



# JACKAL ARCHIPELAGO

Rules



## About the game

Arrr! You are in command of a mighty ship and a crew of three brave pirates. You will explore islands full of mysteries and treasures. When the game begins, the island (which is composed of tiles) is totally unexplored. On your turn, you will move one of your pirates to a neighboring tile, flip it over, and see what adventure awaits you. Your task: to find the buried treasure hoards left behind by the infamous old pirate Jackal. But finding Jackal's gold is only the beginning. Once you uncover a treasure chest, you will then need to transport its contents onto your ship. And you'll need to scramble to keep it out of the clutches of competing pirate bands while you're at it!

You can start playing right away, while periodically glancing at these rules:

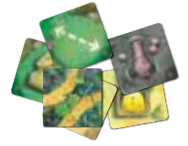
1. First of all, you'll need to learn how to move your pirates (page 4)
2. You'll need to look up what specific tiles do as you flip them (pages 6-10)
3. If you get close to an enemy pirate, you'll need to know how to fight them (page 5).

The game ends when there is no more gold left on the island. That is, when all of the tiles have been explored, and all of the coins have been loaded onto the ships or boats.

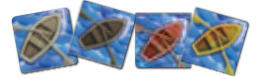
The goal of the game: to get as many coins as possible onto your ship.

## Game Components

- 66 square terrain tiles with different pictures. These tiles will be placed together to form the playing field.



- 4 square boat tiles.



- 4 pirate crew (red, yellow, black and white) each containing 3 pirate figures.



- 19 coins of equal value!



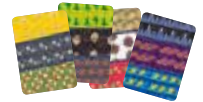
- 12 ability cards.



- 5 messages in bottles.



- Pirate ability stickers.



- 10 puzzle cards for the single-player variant.



- Missionary piece.



- Bear piece.



- 6-sided die.



- Rules — the important book you are reading now.



# Historical Reference

## Piracy

Piracy is the act of attacking and robbing ships at sea. Tough conditions and little payment in the naval service drove sailors to piracy as it gives them a chance to get rich.

Any pirate caught would face punishment, so they would only surrender to the authorities only when in danger or having built up capital. Sooner or later, the pirate would return to his old ways.

# Life as a pirate

The captains, who were both powerful and cruel men, lead pirate crews with an iron fist, since an absence of discipline on a ship can cause a lots of trouble. A pirate lives according to the Pirate Code which he must swear to with his hand on the blade.

It is an island in the Caribbean Sea. People say that bloody captain Jackal, known for his cruelty and tricks, buried his innumerable treasures on an unmanned Island In the Caribbean Sea. Then he tore the map to the treasures to pieces and handed them out to the members of his crew.

This is just a legend of course, because no one that ever landed on the island came back alive. You can try it by yourself if you don't believe me.

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## Let's assemble our first island!

1. Take all the tiles out of box 1 and turn them face down. You will need the other boxes and the tiles that they contain for other adventures.
2. Randomly remove 4 mountain tiles, 3 forest tiles, and 2 beach tiles from the set.
3. Assemble the island as it is shown in the diagram. Make sure to keep all of the tiles face down as you are doing this, so as to give your treasure island an appropriate air of mystery.



Place the die, coins, and bottles next to the field of play.

You are now ready to begin your first game, captain! While periodically taking a look at the rules, of course. Think of them as your star charts.



Now it's time to land your boat on the island, that is to say to choose your starting location. Players pick in turn order. We recommend that you use the starting locations provided in the image below for your first game, and pick your landing spots in subsequent games as you please.

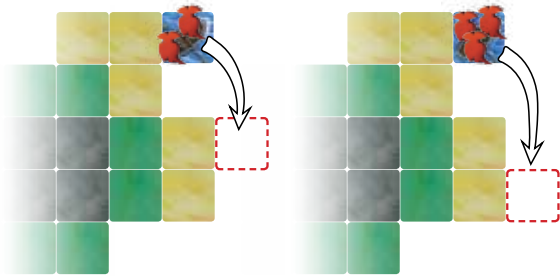
That's it! Now you can start moving your pirates. White crew go first. After that, players take turns in clockwise order.

The object of this game as clear as day: you must find and bring onto your ship as many golden coins hidden on the Island as you can. Whoever brings the most coins onto their ship wins.

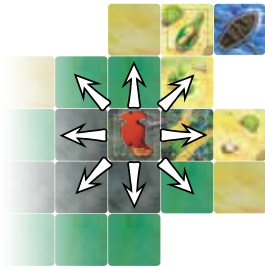
# On your move

On your move, you must choose one of two actions: either move your boat, or one of your pirates.

