



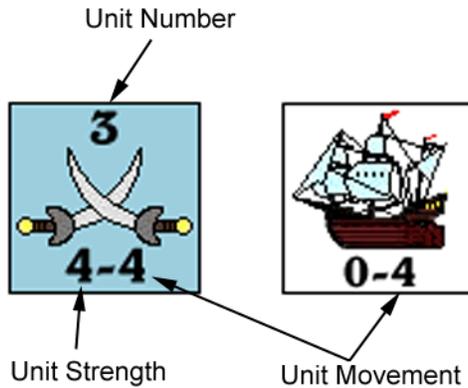
Doubloon Lagoon™

Introduction

Welcome to a game of adventure, exploration, and pursuit. Each episode of *Doubloon Lagoon*™ will come with its own rules sheet just like this. That way the game can continue to grow and introduce new concepts without bogging players down with all of the rules for the universe at one time. Now, shove off lads and set sail for fun!

Game Setup

At the start of a game each player chooses a color to represent his Royal House and takes the ship and crew counters of the chosen color and places them near him or her on the table. Each player will start with his ship at full strength; 0-4, and the three crew units at the 3-4 strength level.



Each player chooses a homeport and places the ship unit in the home port hex (anchor). For convenience, a Unit Item Sheet has been included for each player. This sheet can be used for additional items the crews will be carrying during the game. The ship box will contain the three starting crew units at the beginning of the game representing your three crew units on board.

For two player games, the players should start on homeports directly across from one another. For example map 1 and map 4.

Adventure Placement

After the players have their Houses units at the ready, the placing of the adventures is the next step. Adventure counters are placed one at a time on the center islands. These counters can be anything that players have handy such as pennies. The number of adventure counters used must equal the number of adventure cards in the Adventure deck. In the basic game, that will be 25.

The player who goes first in the game (see next section) will place one counter on any land hex on the islands. Proceeding clockwise, each player then places one Adventure counter on an available hex in the confines of the islands. However, two restrictions exist: Adventures may not be placed adjacent to each other, and they may not be placed on home port hexes. For gameplay, home port hexes include all the land hexes surrounding the port icons on the corners of the map.

Turn Sequence and Rounds

Doubloon Lagoon™ is broken down into Rounds in which each player get to take a turn. A turn is a repeating series of steps called segments. Rounds will repeat until a winner is declared and the game is over. During each round, each player gets to take a turn. You determine who goes first in the game by die rolls or any other available means. Play proceeds clockwise.

The composition of a player turn is as follows:

Segments of a Turn

1. Draw
2. Movement
3. Battle
4. Exploration

Draw

During the draw segment, the player whose turn it is will draw one card from the game's Event card deck.

Hand Size

Each player may have no more than three cards at the end of the draw segment. If the player has more than three cards the player must discard cards to get down to the three card limit. If through an effect or other game mechanic a player has more than three cards after his draw segment; the player can keep the cards above the three limit until the end of his next draw segment.

Movement

In this segment, the player gets to move his units, ships and crew, across the various terrain types in the game.

Sea Movement

Ships may move through any open sea hex and into Sea/Land (Shoreline) hex. For game purposes, a shoreline hex is considered to be a sea hex but not vice-versa. For a ship to move and/or fire its weapons, it must be carrying at least one crew unit. Each ship portrayed in the basic game can carry a maximum of three crew units and an unlimited amount of items.

The cost to disembark crew units from a ship is paid for by the disembarking units and is equal to the terrain cost of the hex disembarked to. Embarking units to a ship is free. A unit cannot embark and disembark in the same turn.

Land Movement

Crew units may move into any Land hex on the map providing they have sufficient movement points to do so. As a unit moves through hexes its movement points will be expended until it can no longer move that round. See the terrain key on the mapboard for terrain movement costs.

Land units cannot cross-Sea hexes without being transported by a ship or otherwise.

Carrying Items

Units can carry items, which are discovered during exploration. Adventure cards, which contain the sub-type of *Adventure: Item* can be carried by a crew or ship unit with no limit. This is indicated by placing the adventure card in the units box on the Unit Item Sheet.

Battle

After all of a player's movement has been completed, any enemy units in the same hex can be battled. The player simply states which units are to be battled and conducts the battles one at a time.

Land Battles

Each player rolls one six-sided dice, any cards that affect the battle can be played by either player from hand, and items carried can add or subtract any modifiers they provide. The dice result and the other modifiers are totaled for each player. Subtract the defending player's number from the attacking player's number. The resulting number is referred to as the Battle Difference. The players then consult the Battle Results Matrix on the Reference Sheet for the outcome.

Units that are forced to retreat must move away from the victorious enemy unit(s). The movement capability of the unit is irrelevant during retreat; the number of hexes stated in the result must be moved. The retreating player must do his best to move "away" from the victor.

