CHAOS COVE

by

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Introduction

'Chaos Cove' is a board game for 2 to 4 players.

A number of pirates have tired of the pirating life and have decided to settle down in the pirate twon of Chaos Cove and change their ways to more legal activities. The pirates now chop down the wood to build ships and grow sugar on the cleared land. The sugar is turned into rum which the pirates trade with other islands for gold and gunpowder.

Unfortunately for the pirates of Chaos Cove the zombie pirates are unhappy with their new life and have decided to punish them by destroying their town. Zombie ships are now sailing towards the west of the island, while from inland zombies move through the deep forests, moving towards the pirate huts.

The pirates also need a pirate king. It has been decided to elect one after the zombies have been defeated. The player who can best fight off the zombies, own ships, build huts and throw rum soaked parties will be elected the Pirate King.

Overview of Play

'Chaos Cove' is played over four turns. Each player will control four of the sixteen characters. The first part of each turn sees each player playing characters on to one of the twelve locations in the town. You gain the action effect in the location you place your character. You also gain the effect on the character you place, as well as gaining resources from the location.

Normally players can only play two characters but you can place extra by paying gold.

Players then gain resources from huts and can use ships to exchange rum for gold and gunpowder. After this phase players can construct new huts and ships, as well as throwing rum parties.

The players now have the opportunity to attack any face-up Zombie tiles. To defeat a zombie you must expend combat points equal to the value on the zombie. These are gained from cannons, weapons, gunpowder and Character cards.

Finally, all remaining zombies will attack. If you cannot defeat them then they will sink your ship or destroy your hut.

The game ends after four turns. You gain points for ships and huts in play and Rum party cards. You also gain points for zombie tiles, which is relative to how many tiles other players have gained.
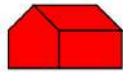
Components

Each player has one set of the following pieces:

6 Crew	6 Ships	6 Huts	4 Discs	1 Hut card	1 Ship card

Other components are:

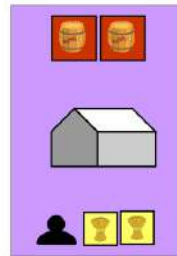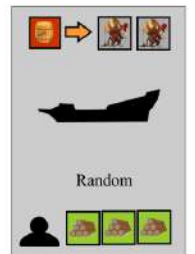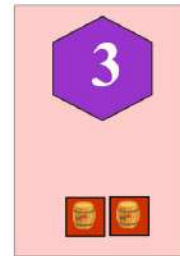| Gloria — Perform production or exchange on one or two Hut/Ship cards.	+2 +2 Colin — Gain one Cannon or Gunpowder.				Random
16 Character tiles	64 Character cards	16 Character standees	52 Construction cards, divided into eight sets.		16 Random Construction cards.
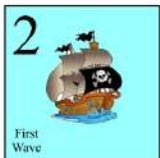
2 First Wave	8 First Wave		First Player Marker		
24 Zombie Sea tiles, divided into four sets.	24 Zombie Land tiles, divided into four sets.	40 Gold coins	First Player Marker	24 Cannon counters.	24 Weapon counters.

x 21					4 Player Displays
x 5	3	3	3	3	
Gunpowder counters.	Rum counters.	Wood counters.	Wheat counters.		4 Player Displays

