



J.C. Friedrich's

AYE AYE ISLAND

RULEBOOK



1x Rulebook

- | | |
|-----------------------------------|--|
| 1. 1 Game Board | 13. 2 God's Wrath Markers |
| 2. 6 Player Tableaus | 14. 4 Undead Captains |
| 3. 300 Experience Tokens (XP) | 15. 4 Ancient Guardians |
| 4. 10 Black Penalty Markers | 16. 50 Fortuna's Favour Cards |
| 5. 1 The Plank (Dexterity module) | 17. 9 Gold Doubloons (Treasure Island) |
| 6. 3 Gaming Stones (Plank) | 18. 42 Pieces Of Eight |
| 7. 5 Sea Event Cards | 19. 6x6 Material Tokens |
| 8. 24 RUM - Quest Cards | 20. 2x6 Duel Cards (yellow/grey) |
| 9. 24 FAUNA - Quest Cards | 21. 12 Yellow Score Tokens |
| 10. 24 ISLAND - Quest Cards | 22. 1 Duel Board |
| 11. 24 VOODOO - Quest Cards | 23. 2 Dice |
| 12. 6 Scully Roger Minis | |

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SEXTANT (Story)

You're a pirate! ... A gentleman or lady of "the sweet trade"!

Actually... A good-for-nothing of the worst kind!

So naturally, you are keen on fat booty... Aye?

How about a legendary emerald? As clear and pure as a mountain

stream and as big and heavy as the thick skull of an old

drunkard... The enchanted gem stone "ALLWATYAWANT".

Legend has it that this gem is supposed to fulfill every wish.

Tempting - isn't it? Of course it is!

The aim of the game is to get your dirty claws on the treasure

before someone else does. But there is a catch. On the one hand,

you are on the wrong island searching for a treasure map. On the

other hand, you must collect 5 different building materials for a

sea worthy raft in order to travel to the treasure island. However,

the island will reveal neither the treasure map nor resources

voluntarily. You must explore the island to find what you need or

else "acquire" it by other means. You will find much more than

you'd like, both good and bad. Danger lurks beneath every leaf on

the island. The depths of the sea are no less unforgiving.

Remember ... You are not the only scoundrel who is after

the treasure. In dealing with them, you'd best leave moral

considerations to the landlubbers....Aye!!!????

May you always be in Fortuna's Favor, sailor!!!



CLEAR THE SHIP (Game Setup)

First, choose a SCULLY ROGER MINI and take a PLAYER

TABLEAU to collect your MATERIAL TOKENS and

FORTUNA'S FAVOUR CARDS.

The (black) PENALTY MARKERS are also placed there to

indicate how many rounds a player has to suspend.

The (black) PENALTY MARKERS can remain in the packaging

and are placed on the respective player's tableau when required.



10 BLACK
PENALTY MARKER

SCULLY ROGER



PLAYER TABLEAU

GAME BOARD



The GAME BOARD is positioned in a place with enough space - tables or floors should be suitable for this... Savvy?

OPTIONALLY, See GOD'S WRATH page 24.

Place the **42 SILVER PIECES OF EIGHT** face down

(eye symbol face up) on the GAME BOARD and mix them.

Place one on each DISCOVERY SPACE (with the eye symbol) on the MAIN ISLAND.

You're dealing with pirates - make sure none of them cheat, including yourself.

Do the same with the **9 GOLD DOUBLOONS**, placing them on the designated spaces on the TREASURE ISLAND, which form a cross.



42 PIECES OF EIGHT



9 GOLD DOUBLOONS

CLEAR THE SHIP (Game Preparations)

Mix each of the 4 CATEGORIES of QUEST CARDS separately and put them back in their cases, so they cannot be seen before being drawn in the game.

Place the 4 stacks beside the Game Board.



Place the SEA EVENT CARDS beside the Game Board. They don't need to be shuffled.

SEA EVENT CARDS



Build the PLANK (see instructions) and equip it with the 3 GAMING STONES.