You can only move a boat if one or more of your pirates are in it. A boat's speed is determined by the number of your pirates aboard. For example, if there are 2 pirates in a boat, the boat may move up to 2 tiles per turn. If there are 3 pirates in a boat, its movement speed increases to 3. And so on.



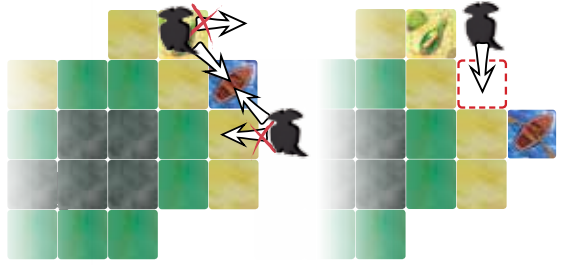
A pirate moves across dry land one tile at a time, vertically, horizontally, or diagonally.



Your pirate may disembark from the boat and land on the island. The pirate may enter a tile that is either directly adjacent to the boat, or one that is diagonal to it. And most importantly: if the tile which your pirate enters was unexplored (that is, facedown), then your pirate explores it (flips it over) and performs its action (see "Tiles explanation"). You may also move your pirate onto explored tiles, performing their actions as you do so.

Your pirate may swim or board their own boat from the water. A pirate can swim along the shore at the rate of 1 tile (including turning

corners) per turn. A pirate cannot jump into the sea from land and cannot get out from the sea to the land.



You may only move 1 pirate or boat in a single turn.



Several pirates of the same crew or friendly pirates can be on the same tile at the same time. If you are playing for one of the local inhabitants (eg Missionary), at your turn, you can move only someone one or your ship.

# Getting gold

You have it on good authority that there are several treasure hordes of various sizes hidden throughout this island. If you discover a treasure, place the indicated number of coins (Roman numeral) on it. Pirates do not actually pick up gold, but when a pirate moves from a tile with gold on it, they can choose to drag that gold with them.

But don't count your parrots before they're hatched! You may only consider the gold to be yours once it is safely stowed away aboard your ship, or if it is on your boat when the game ends.

The following rules apply:

1. Each pirate can carry only drag coin at a time (pirate's code).
2. When dragging a coin, you can only move to face-up tiles.
3. You cannot attack an enemy (see below) while dragging a coin. However, if you are itching for a fight, you can choose to not drag that gold and move onto the tile with your enemy!



- When a pirate meets the ogre (see page 10).
- When a pirates ends up in a repeating cycle of moves. For example, when two arrows direct one at another



But death does not have to be the end! It is possible to revive a dead crewmate. To do so you must move one of your other pirates into the shrine. It takes a whole turn to resurrect a single pirate. The revived pirate begins their turn in the shrine. Naturally, no more than 3 pirates of the same color can be on the field at once.



If a pirate gets hit by an enemy he flies back to the ship and continues the game from there.

## Tiles explanation

Some of the tiles in the game are single-use, while others are multi-use. Single-use tiles only go into effect when they are first explored, while multi-use tiles have effects that are set off every time a player lands on them.



Multi-use tiles are not specially marked, while single use tiles are marked with a dotted line along the edge of the tile.



Some tiles cannot be entered while carrying treasure. These tiles are marked with a zigzag along the edge of the tile.



### Empty Tile:

When you land on one of these, your pirate simply ends their turn. Nothing happens. Take a moment to savor this rare bit of rest and tranquility in a pirate's hectic schedule.



**Arrows:** Some manner of mystical force compels you to move in a specific direction! Immediately move 1 space in the direction shown by one of the arrows (your choice if there is more than one). If you move onto a face-down tile, reveal and resolve it

as normal. If the movement causes you to enter the sea, your pirate is now swimming!



**Labyrinths:** There is a number on each of these tiles which indicates exactly how many turns it takes a pirate to move through it. While

moving through a labyrinth, it is only possible to attack an enemy who is exactly one square ahead of the attacking pirate.

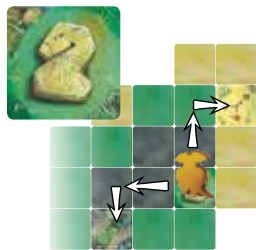


### Treasure Chest:

Money! Money! Money! Pieces of eight and doubloons! Tere's even an old florin in here! Tere you are, my sweet darlings. I've missed you so! Afer you

flip this tile over, place the appropriate number of coins (indicated in roman numerals) on top of it. Remember — a pirate can only carry 1 coin at a time.