The Board

Construction card spaces

Lighthouse

Fortress

Zombie sea spaces

Player Ship spaces

Garden

Fountain

Tavern

Mill

Port

Blacksmiths

Market

Zombie land spaces

Player Hut spaces

Town Hall

Greenhouse

Church

Zombie breakthrough spaces

Used Character display

Fortune Teller
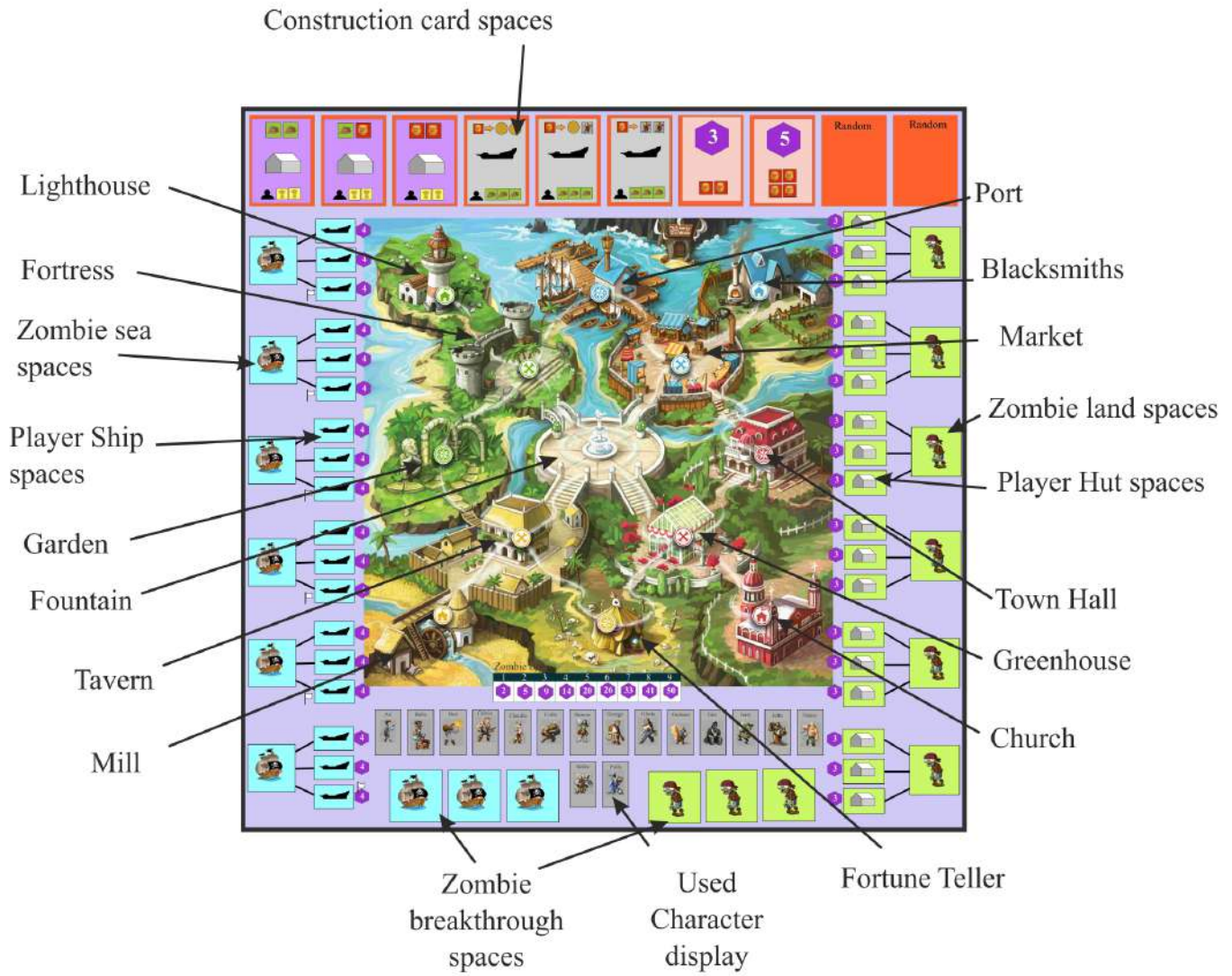
Player Display

Top line shows phases in the turn.

Each location has an action and a number of resources available.

The [ ] symbol represents a Character card.

Player Actions	Resources	Buy Cards	Attack Zombies	Zombies Attack	End of Turn
Lighthouse — Flip one Zombie Ship tile		Port — Perform exchange on one or two Ship cards.		Blacksmiths	
Fortress — +2 in all Combats.		Market — You may exchange up to three counters.		Town Hall — May buy one Construction card. Draw replacement.	
Gardens — First player here gives the 1st player marker to a player of their choice.		Tavern — Take two Character cards.		Greenhouse — May discard and replace Character cards.	
Mill — Produce with one or two of your Huts.		Fortune Teller — Flip one Zombie Land tile		Church — Exchange one of your characters with another.	

Strength 3 in sea combat. Retain.	Strength 3 in land combat. Retain.	Strength 1 in sea or land combat. Discard.

Starting the Game

Each player selects a set of pieces, cards, and a display. Each set consists of six Crew, six Ships, six, Huts, four Action discs, one Hut card, and one Ship card. Players should place their two cards face-up in front of their position.

All player place two of their Crew in the Fountain area on the board. These are now available to use.

Randomly determine the first player and give them the First Player marker.

The first player places one of their Ship pieces in the top Ship space connected to the top Zombie Sea space. The next player places one of their Ship pieces in the top Ship space connected to the second down Zombie Sea space. The third and fourth players do likewise, in the third and fourth Zombie sea spaces.

Players place Huts in the same manner on the Land side of the board, connected to the Zombie Land spaces.

Place the Gold in a bank near the board. Players start with 5 gold.

Sort the Resource counters into piles of the same type. Place near the board to form a pool. Players start with one of each type of Resource counter (Cannon, Weapon, Rum, Wheat, Wood and Gunpowder).
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Shuffle the Character tiles. Deal out four to each player. With three or two players create one or two dummy hands. Players take the matching Character pieces and place them on the tiles.

Shuffle the Character cards and deal out five to each player. Place the remaining cards near the board to form a draw deck.