THE PLANK

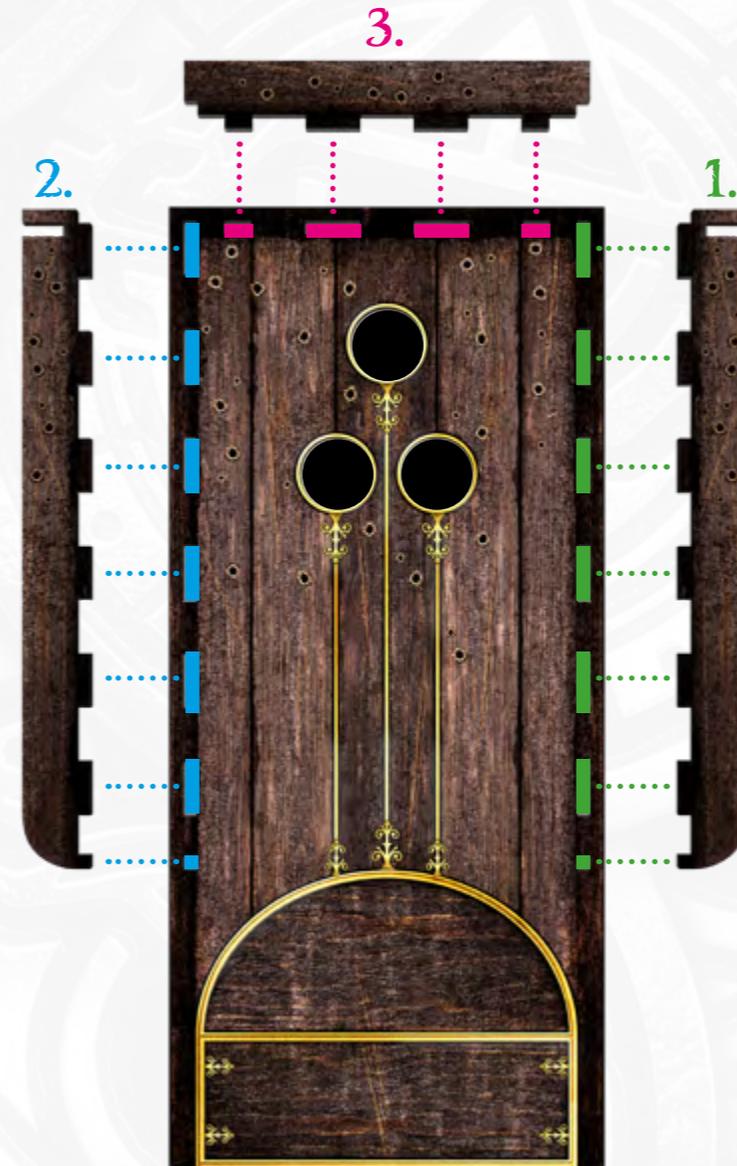


QUEST CATEGORIES



CLEAR THE SHIP (Game Preparations)

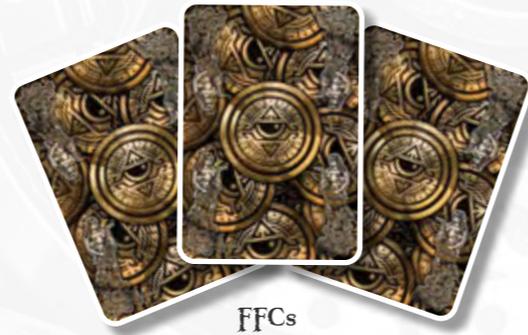
BUILDING THE PLANK



CLEAR THE SHIP (Game Setup)

FORTUNA'S FAVOUR CARDS (FFC)

Shuffle all FFCs together and place them next to the Game Board.



FFCs

MATERIAL TOKENS

You don't have to mix these. Well... You can...
But it makes no sense.



MATERIAL TOKENS

DUEL BOARD

Place the DUEL BOARD within easy reach and place each deck of DUEL CARDS (yellow/grey) next to the DUEL BOARD. Each deck contains 3 horizontal sabres and 3 vertical sabres. Place the yellow SCORE DISCS beside the DUEL BOARD.



DUEL BOARD

SET COURSE (How to Play)

STARTING THE GAME / GOING ASHORE

The youngest good-for-nothing or the most proper - or alternatively improper - pirate begins.

Take turns clockwise or counterclockwise, depending on whether you are in the southern or northern hemisphere.
(Meaning... The ship's goblin doesn't care.)

Starting with the first player, all players in turn draw a FORTUNA'S FAVOUR CARD (FFC) and place their Scully Roger Mini on one of the 6 LANDING SPACES.
(Only 1 player per landing space!)

