

Captain's Curse

A Roll & Write Game for One Pirate by Steven Aramini | 15 minutes

As a treasure-hungry pirate, you've hatched a plan to steal the Captain's loot. You'll need to work your way around his secret island where he has stashed his treasure and steal as much as you can. But there's a catch! He has placed a curse on the island, and the more treasure you take, the more the island sinks! How much loot can you grab before the island goes under?

OBJECTIVE: You must grab treasure from the island to earn as many points as possible (points represent each treasure's value). To win, you must score enough points to meet or exceed the point goal of 70 points (see "GAME END"). Lose if your final score does not meet the minimum point goal OR if the entire island sinks into the sea!

SETUP: Take an island sheet and pencil. Additionally, you will need a white 6-sided die and a black 6-sided die.

GAME PLAY: Begin a turn by rolling both dice. You **must** take the value on the white die OR the value on the black die (you may not take both values and you may not pass unless you have no legal placement for either die). The white die is "free" to choose, meaning you can choose it without penalty. The black die, however, is "cursed!"



Free



Cursed!

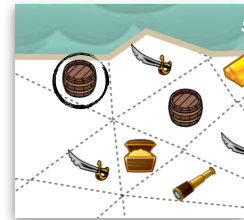
LOOTING: Immediately after choosing your die, circle the matching value **in the column of your choice** at the island center. You **must** mark each column from top to bottom. For each number you skip in that column, you must "X" it out!

Next, locate a symbol anywhere on the island that matches the column you chose (there are 6 of each symbol type on the island). Circle one symbol of your choice, making sure it matches the symbol on the column you chose, to indicate that you have "looted" that space.



6	1	X	1	6	1
5	2	5	2	5	2
4	3	4	3	4	3
3	4	3	4	3	4
2	5	2	5	2	5
1	6	1	6	1	6

Example: You choose the white 5 die and mark it in the barrel column. You must skip the 6 value and "X it out."



Example: You circle a barrel on the island to indicate that you have just looted that space on the island!

If there are NO matching symbols anywhere on the island (because they have all been looted or sunk), you may not choose that column and must instead choose a different column. If there are NO columns with an available number that match your chosen die, you **must** select the other die value instead (if there is a legal placement for it). If you cannot legally place either die, you must **pass** for this turn. You are **not** required to modify a die to create a legal placement for it (see "MODIFYING A DIE").

If you circle the **final** number at the bottom of a column, that column is completed. Immediately score it! Tally the total of all circled numbers from that column (do not count numbers that have been "X'ed out") and write it in the green box at the base of the completed column.

		X	
	2	X	
	X	X	
	5	X	
	6	X	
13			



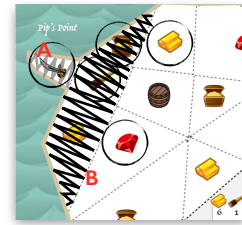
Example: You completed the treasure chest column. There is still one unmarked treasure chest left on the island (this is known as abandoned treasure), so you circle it to mark it.

ABANDONED TREASURES: Once you have completed a column, check to see if there are any **uncircled symbols** on the island that match the column you completed. **Immediately circle these "abandoned treasures!"** Doing so does not score you any additional points, but it does identify those spaces as marked spaces.

SINKING: After looting the island, **if you chose the black ("cursed") die OR were forced to pass** because you had no legal placement for either die, you must pay a penalty by "sinking" part of the island!

Choose any visible dotted line **connecting water at two points** on the island and then scribble out **every space** that runs along that dotted line on the side opposite of the island center, scribbling from dotted line to island edge.

This may be one island space or several. You may scribble out unmarked spaces and/or looted (circled) spaces, **including a space you just looted**. You want to sink as little of the island as possible, so choose wisely! All scribbled spaces are now considered to be water, as that part of the island has sunk!



Example: You sink a single space of island, which has already been "looted."

Example: On a previous turn, you sank the island space known as "Pip's Point" (A). Now you must sink more of the island, and you choose this group of island spaces (B).