Arrange Construction cards into decks of the same type. Place each deck face down in the space indicated. Flip the top card face up in each deck. Shuffle the deck of Random cards. Split into two equal decks and place in the two spaces, face-down. Flip the top card face-up.

If there are only two players then each player can build at no cost one of the tiles from the display. Flip cards to replace the ones taken after both players have selected a card.

Separate the Zombie Sea tiles into four sets, marked First Wave, Second Wave and so on. Shuffle each set and form into a pile. Take the first set, marked 'First Wave' and place one tile face-down in each Zombe Sea space.

Repeat the procedure with the Zombie Land tiles.

Playing the Game

A full game of Chaos Cove lasts four turns. Each turn consists of six phases, as follows:

Phase one – Player Actions.
Phase two – Resources.
Phase three – Buy Construction cards.
Phase four - Attacks Zombies.
Phase five –Zombies Attack.
Phase six – End of turn.

Phase One – Player Actions

Players take it in turn to place one of their characters in one of the twelve locations. When they do so there can be up to three different effects, which are:

Location effect- each location has a specific effect, which the player can choose to act on. Location effects are indicated on the Player Display. These are explained in more detail later in these rules.

Character effect - the character that you place in the location will also have an effect associated with it, which the active player can also choose to act on. Again, these effects will be explained in more detail later.

Gaining resources - the active player can take up to two of the resources indicated. Resources are indicated on the Player Display. In addition, they can pay additional gold coins to take more resources, one gold per resource. However, a resource can only be taken as many times as it's symbol appears in the location. When you gain crew place them in the Fountain area.

The order in which a player takes resources and resolves effects is entirely up to them and can be performed in any order.

The player should also place one of his Action discs in the corresponding Character space below the map, just to show that they have taken an action and that Character is in play.

There can be up to two Characters can be in a location.

The above procedure is repeated until all players have placed two Characters each. Players may now continue to place Characters but must pay three gold to do so, doing so in player order, one Character at a time.

Players can place a maximum of four characters.

Phase Two – Resources

In player order, going clockwise from the player with the first player marker, each player gains resources from their huts and may perform exchanges with their ships. The resources gained from a hut are shown at the top of the card. The exchange that can be performed by a ship is shown at the top of the card. An exchange can only be performed once with a single ship card, e.g. with your starting ship you can exchange one rum for one gold and one gunpowder. You could not expend more rum to repeat this exchange with this card.

Phase Three – Buy Construction cards

Players may now buy Construction cards, in player order. Players can buy one card in a single round of play. The cost of a card is shown at the bottom.

Repeat this procedure until all players have passed. When you take a Ship card you place a ship piece in an empty ship space. When you take a Hut card you place a Hut in a Hut space.

You cannot buy a card if there is no free space to place the corresponding piece.

New Construction cards do not become available until the end of the turn.

Phase Four – Attack Zombies

Players may now make attacks, in player order.

You can only attack face-up tiles, which includes those on the bottom of the map (these do not need a hut/ship to attack). If the target is in a sea or land space then you have to have a ship or hut connected to that space.

To defeat a zombie you must expend a number of points equal to or more than the value on the tile.

In sea combat Cannons have a value of 3. In land combat Weapons have a value of 3. Gunpowder has a value of 1 at sea and land. Cannons and Weapons can only be used once per turn (so cannot be used in the Zombie Attack phase if used in this phase), but are retained. Gunpowder is expended after use and should be returned to the resource pool.

Flip Cannons and Weapons as they are used.

You can also play Character cards to add to your total – character must be on the board. The value in blue box adds to sea combat, the value in green box adds to land combat. Other players can also contribute Character cards, but no other resource.

If you defeat the tile then you claim it and retain it until the end of the game.

Phase Five – Zombies Attack

Now flip all remaining Zombie tiles face-up. Each will attack in sequence from top to bottom, starting with the sea side of the board. The tile will attack the top ship/hut it is connected to, then the next down and so on.

Combat works as described in the previous phase.

If you cannot defeat a zombie tile then it will destroy your ship/hut. You must remove that piece and return it to your available supply. You must also discard one ship/hut card of your choice.

If you have a ship in the space marked with a white flag (always the third space in the trio) then you can choose not to fight the Zombie ship tile and move your ship instead. You can move to any empty ship space.

If a Zombie tile remains undefeated with no opposing ships/huts then place it in an empty Breakthrough space towards the bottom of the map. If all three spaces of one type are filled then game ends immediately and all players lose.

Phase Six – End of Turn

Players pass on their Character tiles to the left of their display and take the four from the player to their right (who may be a dummy player). Players retrieve Character pieces from the board.

Players retrieve Action discs from the board.

Flip the top Construction card in each stack so that there are ten on display.

Players flip their used Cannons and Weapons face-up.

Draw the next wave of zombie tiles.

