

OVERVIEW:

3-5 players manipulate the Winds and sail to Plunder both the Caribbean ports and each other! Plunder translates into Victory Points (VP), either directly or in the form of scoring bonuses. The player with the most VP wins.

GAME DURATION:

9 Rounds (approximately 60-120 minutes).

SETUP:

- Give each player 14 cubes, a compass tile, a wood disk, and a ship marker of their own color. The 16 remaining cubes in each color are kept to the side as reserve cubes.
- Each player places four of their 14 cubes on their color's zero (0) spaces in the ship board tally areas flanking the game board. These serve as counters for Weapons, Crew, Provisions, and Booty. The ten remaining are considered Wind cubes.
- Players put their wood disks on the VP coin at the top left corner of the VP track.
- Separate out the Buried Treasure Cards for *Jamaica*, *Puerto Rico*, *San Salvador*, *Santo Domingo*, and *Turks & Caicos*. Shuffle these and deal 1 to each player.
- Players place their ship markers next to the ports designated by their respective Treasure Cards. Discard these cards.
- Reshuffle all 12 Treasure Cards together, and shuffle all the Action cards. Place both decks face down next to the game board.
- Mix the 18 VP tiles face down, put them on the 12 port VP spaces and 6 Rotation Bar spaces provided on the board.
- Turn the VP tiles face up.
- Place the Wind arrow facing North on the board compass and the game round marker on the circle for Round 1.
- Give Blackbeard's tile to the player who travelled the furthest to play.

PHASES IN EACH GAME ROUND:

- Vote to determine Wind direction and starting player.
- In clockwise order, players Plunder by using Action points and sailing.

VOTING:

- Each player takes his compass tile in hand, secretly sets the arrow to the wind direction of his choice, and places this tile face down next to the board.
- All players reveal their chosen direction.
- Each player takes their Wind cubes from in front of them and secretly places some, all, or none of them in a closed fist.
- All players open their fists to reveal the Wind cubes spent.
- The player who spent the most cubes gets Blackbeard's tile. In the event of a tie, the player who currently has Blackbeard's tile chooses amongst the tied players.
- Add all cubes used by each player to vote for a given Wind direction. The direction with the most cubes becomes the new Wind direction. In the event of a tie, the new Blackbeard player chooses amongst the tied directions. Adjust the Wind arrow's direction accordingly.
- Discard all used cubes to your reserve.
- The "Blackbeard" tile holder decides who Plunders first; all others follow clockwise.

PLUNDERING:

- A player Plunders by using up to three ACTION points and Sailing once. Action Points may be spent both before and after Sailing.
- After a player has finished his turn, he flips his compass tile upside down as a reminder that he is done.

ADVANTAGE MARKERS:

The player with the most Provisions/Crew/Weapons takes the appropriate marker; discard when tally is below any opponent's.

ADVANTAGES:

- On arrival in a port, a player may BOARD any one player there if he has the *Most Weapons* marker OR any one player there that has fewer Weapons than he.
- The player with the *Largest Crew* takes a bonus Action (1 point) at their turn's end.
- The player with *Most Provisions* receives +1 VP when scoring a port's VP tile.

ACTIONS:

- 1 point – Draw an Action Card.
- 1 point – Play an Action Card.
- 1 point – Add 2 cubes from your reserve.
- 2 points – Add 5 cubes from your reserve.
- 3 points – Add 9 cubes from your reserve.
- 3 points – *Gust Of Wind*: either sail as if wind blew in a different direction OR sail an extra area with the wind. See SAILING.

SAILING:

- The game board is divided into 4 *areas* alternating light and dark.
- Ships must move with the wind (but see *Gust Of Wind*, above). In addition:
 - Ships moving North or South must sail to a new port in either the same area or an adjacent area.
 - Ships moving East or West must sail to a new port in an adjacent area or two areas away.
- A ship **MUST** sail unless it is windlocked (i.e., can not legally move with the wind).
- On sailing to a new port, follow the PORT ARRIVAL SEQUENCE below.

PORT ARRIVAL SEQUENCE:

- Set your Action cards aside.
- Move your ship to the new port.
- Take the VP tile for the port.
- Take a Crew, Provision, Weapon, and/or a Treasure Card as indicated by the VP tile.
- Score the number of VP on the tile.
- Put the VP tile on the left of the Rotation Bar (row of 6 tiles not next to a port at the board's bottom), slide the tiles over, and put the rightmost VP tile on the port.
- BOARD and plunder another player in the port, if possible (see ADVANTAGES).
- Play the Buried Treasure Card for this port, if you have it. If you do, advance your Booty marker one space, score the number of VP indicated by your marker's new position, and discard the card face down to the bottom of the Treasure Card deck.
- Gain reputation in the port and score the appropriate Port Reputation bonus.
- Pick up your Action cards.

PORT REPUTATION BONUS:

- Players gain Reputation in ports by visiting them. Reputation is marked by a cube of that player's color.
- If a player sails to a port in which he does not already have a Reputation marker, and the port is unoccupied OR that player's ship has at least as many Weapons as ANY other player's ship in that port, he marks the port with a cube from his reserve.
- When a player marks their third port in a given area, he scores a Port Reputation Bonus. The first player to score the bonus for each area gains 7 VP; the second player scores 5 VP; third scores 3 VP; fourth scores 2 VP; and fifth scores 1 VP.

BOARDING:

When a player successfully boards another, he chooses to either take 2 VP, 1 Crew, 1 Provision, or 1 Weapon from that player. Adjust the scoring track OR the players' respective ship board tally areas to reflect this change.

CARD MANAGEMENT:

- Discard a played Action Card to the discard pile. Reshuffle the pile when the Action deck is empty.
- Discard a played Treasure Card by placing it face down at the bottom of the Treasure Card deck.

END OF GAME VP BONUSES:

- +1 VP per 3 Wind cubes (ignore extras)
- +1 VP per 3 Weapons (ignore extras)
- +1 VP per 2 Crew (ignore extras)
- +1 VP per Provision
- +2 VP per Advantage Marker

GAME TIE BREAKERS, IN ORDER:

- Holding Blackbeard's tile.
- Most Advantage markers.
- The *Most Weapons* Advantage marker.
- The *Largest Crew* Advantage marker.
- Most unused Action cards.
- TOURNAMENT ONLY: player closest in clockwise order from the player holding the Blackbeard tile.



Winds of Plunder — Quick Start Sheet

GMT Games
P.O. Box 1308, Hanford, CA 93232-1308
www.GMTGames.com



GAME BOARD

Place scoring disks on "VP" coin to start

Victory Point scoring track

Place wind arrow on compass facing North to start

Port circles

Place game round marker on "1" to start

End of game item bonuses

Pirate ship board tally areas

Thick lines in tally areas mark end-of-game bonus levels (1 VP per thick line crossed)

Victory Point (VP) tile spaces (place one VP tile on each space)

Rotation Bar (6 VP tile spaces)



Each different colored band is a separate map area

Ship item icons on VP tiles (Weapons, Crew, Provisions) match tally areas

Place one cube on zero (0) for each of the four tally areas

Port Reputation bonuses

Treasure Chest matches icon on front of Buried Treasure card

Booty is treated differently from Weapons, Crew and Provisions. Tally area for Booty is unique to reflect this.

Game Round

1 3 4 5 6 7 8 9

End Game VPs

3	🗡️	= +1
3	👤	= +1
2	🍷	= +1
1	🏠	= +2

Reputation Bonus

7 / 5 / 3 / 2 / 1

Booty

(Value of treasure cards score)

7
6
5
4
3
2
0