When all players finally are ashore and equipped with 1 Fortuna's Favour Card, the regular rounds begin and you start searching for the Treasure Map and the Materials for your raft. You must find a total of 6 Materials to leave the MAIN ISLAND. These are hidden across the island under the 42 pieces of eight.



QUICK START:
COURSE OF TURNS ON LAND

1. **THROW DICE!** (2 dice)
(2 dice) 

2. **MOVE!** Move to any space within your range.
You can freely choose the direction in each turn.
(NUMBER OF PIPS ON THE DICE = RANGE OF MOTION)

3. YOU END UP ON...

A SPACE WITH AN OPPONENT...
YOU ATTACK!

3. YOU END UP ON...

AN EMPTY SPACE...
NOTHING HAPPENS!

3. YOU END UP ON...

A PIECE OF EIGHT...
FLIP IT!

3. YOU END UP ON...
ALREADY DISCOVERED SPACES

4. **DUEL**
(see page 20)


DEFEAT!
Your opponent may rob you of items according to the score.
For 1 material, you may instead give your opponent 2 FFCs instead.
Your opponent may move you 6 spaces of his choice.

VICTORY!
You may steal materials from your opponent based on your score (max. 3). You may freely choose what you want to rob. Instead of 1 material, your opponent can let you draw 2 of their FFCs.
Move your opponent 6 spaces in any direction.

Did the DUEL take place on a **QUEST SPACE** or **MATERIAL SPACE**?

5. **END OF TURN**

QUICK START:
COURSE OF TURNS AT SEA

1. **THROW DIE!** (only one die)
(only one die) 

2. **MOVE!** You MUST move the exact number you threw.
You can freely choose the direction you move each turn (forward or backward).
(NUMBER OF PIPS = SPACES YOU MUST MOVE)

3. YOU END UP ON...

A SPACE WITH OPPONENT
YOU ATTACK!

3. YOU END UP ON...

AN EMPTY SPACE
NOTHING HAPPENS!

3. YOU END UP ON...

A **QUEST SPACE**

4. **SEA BATTLE**
(see page 21)


Fire upon your opponent with your trusty cannon. (The Plank)
You get 3 shots:

- 1 hit:** Your opponent must suspend 1 turn.
- 2 Hits:** Your opponent must suspend 2 turns.
- 3 hits:** You have sunk your opponents raft. Move him back to the Raft Bay.
- No hit:** Now your opponent has a chance to attack you. (same rules apply)

Certain FFCs are helpful to use in sea battles.

4. **END OF TURN**

Did the **SEA BATTLE** take place on a **QUEST SPACE**?

Draw the corresponding card and read it aloud!

Follow the instructions on the card. The card remains active and in your possession until you have completed the Adventure.

5. **END OF TURN**

4. **END OF TURN**

SET COURSE (How to Play)

MOVEMENT ON LAND

To move, throw 2 dice and move along the connected spaces **within your range** (number of pips = range) in any direction. You can choose any space within your range to land on. You have to move at least 1 space. (Unless you have an unresolved adventure from a previous round.) Once you decide to stop on any space, the movement phase is over, even if you have unused movement points (pips).



MOVEMENT AT SEA (RAFT)

At sea, **ONLY ONE DIE** may be thrown, and you must move the exact number of pips shown. Again, you may choose which direction to move. You may sail backwards, but not both backwards and forwards during a move.



PIECES OF EIGHT/QUESTS/MATERIALS

You will have to discover these, one at a time, in order to find what you need. If you land on an undiscovered **PIECE OF EIGHT**, you may flip it over and you will discover one of 10 **ICONS**. There are 4 **CATEGORY ICONS** and 6 **MATERIAL ICONS**.



SET COURSE (How to Play)

CATEGORY SPACES / QUEST CARDS

If you encounter one of the 4 **CATEGORY SPACES**, draw the top card from the stack with the corresponding icon and complete the respective adventure. All informations, tasks and their conditions are detailed on the respective cards. You can obtain Materials and bonuses, or even influence the fate of your opponents. Read each card aloud. The Quest Card must remain in your possession until you complete the adventure, before you may continue your journey. Once you have finished the quest, return the card to the bottom of its stack.

Discovered Category Spaces remain face up and active. They may be entered again by any player who must take the corresponding actions. FFCs can be helpful in completing adventures successfully.