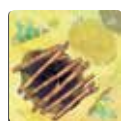




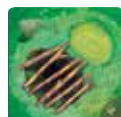
**Horse:** Make a L-shaped move (like a knight's move in chess). If the final tile that you move onto is face-down, flip it face up (do not flip any of the other tiles you moved over).



**Ice:** Ice? Ice! Where in the devil's name (on a tropical island no less!) did all this ice come from? As soon as you land on the ice tile, you must repeat your previous move. For example: if you pirate entered the ice tile from the left, that pirate keeps moving in a rightward direction; if you came in on a "horse", make another "horse" move; if you were compelled to enter the ice tile by an arrow, keep going in the direction that the arrow is pointing; if you came in on an airplane, you may once again fly to any part of the island (the ice seems to make an excellent runway for some reason).



**Pit:** Your pirate has fallen into a pit. A pirate may not leave the pit tile until one of their comrades enters it as well. This does not mean that you must rescue your wayward pirate immediately. Your pirate can just sit there and wait while their crewmates go about the pressing business of looting and pillaging. Maybe that'll teach the klutz to be a little more careful.



In a 2-on-2 game, teammates may also rescue one another's pirates from the pit. The pit is activated every time a pirate enters its tile, unless that pirate enters the tile to rescue a comrade who has fallen in.



**Barrel:** What a lucky pirate! Your pirate has stumbled upon a great big cask filled to the brim with the good stuff. If you want to move a pirate on your next turn, you'll have to pick another pirate, because this one will be spending some quality time with that sweet barrel instead. The pirate skips 1 turn.



**Message in a Bottle:** When a pirate explores a bottle tile, the player takes the number of bottles that is indicated on the tile. Using a bottle allows a pirate to escape from a pit without help, or to get through any labyrinth immediately.



A bottle can only be used at the end of a turn: that is to say, after a player has moved a pirate or a boat.



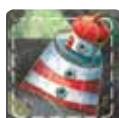
**Crocodile:** Stumbling into the jaws of a crocodile is a generally considered to be a bad idea. Just back away slowly and return to the tile that you just came from.



**Bank:** A pirate with a coin cannot be attacked on this tile. Only 1 pirate can occupy the bank tile at any time. If there is a pirate without a coin on the tile, then treat the tile as if it were empty tile. If there is a coin on the bank tile but no pirate, then anyone can come and take the coin at their pleasure.



**Jungle:** Trying to navigate the jungle without a machete is a big mistake. The thicket is so thick that it makes you sick to think about it. You wouldn't be able to find another pirate in here in a million years, even if that pirate were only an arm's length away from you. And what you can't find, you can't fight. You can't do battle in the jungle, and you can't carry any objects into the jungle either, but pirates from rival crews can simultaneously occupy a jungle tile.



**Lighthouse:** You've found an old lighthouse on the island. After a long ascent up its winding stairs, the pirate who was the first to discover this structure may peek at the "explored" side of any 4 unexplored tiles (without showing them to the other players) and then put the tiles back (in the "unexplored" position) where they were. You may not change the direction in which the tile is facing. The lighthouse's effect is only triggered once per game. The effects of the "scouted" tiles are not triggered.



**Caramba!** — Woe be to any pirate who treads upon this tile, for misfortune awaits all those who enter here! Admittedly, it is a fairly minor sort of misfortune; but it is a very annoying misfortune nevertheless. Maybe you scorch your beard, maybe you drop a coin on your foot, or maybe you just get a little lost. At this point, the pirate is obliged to curse like a sailor, or else lose all hope and disappear into the jungle never to be seen again.



**Hot-Air Balloon:** A hot-air balloon will always take you, along with any treasure that you may be carrying, to your boat. The same will happen to anyone else who stumbles onto this wondrous tile during the course of the game. In a 2-on-2 game, the hot-air balloon will always bring a pirate to their own boat, never to the boat of their ally. No pirate may end their turn on this tile: as soon as any pirate enters the tile, the hot-air balloon effect triggers instantly.



**Musket:** The musket fires once in the direction selected by the pirate who flipped over the tile. The bullet travels in a straight line and can travel across the entire island. A pirate who is hit by the bullet is transported to their ship as if they had been attacked in the usual way. The bullet only hits 1 pirate, the closest one in the selected direction. Once the musket has fired, treat this tile as if it were an empty tile.



**Shrine:** You can use this tile to resurrect your fallen comrades at a rate of 1 per turn. Your pirates are reborn right here in the shrine. The shrine is a holy sanctuary: your enemies cannot enter the shrine while you are inside. In fact, it is so holy that you'll have to leave any filthy lucre that you may have with you at the door: no gold coins are allowed on this tile.



