

Sail Away™



45'



2-4



10+

THE BEAUTIFUL CERULEAN SEA OF THE CARIBBEAN IS FULL OF UNTOLD RICHES, BOUNTIFUL ISLANDS AND CUNNING PIRATES. IN THE RIGHT SALTWATER-SOAKED HANDS, HERE LIES THE OPPORTUNITY TO BUILD A CARIBBEAN EMPIRE.

AS AN ENTERPRISING MERCHANT, SUCCEEDING IN THE CARIBBEAN WILL TAKE STRATEGY, CAPITAL AND RESOURCES. IT'S ALSO NICE TO HAVE A BEVY OF PLUCKY PIRATES TO DO YOUR "ACQUIRING" FOR YOU. LOAD CRATES OF COTTON, VANILLA AND SUGAR CANE INTO SHIPS AND SEND THEM OFF INTO THE WAVES, BUT BEWARE OF PIRATE TRICKERY. MANY MERCHANTS ARE VYING FOR THE SAME RESOURCES AND GOLD. WITH STALWART DETERMINATION AND A CLEVER PLAN, ONE MERCHANT WILL BUILD THE LARGEST EMPIRE AND RULE THE CARIBBEAN.

CONTENTS

1 Common Board
4 Player Boards
13 Island Cards
28 Standard Crate Markers

12 Pirate Crate Markers
8 Island Claim Posts
16 Large Gold Coins
30 Small Silver Coins

6 Public Objective Tokens
36 Ship Cards
8 Pirate Action Cards

OBJECT:

Earn points by being an unscrupulous merchant, hiring ruthless pirates, hoarding coins and launching ships. The player with the most points at the end of the game wins!

SETTING UP THE GAME

Give each player 1 Player Board, 4 Small Gold Coins, and all of the game pieces in their chosen color: 7 Standard Crates, 3 Pirate Crates and 2 Claim Posts. Pile the remaining Small Gold Coins and all of the Large Gold Coins in the center of the table to form the Loot Pile.

Place 1 Standard Crate and 1 Pirate Crate on the specially marked Launch Ability space on right side of your Player Board. Place 3 coins on your Player Board, with the remaining Crates off to the side to form your supply.





Turn all of the Objective Tokens face down and mix them up. Turn 1 token face up. This will be the Public Objective. Place it face up in its space on the Common Board. Each player then takes 1 of the remaining face down tokens. This will be your Secret Objective. Look at it and place it face down in its space on your player board. Return any leftover objective tokens to the box without looking at them.

Shuffle the Island Cards. Place a number of Island Cards face up in the center of the table equal to the number of players plus 1. FOR EXAMPLE: in a 4-player game there will be 5 Island Cards. Keep the remaining Island Cards face down to form the Island Deck.

Shuffle the Ship Cards and deal 6 to each player. Have each player look at their ship cards and choose 3 to keep above their Player Board. Shuffle the remaining cards back into the Ship Deck. Then, draw 3 cards from the top of the Ship Deck and place them in front to form the Incoming Ships Area. Shuffle the Pirate Action Cards and draw 3 to be placed in the Pirate Action Card Area. Return the remaining Pirate Action Cards to the box. They will not be used.

KING OF THE CROP



Are you King of the Crop? Before starting gameplay, take note of the Public Objective Token on the table. It will be awarded at the end of the game to the player who has the most of those resources on their launched ships.

Each player also has a Secret Objective Token (face down) on their board. This token is worth 1 point for each of those resources on their launched ships at the end of the game.

HOW TO PLAY

The youngest player goes first. Play then continues clockwise. These steps are to be completed in order.

PLUNDERING RESOURCES



You need to acquire resources to launch ships, sometimes by any means necessary. Place up to 2 crates (Standard or Pirate Crates) on the Island Resource Spaces and/or Pirate Action Cards to claim those resources.

You must place at least 1 crate each turn. Each crate you place must be placed on a different card (Island Card or Pirate Action Card), unless you pay 2 coins to the Loot Pile to place them on the same card.

There are 2 different types of Crates: Standard and Pirate. A Standard Crate can only be placed on an Island Resource Space. A Pirate Crate can be placed on an Island Resource Space, Pirate Action Card or on top of another player's Standard Crate. Here's where the trickery comes into play (we'll explain later.)

NOTE: If you are out of crates in your supply at the beginning of your turn, you must remove at least 1 from a ship and use it this turn.

TREASURE ISLAND



There is one Island Card that is different from the rest. This island produces coins instead of resources. Coins come into play in several different ways in the game, so this island can be very valuable!

PIRATE ACTION CARDS



ONE-TIME ABILITY



CONTINUOUS

Sometimes you need to elicit the help of a pirate to get ahead in the Caribbean. Activate a Pirate Action by placing one of your Pirate Crates on an available space on a Pirate Action Card. Some of the cards will instantly activate a one-time ability. Other cards have continuous abilities. Your Pirate Crate will remain on that card until the end of the game unless a player pays 4 coins on their turn to remove all of the Pirate Crates. Return the removed Pirate Crates to their owner's supply.

LAY CLAIM TO AN ISLAND

When you place a Crate on the last available resource space on an Island Card (causing all five spaces to be filled), you claim the island.