Player with the First Player marker passes it on to the player to their left. Start a new turn.

CHARACTER CARDS – A player can play as many of these as they wish when they are the active player, which may mean during the main game or when in combat.

A card can only be played if the matching character is also in play.

A player can play a card in the same action that they gained it. You cannot play a card if you are not the active player. You are only active when placing a character piece or when directly involved in a combat. You can gift cards to other players in combat.

Ending the Game

The game ends after four turns or if four Zombie ships or four Zombie hordes make it through. In the latter case all players lose. You will know which turn it is by which zombie wave you are using.

Players gain points for ships and huts, as indicated. Players also score points for Construction cards marked with victory points.

The player with the lowest number of zombie tiles (sea and land) discards all of their tiles. The remaining players discard the same number of tiles. Players now score VPs according to the number they have left, as indicated by the table on the board.

The player with the highest total is declared the Pirate King, thus winning the game. In the case of a tie the tied player who has the most Zombie tiles is the winner. If there is still a winner then the tied player with the most resources (gold, counters, cards) left is the winner.

Location Effects

LIGHTHOUSE - You may flip one or two Zombie Ship tiles on the board face-up.

PORT - You may perform the exchange on up to two of your Ship cards. Note that this would mean you would have to have rum in hand for each exchange to happen.

BLACKSMITHS - You may exchange as much wood as you want for gold, on a one-to-one exchange basis.

FORTRESS - If you have one or more of your characters here then during all types of combat you gain two additional combat points. Note that this effect is not cumulative, so if you have two characters here you will still only gain two points of strength.

MARKET - You may exchange any three resources for any other three resource counters. Resources are any counters, gold, and Character cards. Note that resource counters are limited and if they run out then they can no longer be taken.

TOWN HALL - You may immediately build one of the Construction cards from the display, paying the indicated cost. A replacement card is then flipped face-up.

GARDEN - The first player to place here takes the First Player marker. Note that this will not affect the order of play in the present phase but will take effect in the following phases.

TAVERN - You may take two Character cards. There is no hand limit.

GREENHOUSE - You may discard as many Character cards as you wish and draw the same number from the deck.

MILL - You may claim the resources from up to two of your Hut cards.

FORTUNE TELLER - You may flip one or two Zombie Land tile face-up.

CHURCH - You may swap one of your unplayed character tiles with any other un-played character tile, making sure you exchange the character pieces as well.

Character Tile and Card Effects

ART - If you have played the Character then you can choose to make your huts invisible to any zombies, which means they will pass by. The card has the same effect but only on one hut.

BELLE - When you play this character you can take one additional resource from the location, Remember that you are still restricted by the number of times that a resource symbol is indicated. The card can be played to gain an additional resource from the location you just played in.

BEN - When you play this character you can flip one Zombie Land tile face up. You do the same when you play the card.

CALVIN - When you play this character you may attack one face-up Zombie counter. All other rules apply, so any cannon or weapons you use will be used for the rest of the turn. The card has the same effect.

CLAUDIA - When you play this character you may take one Weapon counter or one Gunpowder counter. The card has the same effect.

COLIN - When you play this character you may take one Cannot counter or one Gunpowder counter. The card has the same effect.

DENNIS - When you play this character you can move one of your ships. You can either move it to an empty space or you can move it to one already containing a ship piece. In the latter case the displaced ship is moved to the space you vacated, so you are simply swapping positions.

GEORGE - Once George is on the board no other player can place a character in the same location, with the exception of Polly. If you play the card then you can move a character of your choice from a location to any other location. This does not result in any effect being resolved for the moved character. All the card is doing is allowing you to place in a location that may already have two characters in it.

GLORIA - When you play this character you can perform the production or exchange on up to two of your Hut/Ship cards. The card allows you to perform the production/exchange on one Hut/Ship card.

GRAHAM - When you play this character you can flip one Zombie Sea tile face up. You do the same when you play the card.

GUS - If you have Gus in play then during combat you can use crew to gain additional combat points. Each crew piece has a strength of two. They are used in the same way as cannons and weapons, in that you can use each piece once per turn. Only crew in the fountain area can be used. Place the piece on its side to indicate that it has been used. The cards only effect is to give you three combat points in sea or land combat.

JERRY - When you play this character you gain one crew. The card has the same effect.

JOHN - When you play this character you gain one rum. The card has the same effect.

NANCY - When you play this character you can move one of your huts. You can either move it to an empty space or you can move it to one already containing a hut piece. In the latter case the displaced hutis moved to the space you vacated, so you are simply swapping positions.

NELLIE - When you play this character you gain two Character cards. The card has the same effect.

POLLY - You can always play this character in a location, even if there are already two characters there. You can also play the piece into a location containing George. Playing the card allows you to play a character into a location that already has two or more characters in it.