The shrine's resurrection effect will not work for any player who has at least 3 combat-capable characters in play.



The shrine can hold any number of pirates from allied crews.



**Crossroads Die:** The player rolls the die in order to determine the direction of the arrow.



**Trampoline:** It tosses a pirate across 1 tile in any direction. You may use the trampoline while holding a coin. It is possible to trampoline yourself right into your boat.



**Airplane:** And what is this hunk of junk? An airplane! How it got here is a mystery for the ages, but it will immediately transport a pirate, as well as any carry-on luggage (such as say... a coin), to any unoccupied explored tile on the map. The airplane may only be used once per game however. Once the airplane has been used, treat this tile as if it were an empty tile



**Cannon:** Tosses the pirate (and any treasure in that pirate's possession) into the sea, in the direction indicated by the cannon's barrel.

This can be used to catapult your pirate (and treasure!) into your boat. But if you have the misfortune of landing on a tile occupied by an enemy boat, your pirate dies. See: "Death to the pirate!!" for details.



**Smoke:** Every player moves their neighbor's pirates. For example: if the next player in the turn order is "red", then "black", and then "white", then the next turn is instead taken by the "black" player, who moves the "red" player's game pieces. On the next turn, the "white" player then moves the "black" player's game pieces. You move with the "white" player's pieces, and your neighbor, the "red" player, moves with yours. After everyone has taken one turn under these smoky conditions, the fire burns out and your neighbor, the "red" player, takes their turn in the usual way.



You may not use your opponents' messages in bottles even while you are in control of their game pieces. This is a single-use tile.

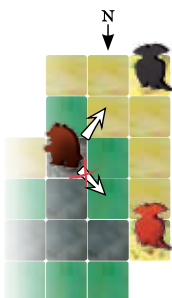




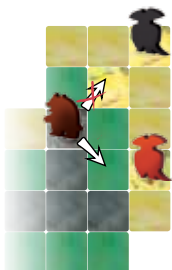
**Bear's den:** Bear's den: The bear awakens! Place the bear game piece on this tile. The bear immediately mauls the unfortunate pirate who

had disturbed its deep slumber. The pirate is wounded and is immediately transported to their ship to recover. The bear then takes 1 step in the direction of the nearest pirate. The bear is impervious to all obstacles. Neither pits nor labyrinths have the power to slow it down. Neither arrows, ice, nor any other tiles of this sort will stay this furry terror from the swift completion of its appointed rounds. The bear will walk through unexplored tiles without exploring them. At the end of every subsequent turn of the player who woke the bear, the bear will move again. The bear will maul any pirate that it can catch, and the wounded pirate immediately returns to their ship to recover. The bear cannot board boats, and any pirates on boats are considered to be hidden from the bear. If there are no pirates on dry land, the bear sits down and sucks its paw instead of moving. The bear is impervious to attack, and using special abilities will not have any effect on it. Any pirate who moves into the same tile as the bear is immediately mauled and is sent to their ship.

The bear will always choose the shortest path to the nearest pirate, and prefers to move diagonally. If there are two or more potential victims that are equidistant from the bear, the bear will select whichever target happens to be first in clockwise order, starting from the northernmost point of the island.



The northernmost point on the island can be found on the island diagram. There is one exception: when the bear enters a pirate's neighboring tile, it prefers to enter a tile that is an adjacent (rather than a diagonal) neighbor of its quarry.



If the bear catches the missionary, then the missionary is killed immediately. This bear is a strict materialist, and has no truck with religion.



If a pirate enters an unexplored tile while the bear is on it, the tile is not flipped.



**Missionary:** Deep in the heart of the island, there lives a missionary who teaches pirates to be good and makes them give up their

pistols and cutlasses. The missionary will join the first pirate crew that he meets on the island (Place the missionary game piece on this tile). The missionary cannot carry coins; cannot attack, nor can he be attacked. Any pirate who shares a tile with the missionary also loses the ability to attack, and cannot be attacked. The missionary cannot enter a tile occupied by enemy pirates, nor can enemy pirates enter a tile occupied by the missionary. This is a single-use tile.



The missionary cannot revive pirates at the shrine.



If the missionary is given a message in a bottle by a pirate, he will immediately dust off his rusty old sword and join the crew to which he had previously been ministering as a fully-fledged pirate. (see the "Message in a Bottle" tile description) What horrible message did that bottle contain that it should have caused this saintly man to give up the religious life and become a bloodthirsty pirate? Only the missionary knows. Your pirate may hand him the bottle from a neighboring tile, and on the very same turn that the pirate has entered the tile.




