

Memory Ahoy is a game for two to four Pirate crews fighting each other to conquer fabulous treasures on a mysterious island.

Each player has to find the treasure that their predecessor and terror of the 7 seas **Harald "Iron Fist"** buried into the Island of Mirages.

Pirate law in these cases prohibits killing each other but nothing prevents taking prisoners to demand a ransom. Each Adversary/Treasure captured has its own value and it is the sum of these that will determine the winner.

But... pay attention, the Island itself can win as well!

Components

- 1 game board
- 4 player boards
- 20 Doubloons

44 tiles divided as follows:

- 7 of the Red crew
- 7 of the Blue crew
- 7 of the Green crew
- 7 of the Yellow crew
- 7 Treasures
- 9 neutral landscapes



Pic. 1 - Examples of tiles and player boards



Red, Green, Blue and Yellow tiles represent Pirate crews.

Each group has a hierarchy made up of 7 units with an attack value indicated on the front; a Chief (3), 2 Deputies (2) and 4 crew members (1). The value of a captured character is equal to its Attack value.

Treasures have both an attack value (3, 4 or 5) and, on the lower left corner of the tile, a value expressed in Doubloons (4, 6 or 8).

Whoever reaches or exceeds the victory conditions wins, but, pay attention, the Island can win as well

Initial Setup chart

Number of players	Crews tiles	Treasure tiles	Landscape tiles	Total Tiles	Grid size
2	14	7	9	30	6x5
3	21	7	8	36	6x6
4	28	7	7	42	6x7

Select the tiles with the colour of the crews participating to the game, those of Treasures and the relevant amount of neutral landscapes, mix them and arrange them face down on the game board to form a grid of the size reported in the chart.

The game

Each player chooses his colour and it is drawn who will be the first to play. Each player at his turn has to turn tiles to play one of the available actions: Information, normal combat, cooperative combat.

The first tiles to be turned over (one or two) represent the Attacker, while the last represents the Target.

The strength value is reported on the tile, when using two tiles it is equal to their sum.

The comparison between the attacker(s) and the defender will determine the winner who will take and place the captured tiles or the Doubloons resulting from a division on their player board (Pic.2).



Pic. 2 - Plancia giocatore dove riporre le catture ed i tesori



Pic. 3 – Capture area of the Island

The strength of a Treasure tile represents the protection prepared by Harald to defend it from looting and all those who succumb to such traps go to the **Capture Area of the island** which is located on the game board (Pic.3).

If one or more Neutral Landscape tiles are turned over, they must remain with the side up for the rest of the game.

It is possible to use Treasure tiles to eliminate opponent tiles, but by in this case the captured tiles will go to the Capture Area of the island.

During the game you can only perform three types of actions:

Information, Normal combat or Cooperative combat.

In case of combat the attacker has +1 and in the event of a tie **the attacker always wins.**

Information action

Players can play this action at the beginning of their turn and then decide if closing the turn with Information action or continuing with either Normal or Cooperative combat.

It consists of taking a tile, secretly looking at its contents and then placing it face down in its original location. After secretly looking a tile, the player has to turn over a second tile of his choice, show its contents to all the players and put it back in his place face down. If the player likes, he can immediately show it to the other player playing either a normal combat or a cooperative combat.

If a neutral Landscape appears as the first tile, the player has to put it back turned up, then he can turn over another tile in secret without the obligation to reveal it to others.

If another neutral landscape appears, the player has to reveal it and then the turn is passed (unlucky turn!).

Combat actions: Players fight by comparing the strength values of the Attackers with that of the Target, reminding that the attacking side will have **its strength value increased by 1** and in the event of a tie the attacker always wins.

Normal combat action

It consists of turning over one or two tiles, revealing their contents and then turning over a Target tile.

The player has to declare whether attacking with just one or with two tiles and, when attacking with two tiles, the Attacking tiles shall be turned over simultaneously and in case they are not two tiles belonging to the Attacker crew they are turned over and the turn is finished (Treasures are not eligible for attacks with two tiles). When Attacking with one tile if the first turned over tile is belonging to another colour it is turned over back and the turn is finished.