SEA EVENTS

Even at sea, you will encounter Quests Spaces. If you land on one of them, draw the **SEA EVENT CARD** with the corresponding icon and enjoy the adventure.

Even at sea, FFCs can help you to master adventures.



SET COURSE (How to Play)

EXPERIENCE POINTS (XP) / CHARACTER SKILLS

Become a better pirate with every turn! In Aye Aye Island you can gain experience points (XP) with each adventure. You can use these points on your Player Tableau (fig.1) to level up your character and to develop different skills. **Each 5 XP unlock an additional level of a skill of your choice.** (fig. 2)

The Quest Cards indicate with (+?) and (-?) whether you can use your acquired skills. Of course, you can only use abilities if you have unlocked them. (+?) shows you if you can use additional shots or throws. (-?) shows you when you're able to reduce the number of rounds you have to suspend. You can also improve your dueling skills.

The Quest Cards also indicate how much XP you or other players will gain from the current adventure. At the bottom of the cards, you can see the Base XP you will receive or lose after completing the adventure. (regardless of the outcome) (fig.3)

Depending on the task and how successfully you complete it, you can earn or lose additional XP. These are added to or subtracted from the base points. (fig.3)

All XP you earn are only awarded when a task is completed and the corresponding card is returned to its stack.

You can also collect XP in DUELS / SEA BATTLES.

In the event of a tie, no player receives XP.

The winner of the duel receives 1XP.

The loser of the duel receives 2XP, because you learn more from defeat than from victory. This applies to all duels - unless a Quest Card specifies otherwise.



fig. 1



fig. 2

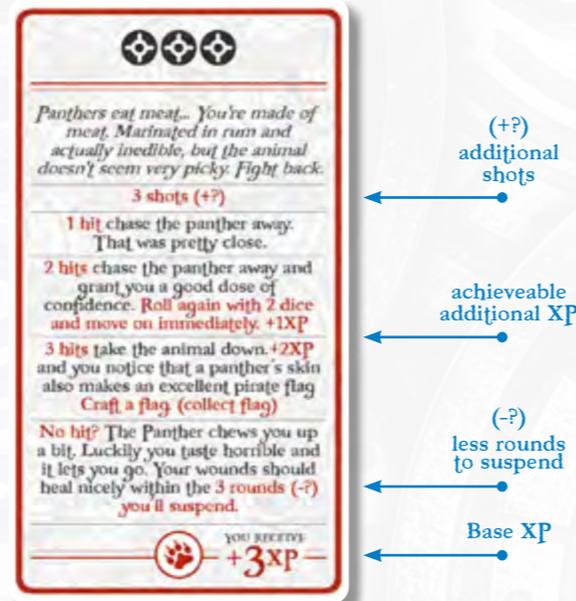


fig. 3

SET COURSE (How to Play)

ANCIENT GUARDIANS

GAME MODE 1 / ACTIVE GUARDIANS

If you draw a Guardian Card, you wake up a Guardian and must defeat him. The corresponding Guardian Figure is placed on the corresponding Quest Space and is now a Guardian Space.

If you are defeated by a Guardian, the Guardian takes all your items (materials and FFCs).

These are placed on the corresponding Guardian Card as a stack beside the Game Board. You can regain your items by attacking and defeating the Guardian again. You can re-enter the Guardian Space at any time. If another player is faster, the items belong to him/her. Double items may not be kept and must be returned to the supply.

If the Guardian is defeated, the card goes back into the stack and the figure of the defeated Guardian is removed from the Game Board.

GAME MODE 2 / PASSIVE GUARDIANS

Guardians are played like normal Quest Cards and are put back into the stack when the task is complete.

The player still loses all items if he/she is defeated, but cannot get them back. All items go back to the supply.

GAME MODE 3 / UNGUARDED

To reduce the difficulty of the game, remove the 4 Guardian Cards from the game.

This makes the **God's Wrath** variation unplayable.

(see **God's Wrath** p.24)



UNDEAD CAPTAINS

GAME MODE 1 / ROAMING UNDEAD

If you draw an Undead Card, you wake a captain from the dead and have to defeat him/her. The corresponding Undead Figure is placed on the corresponding Quest Space.