Being a spiritual person, the missionary will not carry anything while he remains a missionary.




The missionary can flip over unexplored tiles, but when he explores a tile containing a message in a bottle, he acts as though you have handed him the bottle instead



**Earthquake:** Boom! Bam!  
When you flip over this tile, a terrible earthquake shakes the island. Permanently swap any 2 unoccupied tiles with no objects on them. This is a single-use tile.

 You may switch tiles of different terrain types: mountains and beach, for example.

 You may change the direction of any arrow tiles that you switch.



**Spyglass:** Your boat's movement speed is increased by 1, so long as at least 1 pirate from your crew is occupying this tile.




**Cannibal:** What a clumsy death for a pirate. A cannibal's dinner! Any pirate unlucky enough to enter this tile dies and waits for "resurrection".

See Death of the pirate!! on page 5.  
The cannibal's diet is more varied than one might expect: if a pirate enters the cannibal's tile while carrying a coin, the cannibal eats the coin as well. Why does the cannibal eat coins? Because they're nice and tender. Legal tender, that is..



**Fortress:** Devil's luck! A fortress! You can rest easy while you're in here: when a pirate is on a fortress tile, no other pirate can fight them.

However, a pirate carrying gold cannot enter the fortress.

 A fortress can be occupied by more than one pirate from the same or friendly crew.


## Victory and the next island


The game ends when all of the tiles have been explored and there are no more coins left on the island. All of the coins found on the island must either be in boats, or in front of the players. It may arise that none of the players are able to get to the last coin. In this case, the game can be ended by a unanimous vote and no one gets the last coin.

## Special Abilities

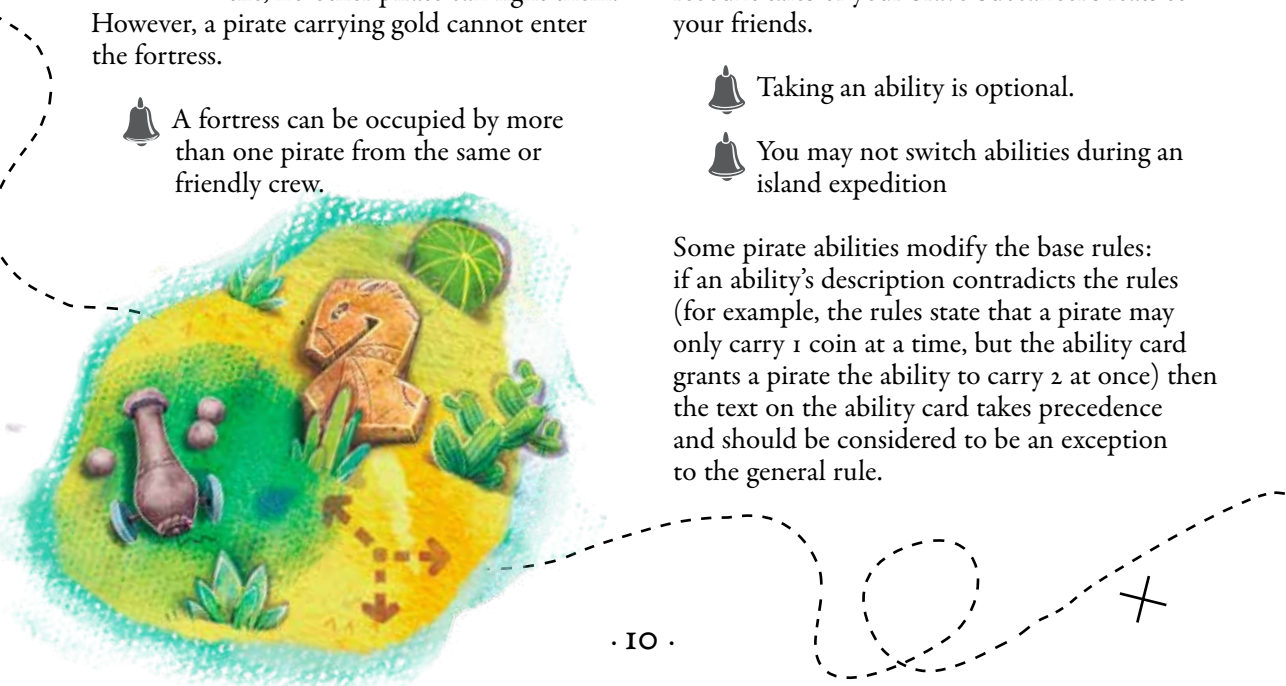
Once you have concluded your island adventure, every player who managed to get 3 or more coins will have the opportunity to acquire a special ability for one of their pirates. A player may acquire no more than 1 new ability per game. Draw 4 cards from the Abilities deck and place them face-up on the table. The winner gets to have the first pick. The player who came in second gets the next pick, and so on. Return any remaining ability cards to the deck and place the deck back into its box.

