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, he may not return anymore in after any further move/boarding.

**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 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.

**HISTORICAL BACKGROUND**
Dammed, 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!

**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 seasickness event. Therefore, even if you did not move to board, because of Blackbeard, you'll have to move because you are seasick, unless you'd board on Blackbeard's ship.

**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.