VARIANT: Change 3 to another #.*

a) **Move 1 of your Pirates** exactly the # of spaces shown on the tile where it stands.

I) Must use full #. No diagonal movement. Cannot cross same space again this turn.

II) Can't end movement on a space with another Pirate, but Pirates are not obstacles.

III) *Pass through a space with an opponent's Pirate?* He must **reveal 1 owned Map tile**, if any.

NOTE: *This revealed Map tile remains public the rest of the game.*

IV) Each black box on the board counts as 1 space, even center spaces.

b) **Collect the tile on the space you started your movement on**, if any, and place in front of you.

NOTE: *Artifacts are kept face-up. Map tiles are kept face-down, but you may look at your Map tiles at any time.*

c) *End movement on an empty space?* Move that Pirate to the lowest # seat in the Pub.

d) *End movement on a "The Hook" (center) space?* Move that Pirate to the lowest # seat in the Pub **AND take a Joker tile or a Map tile**--your choice of what's in the board center--if any remain.

e) *Any of your collected (non-ship) Artifacts match the types (not values) on 1 of the 3 "treasure chest" spaces?*

NOTE: *May use the Joker in place of any Artifact tile here.*

I) Discard your tiles from the game and take the tiles from the appropriate "treasure chest" spaces.

II) Place these face-down in a stack on an empty cargo hold of your ship. # of holds is unlimited.

III) Refill the empty "treasure chest" spaces with tiles from the bag.

END OF PHASE *When the last Pirate is placed in the Pub*

1) Remove all remaining Tiles from the board. *Make sure the remaining Map tiles are removed unrevealed.*

SUNSET PHASE

1) In seat order at the bar (lowest first), the owning player places that Pirate on an empty board space.

2) Reveal the 2 tiles in the "Lost Treasure" area. **If you have a Pirate on that board space, you win the game!**

LOST SHADOW VARIANT: *Finding the Lost Treasure is not an instant win, but gets you 20 points.*

3) No winner? Add up points... (use the Scoring Markers)

a) Score **2 points** for each pair of matching Artifact tiles (ignore value) in front of you (not on your ship).

b) Count # of **stacks** on players' ships. Player with most stacks gets **2 points**.

c) Score **face-value # of points** for the Artifact tiles on your ship (not in front of you).

d) **Most points wins!** *Tie? Winner is whoever won b). Still tied? No winner.*