Each ability card has a corresponding sticker: find it on the sticker sheet and affix it onto the pirate that you wish to upgrade. Keep the card in front of you in a face-up position so that other players can see it clearly. Now this pirate is a seasoned sea dog! Don't forget to give your pirate a name, so that you can proudly recount tales of your brave buccaneer's feats to your friends.

 Taking an ability is optional.

 You may not switch abilities during an island expedition

Some pirate abilities modify the base rules: if an ability's description contradicts the rules (for example, the rules state that a pirate may only carry 1 coin at a time, but the ability card grants a pirate the ability to carry 2 at once) then the text on the ability card takes precedence and should be considered to be an exception to the general rule.



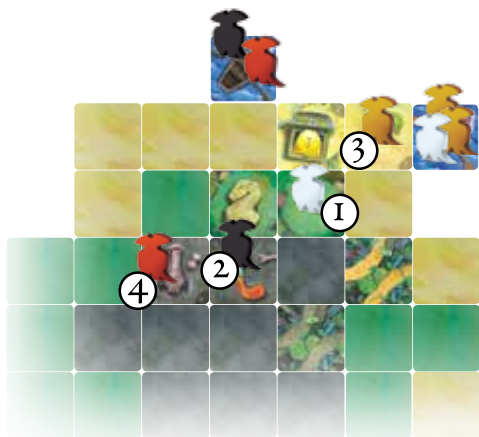
## The game continues...

Now you can stop playing, or else continue the game with a new adventure on a new island with your previously acquired abilities. Remember: your pirates don't carry any of their hard-earned gold (hard-pilfered, anyway) or unused messages in bottles over to their next adventure.

## Two-on-two play

Two-on-two play requires a series of adjustments to the base rules: allied pirate crews may occupy the same tile, use friendly boats as their own, including to store and transport coins. You may help allies climb out of pits. However, a pirate who has been wounded in battle will always return to their own boat, not their ally's.

In a two-on-two game, the turn order must always be such that your turn is immediately followed by that of one of your opponents. That is: the first payer from team 1 goes first. The first player from team 2 goes second. The second player from team 1 goes third. And finally, the second player from team 2 goes fourth.



At the end of the game, allies count their looted gold together.



## Single Player Variant (pirate puzzles)

Old Captain Jackal left behind a series of pirate puzzles. You'll need a bit of ingenuity (and probably at least one leg) in order to solve these. The goal of each of these puzzles is this: to get all the coins to the bank tile as quickly as possible, while making sure that as many pirates as possible survive the attempt.

### Solving the puzzle cards

To begin with, lay out the island according to the schematic on the puzzle card.


“North” is marked on each one. You will need to know where “north” is in order to determine the bear's movement in certain situations..

When you play the single-player variant, all pirates begin the game on the “bank” tile, which is also where the pirates must bring coins. Yes, pirates have their own banks. Though when you get right down to it, aren't all the banks really run by pirates? As you are playing alone, all of the pirates will be members of the same crew. Your opponent is the bear, who is sure to provide you with stimulating company. Place your 3 pirates on the bank tile, and place the bear on the bear's den.

All pirates move in an assigned order and take the actions indicated by the tiles. The white pirate moves first, then the yellow pirate, and then the red pirate. The bear moves after the pirates (See the “Tiles explanation” section on page 10 for bear movement rules). A move taken by each of the 3 pirates and the bear constitutes a “turn” for the purposes of this mode of play. A pirate dies if the bear enters their tile, or if they move beyond the bounds of the island (acting out the effects of a cannon, an arrow, or similar tiles).



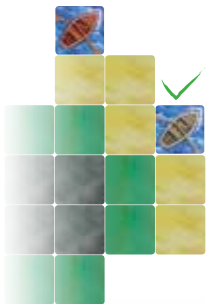
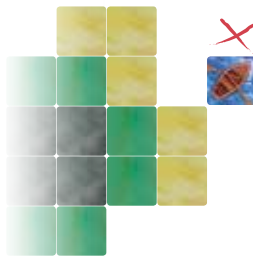
The specific victory conditions are described on every puzzle card. A card may require you to compete your objectives in a certain number of turns, or you might need to keep a certain number of pirates alive; some cards might require you to meet both conditions, and perhaps some other conditions besides.