ARRGH...DOUBLES!!: If you roll "doubles," check the matching "doubles" symbol below the island map.



If it isn't already circled, circle the doubles value that matches what you rolled.



You must then take the black ("cursed") die as your die selection! Circle the value in one of the columns at the island center (if there is a legal placement for it) and loot a space as normal. Then sink part of the island!

If the matching "doubles" symbol has **already been circled**, you may instead take the white die to avoid the "curse"! (If you cannot legally place the white die, you must pass for this turn as normal and sink part of the island.)

MODIFYING A DIE: For each "doubles" symbol that you circle, you may modify either die on a future turn by +1 or -1, including modifying a 6 to 1 or 1 to 6. **You cannot modify a die more than once per turn.** After modifying, immediately scribble out one of your circled "doubles" symbols to indicate that you have used its power. **You cannot modify a die if doubles are rolled!**



Example: You roll a "4" and "1." You modify the "4" to a "5" and scribble out one of your circled "doubles" symbols.



ENDING YOUR TURN: After resolving your turn, check to see if you have completed all six columns at the center of your island OR run out of unmarked spaces on the island (that is, spaces that have not been looted or circled as abandoned treasure) OR there are no more island spaces left. If so, the game ends immediately.

Otherwise, the game continues. Roll both dice again to start another turn.

GAME END: If you have "sunk" **every space surrounding the island center**, then the island has returned to the sea and you automatically lose the game.

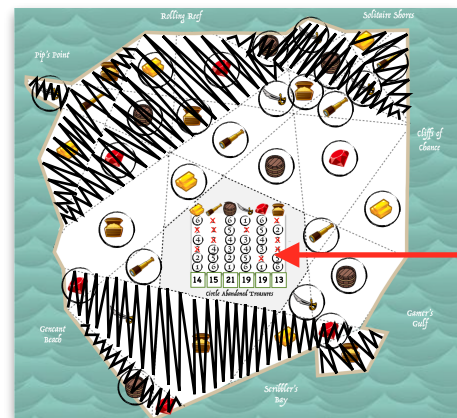
Otherwise, tally all six column box totals, subtract 1 point for each "X" in your columns and write in your final total in the line below the island.

If you have any unfinished columns at game end because you ran out of unmarked spaces on the island (which may happen if any treasures "sank" before they were looted), you must "X out" these numbers at game end.

To win, you must achieve the **goals listed at the base of your game sheet**. If you fail to score 70 points or more, you lose. The better you do, the more prestigious your pirate title!