If you defeat an Undead Captain, you have 3 options:

1. Send him/her back to the realm of the dead and save the world (i.e. you and all other players) from further harm.

Return the card to its stack, collect your earned XP and remove the Undead Figure from its space.

2. Order the undead to defend a space of your choice (Quest Space / Material Space / Raft Bay).

If another player wants to enter this space, he/she must first defeat the undead.

The Quest Card remains active and is passed on to the next player who challenges it. Only then you can collect the XP you have earned.

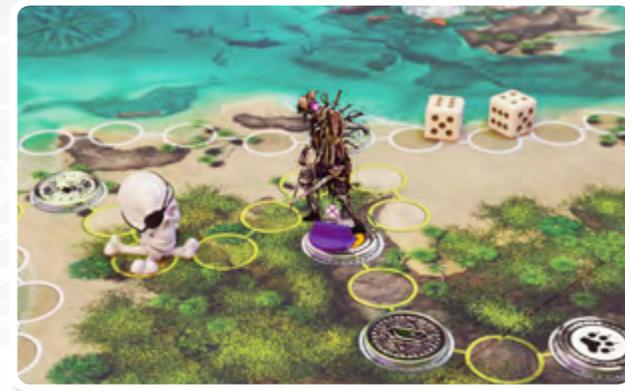
Note!!! If the undead is defeated, the victor has the same options (1.-3.)

3. Use the undead directly against an opponent of your choice.

Place the Undead Figure on a space of an opponent of your choice and pass the Quest Card to him/her. Collect the XP you earned. Your opponent must then deal with the undead as soon as it is his/her turn, as if he/she has entered a Quest Space.

He/she cannot roll and move as usual during this round.

Note!!! If the undead is defeated, the victor has the same options (1.-3.)



UNDEAD CAPTAINS

If you lose the fight against the undead, you have no choice.

The Undead Figure is placed on the nearest discovered Material Space (yellow), which is guarded by the undead from now on and can only be accessed again when the undead is attacked and defeated.

If no Material Space has been discovered yet, place the undead on the space with the nearest player. The player must deal with the undead as soon as it is his/her turn, as if he/she enters a Quest Space. He/she cannot roll and move as usual during this round.

Note!!! If the undead is defeated, the victor has the options (1.-3.) again.

GAME MODE 2 / UNDEAD AND BACK

Undead Cards are played like normal Quest Cards and are returned to the stack when the task is complete.

GAME MODE 3 / UNDEAD DO NOT EXIST

To reduce the difficulty of the game, remove the 4 Undead Cards from the game. This makes the **God's Wrath** variation unplayable. (see **God's Wrath** p. 24)



SET COURSE (How to Play)

MATERIALS & TREASURE MAP

If you land on a MATERIAL SPACE, collect the corresponding MATERIAL TOKEN and place it on your Player Tableau. If you are the first to discover the yellow Material Spaces, you will also receive a Fortuna's Favor Card. (see Fortuna's Favor Cards page 19)

Each player can only carry one Material Token of each kind at a time. Duplicate Materials must be returned to the supply.

NOTE: You may lose your acquired Materials and Treasure Map at any point in the game, either by QUESTS / ADVENTURES or when you lose a DUEL. (see Duel page 20)

You can protect your Materials by paying with FORTUNA'S FAVOUR CARDS instead of the Material Tokens.

Discovered Material Spaces remain face up and active. They may be entered again by any player who may collect the corresponding Material.

FIND THOSE:



LUMBER

SAILCLOTH

BAMBOO



ROPE

FLAG

TREASURE MAP



FORTUNA'S FAVOUR CARDS (FFC)

You will encounter two types of FFCs in the game.

BASIC FFCs (silver) offer basic functions and can be played only on your turn. SPECIAL FFCs (gold) offer special features in addition to the basic functions.

Remember, you can lose your Materials at any time. But if you are in possession of FORTUNA'S FAVOUR CARDS (FFC), you can use them instead of your Materials and Treasure Map.

On QUEST SPACES, Materials/the Treasure Map/FFCs all have the same value (are items).

In a DUEL, a Material/Treasure Map is worth 2 FFCs.

If you want to keep a Material/Treasure Map, you can tell your opponent to draw 2 of your FFCs instead.

Collect 1 FORTUNA'S FAVOUR CARD if you are the first to discover MATERIAL SPACES or through conquered QUESTS / ADVENTURES. FFCs will also help you to find the treasure at the end of the game - if you manage to keep them that long. The more the better.

