



a
pirate boardgame

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GAME BORN AT



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Rungholt's Heritage – a pirate boardgame

For 2 to 6 players.

One playthrough lasts from 30 to 60 minutes.

MATERIAL

- ☠ 1x gamemap
- ☠ 6x boats
- ☠ 66x eventcards
- ☠ 1x four-sided dice
- ☠ 1x wave strength-indicator
- ☠ 6x specialty coins

THE STORY

In the year 1362 the island and city of Rungholt was destroyed by a great storm. Myths and legends started to form and sooner or later it was proclaimed as the atlantis of the north.

On an island not too far away four pirate captains heard of the myths. They are all pretty greedy and now want to have the treasures told of in the legends.

Each player is one of these pirates and you will try to get to the island long before the others can to plunder it all for yourself. But beware! The creatures of the sea and the sea itself may be under enemy control...

THE OBJECTIVE

Be the first to arrive at the island Südfall before the other pirates and claim the treasure for you and your wealth.

LAUNCH THE BOATS

Each pirate chooses a boatcolor and puts his own boat into the home port. Then everyone takes three eventcards from the pile.

The youngest pirate starts the first round.

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THE GAMEROUND

One round will last for the duration of each player's turn. For each round the wave's strength will be diced and displayed with the wave strength-indicator.

The player's turn changes clockwise.

THE TURNS

Each turn is played in a fixed order:

- ☠ If the player has less than three cards on his hand, he can take a new one from the pile. If he has three cards he can decide if he wants to discard one card and after that takes a new one. It's not allowed to have more than three cards on your hand at any time.
- ☠ After that he can play an eventcard, e.g. to attack another player or to boost his own move.
- ☠ Then he rolls the dice to move his boat: He moves forward for the combined numbers the wave strength and his diced number produce.
- ☠ The next player's turn begins.

THE GAMEMAP

The map is divided into four fields:

- ☠ The „calm“ is the first one, there are no special rules. At the end of the field is a little crossroad where the player has to decide which way he wants to continue on.
- ☠ The „mudflat“ is the longest way, but when the waves grow strong (wave strength 3 and 4), the player can sail fast and take shortcuts. When he leaves the field, he gains a specialty: if he must move backwards (e.g. because of an attack or the current), the player can move one field forward again.
- ☠ The „stone“-field is a little bit shorter than the mudflat. But because of the stones, the player can only take the shortcuts during lower waves (wavepower 1 and 2). After leaving the stones-field the player gains also a specialty: to each diceroll he can add one step.
- ☠ The finishing line is the „current“. To enter Südfall, each pirateboat must sail through a strong current. When the player stops on one of the marked current fields, he must move back one row on the current-line.
Each player can only be pushed one time each turn from the current.

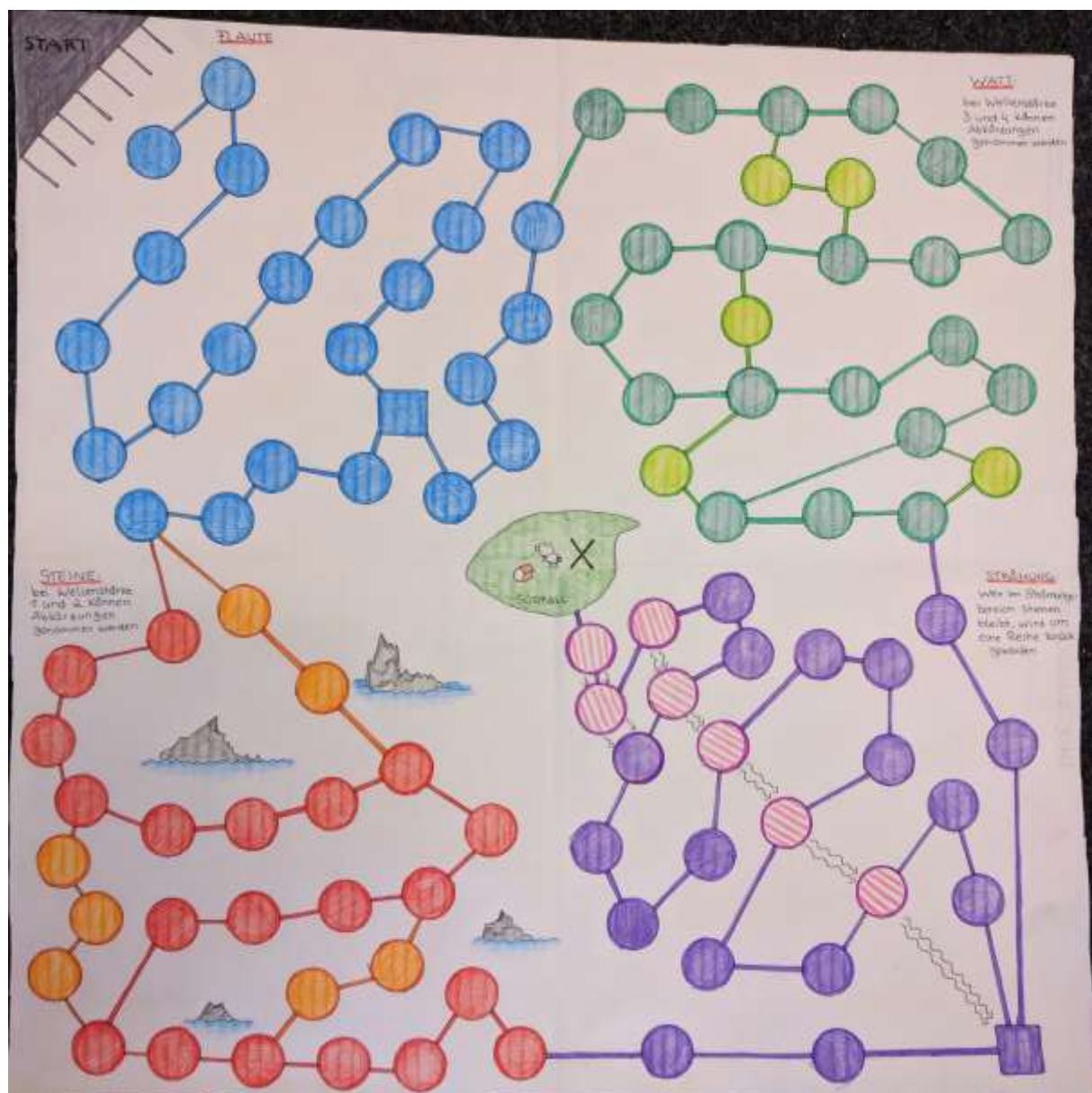
THE EVENTCARDS

There are two types of eventcards:

- ☠ Action cards; they can be played on the player's turn (e.g. attacking another player).
- ☠ Reaction cards; they can be played when it is necessary (e.g. blocking an attack).

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GAMEMAP



BOATS



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EVENTCARDS



FOUR-SIDED DICE



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WAVE STRENGTH-INDICATOR



SPECIALTY COINS

Because of legal rights we cannot show the real coins. This is only an example picture. The coins have the same background color as the pirateboats.