Then, the second tile turned over (the third in case of attack with two tiles) is the Target. It can be either an opponent's colour or a Treasure. In case it is of the same colour of the Attacking tile(s) all tiles are turned over back and the turn is finished.

Attack resolution

The Attacker tile(s) has(have) a +1 and in case of tie the Attacker side is winning.

The losing tiles are given to the winner and the winning tiles are turned over back on the board. Remember that only losing tiles are removed from the board with the only exception of cooperative combat (see forth).

If the winning tile is a Treasure, losing tiles are given to the Island and put onto the Capture Area of the island. Using Treasures tiles as attacker can be useful to get rid of your opponents powerful tiles but pay attention: when the Island captures too many tiles it can be the winner of the game!

Cooperative combat action

If it is deemed useful, it is possible to ask for help from another player, invoking "Parley" to seek temporary collaboration but only against the traps of a Treasure, indicating in the order: the tile you want to attack, the one you are attacking with and the one who you want to ask for help, and the Treasure.

Three conditions must be respected:

- the other player has to accept your proposal,
- the first Attacker tile must be from your colour while the second must be of a different colour,
- the Target must be a Treasure

The Attacking tiles are turned over first and then the Target, comparing the strength values.

If the conditions are not respected, all the tiles will have to be turned over back in their places.

In the event of victory against a Treasure then the winning tiles leave the scene returning to their ship each with half of the loot in doubloons (they place themselves upside down next to the ship). These tiles are not included in winning points.

In case the Treasure wins, the Attackers are put onto the Capture Area of the Island.

End of game and victory

The game ends if one of these conditions occurs :

- A. when a player reaches or exceeds **15 points** and wins;
- B. when the Island reaches or exceeds **12 points** and wins;
- C. when the last tile of any group is captured, including treasures, resulting in the winner being whoever has the most points at that moment.










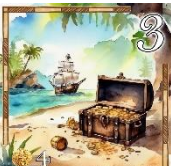





The points earned are represented by the sum of the strength value of opponent's colours tiles captured plus values of Treasures plus any Doubloons.

If the game ends because the last tile of a group is captured, the winner is the player who has most points.

In case of a tie, the criteria for determining a winner are in order:

- who has captured the most Treasures (as a value in Doubloons);
- who has captured the most Leaders;
- who has captured the most Deputies;
- who has captured the most opponents.

Examples

Notes	Target	← Attacker →	Target	Notes	
The result is 2-3 the Attacker loses and the crew member is captured by the Island				The result is 2-4 the Attacker loses and the crew member is captured by the Island	
The result is 2-1 the Attacker wins and captures the yellow crew member				The result is 2-3 the Attacker loses and it captured by the green player	
The result is 3-3 the Attackers win and get the Treasure		 		The result is 3-4 the Attacker loses and the crew members are captured by the Island	
The result is 3-2 the Attackers win and capture the red Deputy		 		The result is 3-3 the Attackers win and capture the red Chief	
The result is 3-3 the Attackers win and share the value of the Treasure in Doubloons (2 Doubloons each)		Cooperative combat  			The result is 3-4 the Attacker loses and the crew members are captured by the Island
Wrong move, all tiles are turned over back		 			Wrong move, all tiles are turned over back
The result is 4-2 the Treasure captures the yellow Deputy who is put in the Capture area of the Island				The result is 4-3 the Treasure captures the blue Chief who is put in the Capture area of the Island	

Remember please

- When Treasures are winnings the losing tiles are put in the capture area of the Island
- When Pirates tiles are winning the losing tiles are taken by the winner, except of the case of cooperative combats in which winners are taking back their tiles and the value of the Treasure is shared.
- If the move is wrong all tiles are always turned over back on the board.
- If a neutral tile is found it is put with its side up on the board.
- In combats, the attacker tile(s) has(have) always +1 and in case of tie the attacker is the winner.
- Your color tiles returned to the ship are not calculated as points.