Note: You can carry a maximum of 3 FORTUNA'S FAVOUR CARDS on land. If you collect excess FFCs, you may choose which of them to discard (down to 3). At sea you can carry a maximum of 6 FFCY. Flotsam is very helpful here.



STANDARD FFC



SPECIAL FFC

DUELS

As a pirate, you don't have a problem snatching things right out from under other people's noses. Especially not from other pirates. And this is how it works: You can choose to land on an opponent's space to attack him or her and try to take up to 3 of his/her Materials (alt. FFCs). You can take Materials even if you already own them. This can offer strategic advantages. Since you can't have any duplicate Materials, they must be returned to the supply. If your opponent doesn't have any items, you can't steal any... Logical, right?

However, your opponents can defend themselves and there is a risk that you may lose items yourself.

Each of the duelists now takes a position on one side of the Duel Field and picks up one of the Duel Card stacks (grey/yellow). A maximum of 2 rounds are played. In each round, 3 attack cards are layed down per player. For each attack card, you must decide whether you want to attack horizontally or vertically. The attacker (player A) starts round 1 and places 1 card face down (fig. 1). The defender (player B) now responds by playing 1 card (face up) (fig. 2). The attacker now reveals his card and they are compared. If the attacker (player A) scores a hit, he receives a point (yellow disc) and may attack again. (Fig. 3)

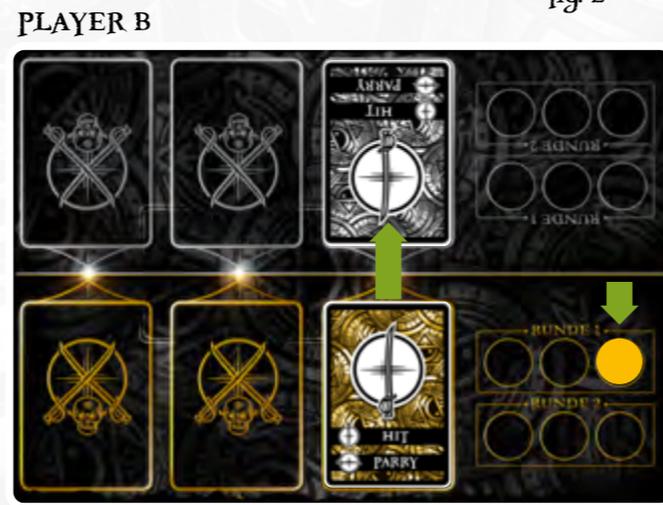
If the defender (player B) manages to parry (block) an attack, the defender becomes the attacker (fig.4) and has the chance to turn it around or at least to tie (fig.5). To parry (block), a horizontal attack must be countered with a vertical attack and vice versa (Fig. 4).



fig. 1



fig. 2



PLAYER A

fig. 3

DUELS

If there is a tie at the end of the first round (Fig. 5), the second round begins and both players pick up their cards again. Since player B was not blocked on his last move (fig. 5), it is his turn again in round 2. The player with the most points wins.

The difference in points indicates how many items the winner is allowed to steal.

The winner gets to pick his booty. (no pun intended)

The loser may, however, let the winner draw 2 FORTUNA'S FAVOUR CARDS blindly, instead of one item. (2x FORTUNA'S FAVOUR CARD = 1x ITEM TOKEN)

The winner must move the loser 6 spaces in any direction.

Duplicate Materials and Treasure Maps must be returned to the supply. If there is a tie after the second round, both pirates are left empty handed. Some Special FFCs can help you win duels.

SEA BATTLES

Enemies can also be attacked at sea. If you land on an opponent's space, you attack him to try to slow him down or even sink his raft. The Plank (see p.22) is used for SEA BATTLES.