 In this mode of play, the hot-air balloon will bring your pirate to the bank tile.

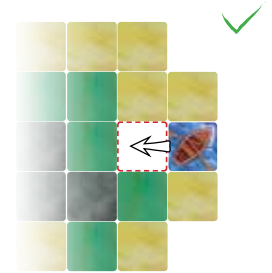
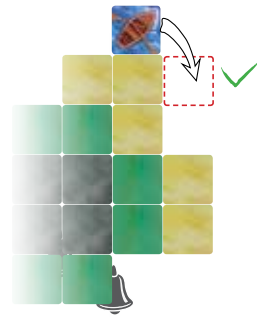
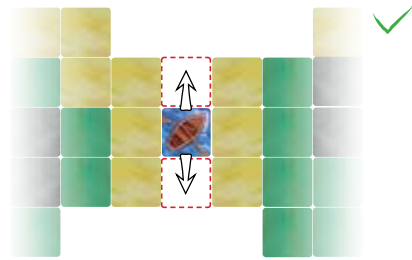
## Important notes

### Boats

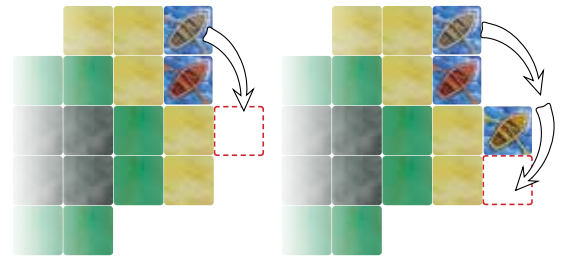
Players select their boats' starting locations in turn order, beginning with the white player and proceeding clockwise. A boat may only be placed next to beach tiles. A boat may not be placed next to another player's boat.



A boat can go anywhere in the water:



A boat can be maneuvered around other boats. In doing so, the boat "jumps over" the other boat. "Jumping over" several boats with no empty water tiles between them counts as one action.

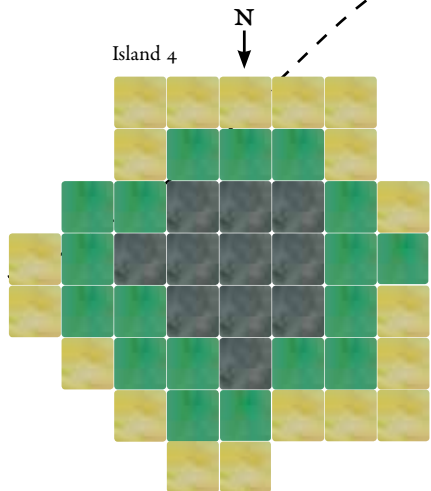
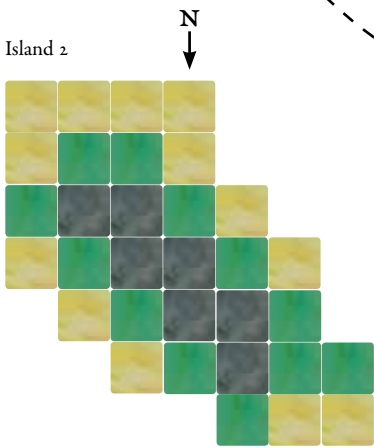
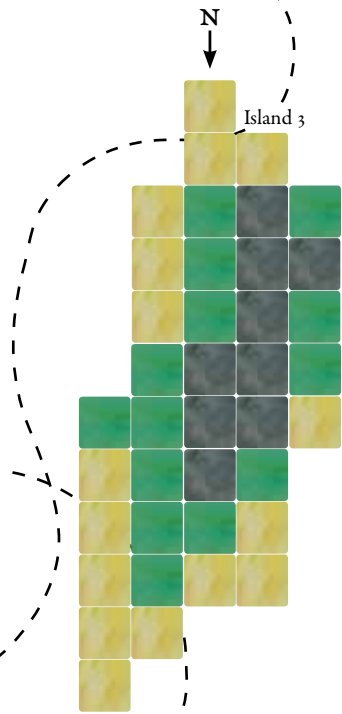
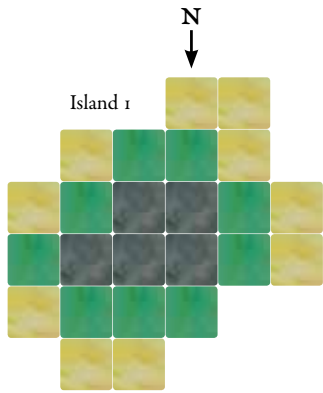


Some tile effects (arrows, horse, balloon, etc) may be used to quickly return to your boat. See "Tiles explanation" for details. Your pirates can only come aboard your own boat, or an allied boat in a two-on-two game.