WHEN AN ISLAND IS CLAIMED:

Mark the island by putting one of your Claim Posts in the center. If there are any Pirate Crates stacked on top of Standard Crates, the owner of the Standard Crate must pay the owner of the Pirate Crate 2 coins to remove the Pirate Crate. Otherwise, return the Standard Crate to its owner's supply, leaving the Pirate Crate on the resource space. If there are multiple Pirate Crates, resolve them in clockwise order starting with the active player.

Each player with a Crate on the island moves them from the resource spaces on the Island Card to matching resource spaces on their ship cards. If you don't want the resource, or cannot use it, you may immediately collect 1 coin and return the Crate to your supply.

SENDING SHIPS TO SEA

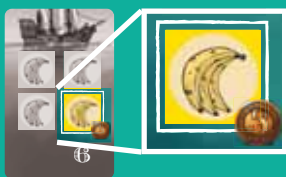


A ship is launched when its resource spaces are filled. When you launch a ship, do the following steps in order:

- Return all of the Crates on the ship card to your supply.
- Tuck the ship card face up under your Player Board at one of the 5 available slots. This activates a one-time Launch Ability of your choice that can be used after this turn (see Launch Abilities.)
- Select 1 of the available Ship Cards in the Incoming Ships Area to replace your launched ship, and then put the top card from the Ship Deck face up in the Incoming Ships Area.

NOTE: If multiple players have ships to launch, the active player launches and replaces ships first followed by the next player clockwise until all ships are launched.

SMUGGLER'S SHIPS



Some ships have hidden cargo space for smuggling goods. This is indicated by an outlined resource space with a large gold coin icon. This resource space is optional, meaning you may launch these ships as normal once the standard resource spaces are full. However, if you fill the card completely, you get a bonus Large Gold Coin when you launch the ship.

ISLAND CLEAN UP

Collect the number of coins shown in the center of the island as a reward for claiming the island. Retrieve your Claim Post. Put the Island Card in the discard pile and replace it with a new island from the Island Deck. (If the Island Deck is empty, shuffle the discarded islands to create a new deck.)

LAUNCH ABILITIES

Launch Abilities can be used at any time during the Place Crates step of your turn.

To use a Launch Ability, flip the ship card face down to indicate that it has been used. You can use each Launch Ability only once per game.

Below are the five different Launch Abilities:

- 1 You may place 1 additional Crate this turn. Crates must still be placed on different cards unless you pay 2 coins. If you claim 3 islands using this ability, resolve the island without a Claim Post first.
- 2 Place a Crate directly on a resource space on one of your Ship Cards. If you have no crates left in your supply, you may remove a crate from one of your ships to use this ability. This does not count towards the 2 crates per turn limit.
- 3 Place a Claim Post on an island. You can claim any island in play, even if it has empty resource spaces.
- 4 Choose 1 Pirate Crate on a Pirate Action Card and return it to its owner's supply.
- 5 Add your extra Crates (1 Standard Crate and 1 Pirate Crate) to your supply.



THE FINAL ROUND

When a player has launched 5 or more ships and completed their turn, the other players each take one last turn and the game ends.

END OF GAME

Each player calculates their point total.

- Ship Cards are marked with their point value.
- Large Gold Coins are worth 5 points and the Small Gold Coins are worth 1 point.
- The Public Objective Token is awarded to the player with the most instances of that resource showing on their launched ships. In case of a tie, no one receives the token.
- The Secret Objective Token is worth a number of points equal to the number of matching resource spaces showing on your launched ships. FOR EXAMPLE: if your Secret Objective is cotton, you earn 1 point for each cotton resource space on your launched ships.

The player with the most points wins!

PIRATE ACTION CARDS



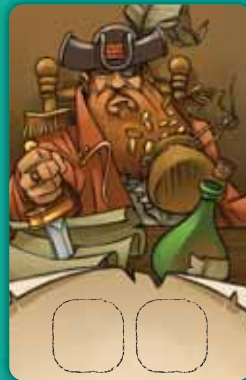
FORCED SALE

Pay another player 1 coin to take a Standard Crate from one of their ships and place it on a matching resource space on one of yours.



SMUGGLED GOODS

Move one of your crates from an Island to a matching resource space on one of your ships.



DIRTY DEEDS

Use any one of your Launch Abilities (even if it is not active or has already been used).



LANDLUBBER

Swap the contents of any 2 island resource spaces or move the contents of one space to another empty space.



INSURANCE FRAUD

Choose a Ship Card in front of any player and discard it. That player collects 2 coins from the Loot Pile for each crate on the ship and returns them to their supply. They also select a new ship from the Incoming Ship Area.



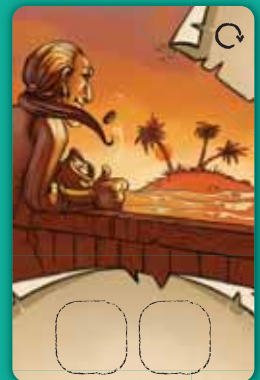
UNFAIR TRADE

Swap one of your Ship Cards with one of your opponent's Ship Cards. Any crates on those cards stay in place.



DOCKMASTER'S FEES

As long as your Pirate Crate is on this card, collect 1 coin each time a player launches a ship.



MAPMAKER'S FEES

As long as your Pirate Crate is on this card, collect 1 coin each time a player claims an island.