You have 3 shots with the onboard cannon: (The Plank)

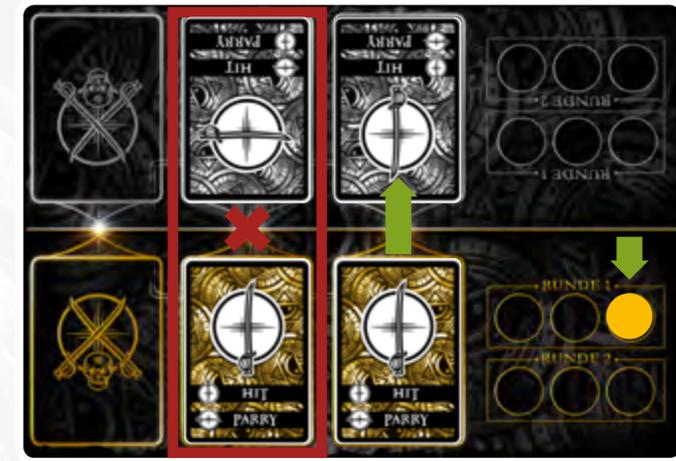
1 hit: The opponent must pause 1 turn. (-?)

2 hits: The opponent must pause 2 turns. (-?)

3 hits: You have sunk your opponent and move him back to the Raft Bay.

No hit: Your opponent has the chance to attack you the same way. (3 shots) If the opponent doesn't get any hits, the encounter has no consequence for either of you.

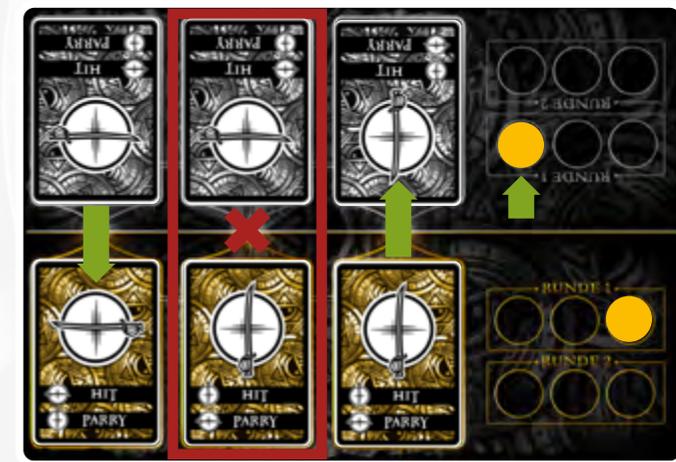
PLAYER B



PLAYER A

fig. 4

PLAYER B



PLAYER A

fig. 5

THE PLANK / SHOOTING

Various Quests send you onto the Plank.

Depending on your task, you will have to hit the targets as shown on the Quest Cards. It may, and in some cases must be ricocheted off the sides/backboard.

The Gaming Stone is placed inside **ZONE 1** and pushed towards the desired target hole with an even movement and calculated force. (The plank is not a scratch ticket)

The Stone must be released within **ZONE 2**, or the shot is a fail. Stones that have been shot remain where they stopped, but may be bumped to sink them.

Here's to a steady aim and a sure hand!

Some FFCs can help you hit the targets.



RAFT BAY / SET SAIL

Once you arrive in the Raft Bay, immediately roll 2 dice again.

You must roll at least one 6 to assemble your Raft.

If you threw a 6, you may move according to the number of pips on the second die. You must choose one of two courses.

COURSE 1 is shorter and more dangerous, but has more possible rewards. **COURSE 2** is longer and less dangerous but has fewer chances of rewards. If you fail to roll a 6, you will have to try again in the next round. You now have 2 attempts with 2 dice in each turn.

On the Raft Bay space you are safe from enemy attacks. No duels are possible here.



END OF THE GAME / FIND THE TREASURE

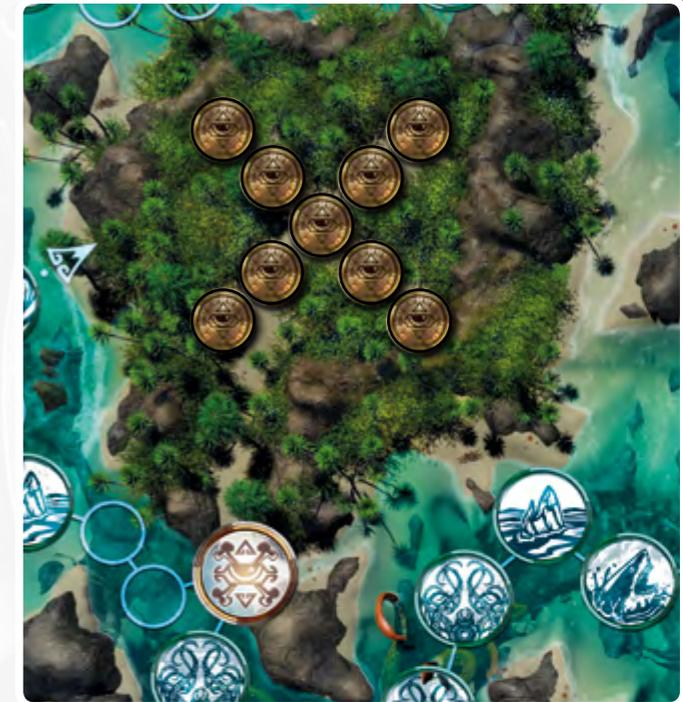
After a journey full of danger and chaos, you have finally reached the Treasure Island. But you don't have the treasure in your pocket yet. To flip over one of the 9 doubloons and see what's underneath, you'll need to throw at least one 6. **One doubloon may be flipped per each 6 thrown.** You have one roll of 2 dice per round.

