

SANTY ANNO

Blackbeard at the Pub

FIRST EXTENSION OF SANTY ANNO

IMPORTANT NOTICE ON THE RESOLUTION OF THE BOARDING CARDS

Note: this change is applicable to the base game as well to the Blackbeard extension since it helps you to resolve the boarding cards.

Please replace following statement in phase 3 on page 4: «Once a pirate moved, he is placed on the right hand side of the ship. If a pirate has not to be moved, put him on the right hand side of the current ship» with «Once a pirate has moved, put him ON the ship. If a pirate has not to be moved, put him ON his current ship.»

Once the boarding card has been processed for all the pirates, put them on the left hand side of the ship.

HISTORICAL BACKGROUND

Damned, Blackbeard is out, he doesn't care about our pirate's tradition and to be the fastest! When he wants a ship, he takes it. Whoever comes on board becomes ship's boy, whether he likes it or not.

So better don't board on his ship! With a rule like this, it is very likely that one or more players will board the same ship, and therefore sit on the same chair.

Good old Blackbeard!

1 - GROUND RULE

The Blackbeard extension should only be played by experienced players who know quite well the base game. The setup and the general rules of the game remain the same. The new rule is that when a boarding card leads you to

Blackbeard's ship, you should skip this move and go straight to the next boarding

card.

2 - GAME PLAY

PHASE 1: "CAST OFF"

At phase 1 of each round, the Bosun shuffles the 8

Blackbeard tiles and takes one randomly from the pile, shows it to all the other players and puts it face down on the harbour.

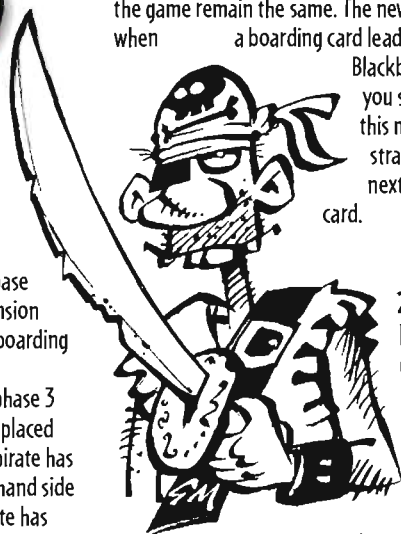
This tile designates Blackbeard's ship.

PHASE 2: FIND YOUR SHIP

The base game rules apply, unless the boarding card leads you to Blackbeard's ship. You must then skip this move and go straight to the next boarding card.

It is possible that at the end of this phase, one or more players will board the same ship, and therefore sit on the same chair. Don't forget that if there is already somebody sitting on the chair, you'll have to sit on his/her lap.

There is no restriction if a player has to start from Blackbeard's ship, the pirate can leave this ship but, like the other pirates, (s)he may not return anymore in after any further move/boarding.



NOTES:

- When applying the Helm card, once can pass through Blackbeard's ship, but cannot stop on her.

- When the Seasick event has to be applied, (remember: after each boarding card that follows this event, the pirate has to move to the next ship in the direction indicated by the card) Blackbeard's rule applies twice: first when applying the boarding card, then when applying the sea sickness event.

Therefore, even if you did not move to board, because of Blackbeard, you'll have to move because you are sea sick, unless you'd board on Blackbeard's ship.

PHASE 3: RESOLVE THE BOARDING CARDS

At the beginning of the resolution, put Blackbeard's tile on his ship while keeping the ship's elements visible. This will clearly show you on which ship you are not allowed to board.

To ease the resolution of the boarding cards, we advise you to follow the rules described above and put the pirate ON his target ship. Once all pirates have been moved, put them on the left hand side of the ship.

PHASE 4: SPLIT THE LOOT

Split the loot as described in the base game.

It is very likely that several people are on the same ship at the end of a round. As in the base game, it is the order of arrival that defines the coin to receive.

END OF THE ROUND AND NEXT ONES

Before starting the next round, the pirates who were mistaken, go to their correct target ships.

If there is more than one pirate on the same ship, they have to spread, so there is always a maximum of 1 pirate per ship at the beginning of a round.