A loss of "steps" in a battle can be satisfied by flipping the losing unit(s) over to the weakened side in any combination, or by complete elimination of units. A unit at the start of the game is worth three "steps". The strength of a unit can be increased during gameplay. To reflect an increase in steps the counter on the gameboard is replaced with a higher strength counter of the same color and unit designation. For example, a 2-4 crew "1" white unit has its strength increased by 1 step during the game. The owning player would replace that counter with the equivalent white "1" crew with strength to 3-4.

Crew units in a shoreline hex may attack a ship occupying that shoreline hex. The vice-versa is also true, the ship may launch an attack against crew units on the shoreline.

Attacks can be "split". For example: A red ship unit with the number "2" red crew unit onboard occupies a shoreline hex. Also on the shoreline hex but disembarked from the ship is red unit "3". Two blue crew units enter the shoreline hex. One blue crew unit can initiate a battle with the disembarked red "3" crew while the other initiates battle against the ship.

Cannon Battles

Ship-to-ship cannon battles are not supported with the Basic Rules of *Doubloon Lagoon*TM. The destruction,

mayhem and glory of this type of sea battle will be covered in a future episode.

Boarding

Whenever two ships are in the same hex a boarding action can occur. If both players agree to boarding the boarding begins automatically. If one or the other wishes not to board then a six-sided dice is rolled with the player rolling highest deciding on whether the boarding occurs or does not.

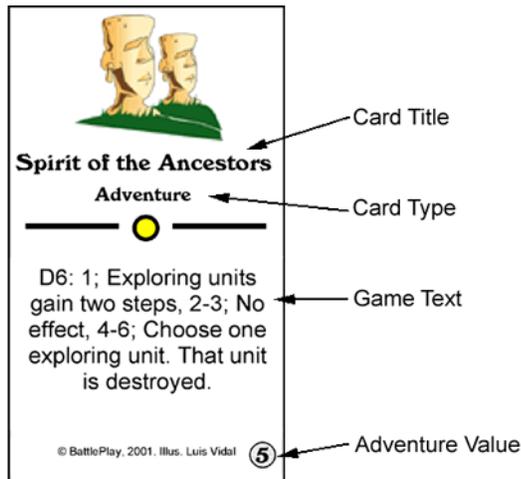
Boarding is resolved the same way as a land battle. Each player adds his total crew strength, and modifiers from cards and a dice roll. The Battle Results Matrix is consulted with retreat results being ignored.

"Immobilized" results are treated as "immobilized ship"; the affected player cannot move his ship and must remain in the boarding. If no "Immobilized" results were inflicted then on the next players move segment he may attempt to end the boarding by a higher dice roll or continue with the boarding.

If an opposing ship has no crew aboard and you move a crew unit onto the hex it is in, you may immediately capture the vessel and use it as your own.

Exploration

When a crew unit begins the Exploration segment in the same hex as an adventure counter, the player may conduct an exploration in that hex. To accomplish this the player announces which unit or units will conduct the exploration. The adventure counter is then removed from



the hex. The exploring player draws the top card of the Adventure deck and performs any actions or checks required on the card if any, and unless noted otherwise

may "carry" cards of *Adventure: Item* type. After any actions on the adventure card are executed, the card is discarded unless otherwise stated.

Card Play

Action cards can be played at any time during the Movement, Battle, and Exploration segments of any players turn. Cards which "cancel" other effects from played cards or otherwise can be played in response to the effect. Action cards that cancel a random effect must be played before the dice is rolled to resolve the effect. Cards that cancel a card draw must be played before the card is drawn.

Winning

In the standard game, the first captain to return to his homeport with Kreth's Treasure aboard his ship is declared the winner. It is possible that a captain could have his ship sunk yet have a crew in possession of the treasure. The captain has the option of attempting to capture an opponent's ship, eliminate all opponents in ground combat, or wait for a card event to help him get off of the island. It is possible to have a ship carrying the treasure item sunk while in transit. When this event occurs the game ends in a draw for the surviving players.

In the optional game, a player wins by accumulating Adventure Points worth the total available from adventures in the game (60 in the Basic Game) divided by how many players are in the game. For example; if you are playing a four player game then a Captain must accumulate more than $60/4 = 15$ points and return to his or her homeport to be declared the winner. Each Adventure has an Adventure Value indicated by the number in the silver coin at the bottom right hand side of the card. Instead of discarding the adventures as in a standard game, a player can keep the cards to verify his current count at any point in the game.

Credits

Design: Steve Zaccardi

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Production: Steve Zaccardi

Card Images: Luis Vidal, Saladin

Visit BattlePlay's website at www.battleplay.com for rule updates and expansions.