You will have your first attempt immediately after landing on the island. (Final Space)

If you still have FORTUNA'S FAVOUR CARDS, you may pay one FFC to immediately flip a doubloon instead of rolling the dice. Only 1 FFC can be used per turn when searching for the treasure. (except special card doublette) You have to decide whether to use a FFC or to roll the dice. You cannot do both. Whoever finds the treasure wins the game. For the rest, all that remains are nasty bones.

You are safe from attacks once you're on the Final Space.

WHAT ARE YOU WAITING FOR?? GET GOING...AYE!?



GOD'S WRATH (OPTIONAL)

A certain series of events and adventures can provoke the "wrath of the god" (fig.1) and end the game prematurely for everyone.

Place the 2 God's Wrath Markers (fig.1) on the outer spaces of the God's Wrath Bar during Game Setup. (fig.2)

Whenever the conditions of the following spaces are met, move the marker to the next space. (fig.3)

If both markers reach the final space in the middle, the Wrath of the God is triggered and the whole island sinks with everything on it. Game Over!

In this case, the winner is the pirate with the most experience points (XP). Materials and Fortuna's Favor cards also count as 1 XP each.

God's Wrath can only be played if all Ancient Guardians, all Undead Captains, all Rum Ghosts and all Shrines of the Volcano God are in play and have not been sorted out.

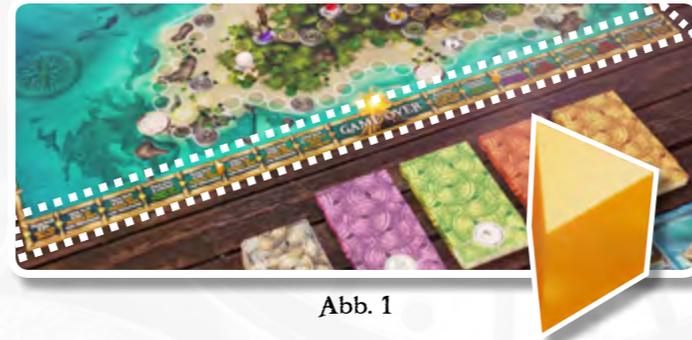


Abb. 1

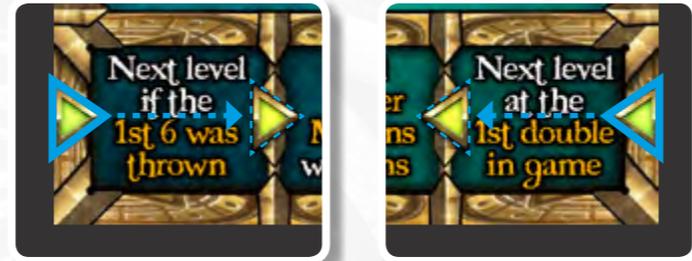


Abb. 2



Abb. 3



Abb. 4

ICON LEGEND

On the quest cards you will find different icons at the top, which gives you information about the type of task.

	The task requires THE PLANK (shooting)
	The task requires a DUEL
	The task requires dice throwing
	Materials (except Treasure Map)
	Either lose or win items
	Move
	Suspend
	Player
	Indicates switching
	Raft Bay (see Game Board)
	Direction of movement (maelstrom)
	A double is needed
	At least one 6 has to be thrown
	Piece Of Eight (Quest Space)
	Landing Space (see Game Board)





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