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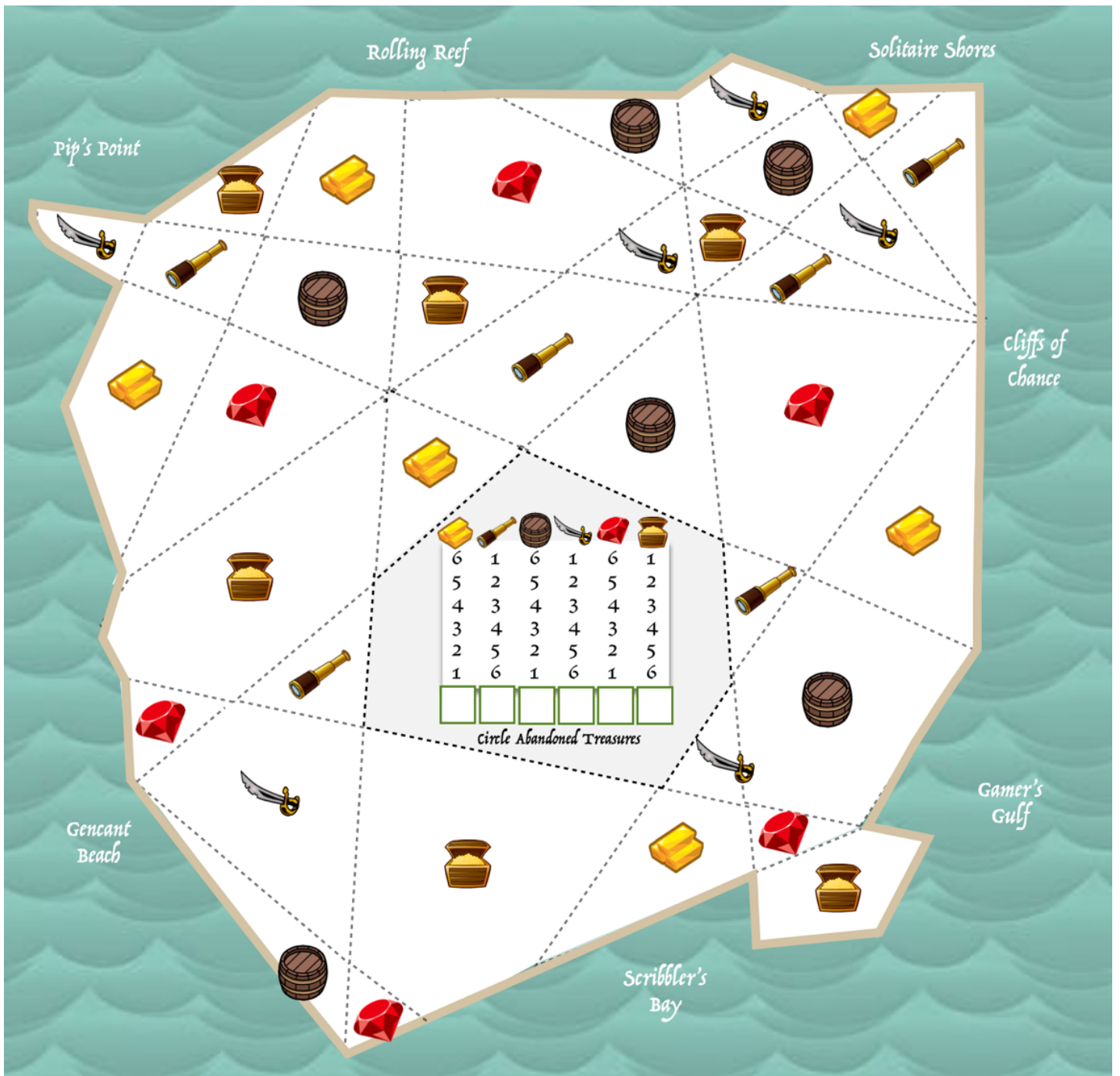
END GAME EXAMPLE



Island Center

6	X	6	1	6	X
X	X	5	X	5	2
4	X	4	3	4	X
X	4	3	4	3	X
2	5	2	5	X	5
1	6	1	6	1	6
14	15	21	19	19	13
Circle Abandoned Treasures					

Example: The game has ended because you completed all six columns. You have a final score of 91 (14+15+21+19+19+13-10), which is enough points to qualify for "First Mate" status. However, you only completed 1 of the conditional goals (At least 1 "perfect" column with no "X"s in it, in this case, barrels), failing to get 8 or fewer "X"s and 15 or more island spaces that have not sunk. Thus, the highest pirate title you can earn is that of "Quartermaster."



TOTAL FROM ALL COLUMNS

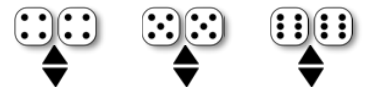
-1 POINT / "X"

= FINAL SCORE



END GAME GOALS

(mark your achieved goals below and circle your pirate title!)



CABIN BOY
Total score of 70 or more

QUARTERMASTER
Total score of 80 or more plus 1 of the following:

FIRST MATE
Total score of 90 or more plus 2 of the following:

CAPTAIN
Total score of 100 or more plus all 3 of the following:

Lose if you score less than 70 OR the island sinks.

- 8 or fewer "X's"
- At least 1 "perfect" column with no "X's" in it
- 15 or more island spaces that have not sunk (not including the island center)