### Flipping tiles

Some tiles, such as "arrows", have directional properties. Therefore, tiles should always be flipped randomly and players should avoid looking at the face-up side of the tile while doing so. Because a pirate's life is full of surprises.

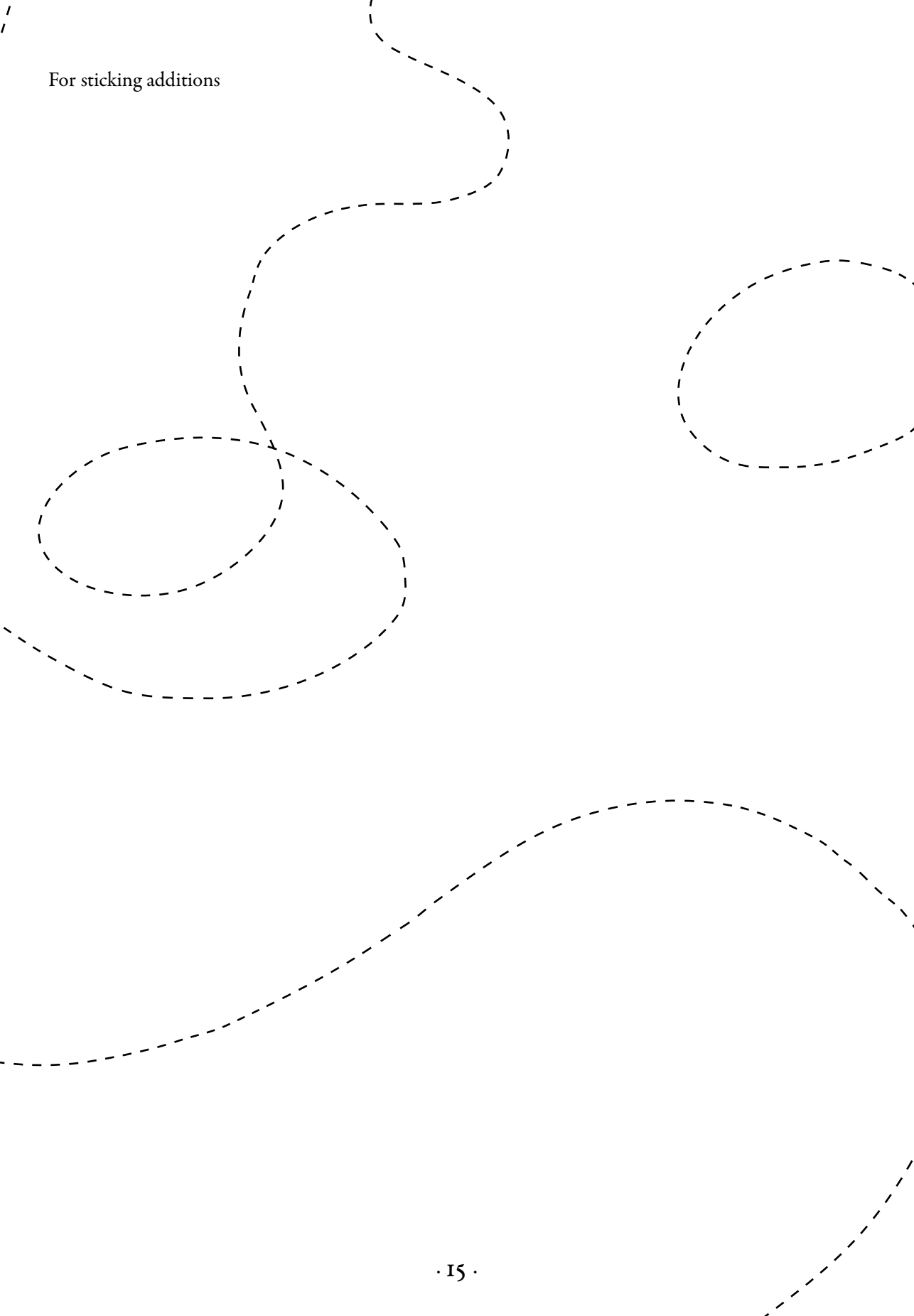




For sticking additions



For sticking additions





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