



TORTUGA

1667

DELUXE

2-9 Players

20-40 Minutes

Ages 14+

OVERVIEW

The year is 1667 and you are a pirate sailing the waters of the Caribbean. A Spanish galleon floats nearby, and you've talked your crewmates into working together to steal all of its treasure. What you haven't told your fellow pirates is that you have no intention to share the treasure once you have it. You are still loyal to your native country, and keeping the treasure for yourself will finally buy you some respect back home. Some of your crewmates have told you that they share your loyalty and that they'll help you maroon the greedy pirates on your ship to the rocky island of Tortuga. But you've seen your friends' loaded pistols and heard their whisperings of a mutiny. *You know that nobody can be trusted...*

CONTENTS



rubber playing mat



9 loyalty cards



9 loyalty envelopes



9 character cards



40 vote cards



25 event cards



1 reference card



cloth bag



explosion token



8 metal treasures



9 character pawns

OBJECTIVE

In Tortuga 1667 you will be a pirate with a hidden loyalty that is either French, British, Spanish, Dutch, or Mermaid. If you are **French** or **British** your goal is to gather 6 treasures for your team, totalled from the treasure holds on the Flying Dutchman, the Jolly Roger, and the island of Tortuga. You win treasure when a captain of a ship calls for an attack and the crew uses vote cards to attack the Spanish galleon. You can also take control of existing treasure by using the event cards in the game, or by using special actions available to you based on your position on a ship or on the island. If no team reaches 6 treasures, the

game ends when the Spanish Armada event card is revealed and the team with the most treasure wins!

If a player with an individual loyalty meets certain conditions, they win instead! If the game is tied when the Spanish Armada card is revealed, the **Dutch** player wins. If at any point the **Spanish** player is alone on a ship with at least 4 treasures on board, they immediately win. If at any point all players are off of the Flying Dutchman and Jolly Roger, the **Mermaid** player immediately wins (in games with 7+ players, only 6 total players need to be off of the ships).

You'll need to work with the other pirates on your ship, but beware, not everyone claiming to share your goals can be trusted!

SET UP

1. Lay out the playing mat in the center of the table. Place the orange explosion token aside.
2. Assemble the **loyalty card** deck: Reference the chart below and add the correct number of British and French cards. Next, shuffle the Dutch, Spanish, and Mermaid cards together. Without looking, add the indicated number of these cards to the deck, and place any extras face-down in the box (this means you won't know exactly which of the extra loyalties are in play). Shuffle the deck and deal one card face-down to each player. Players must view their loyalty card, place it in an envelope for safe keeping, and keep it secret from other players until the game is over.

NUMBER OF PLAYERS	BRITISH	FRENCH	DUTCH, SPANISH, OR MERMAID ADD IN AT RANDOM
2	1	1	-
3	1	1	1
4	1	1	2
5	2	2	1
6	2	2	2
7	3	3	1
8	3	3	2
9	3	3	3

3. Shuffle the **vote cards** and deal 3 face-down to each player. You may view these cards at any time, but you may not show them to other players. Place the remaining vote cards in a face-down stack on the table to form the vote deck.

- Form the **event card** deck: Set the Spanish Armada card aside. Shuffle all other event cards, place the Spanish Armada card at the bottom of the deck, and place the deck next to the board. Place the top five event cards of the completed deck face-down in a row next to the 1-5 spots on the playing mat.

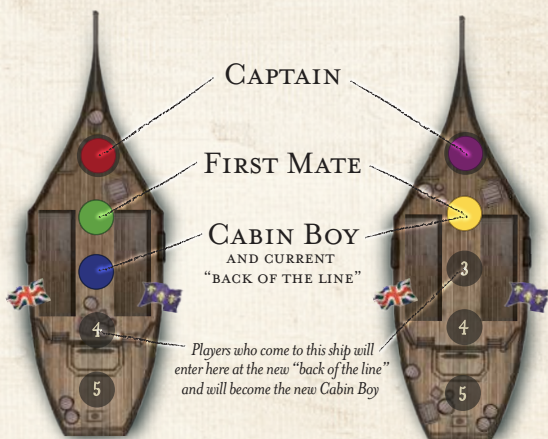
Note: If you are playing with 2 or 3 players, remove the Cabin Fever and Albatross cards from the deck.

- Each player selects a **character card** and places it in front of them. Place the pawns that match the selected character cards into the pouch and place any unused pawns back in the box. Shake the pawns in the pouch and draw them out one at a time at random, placing them on alternating ships (Flying Dutchman and Jolly Roger) from top to bottom. The first pawn drawn will be the captain of the Flying Dutchman, the second will be captain of the Jolly Roger, the third will be first mate on the Flying Dutchman, etc. If there is an odd number of pawns, the last pawn drawn will be the last pawn in line on the Flying Dutchman. Your pawn is the one that matches the color of your character card.
- Place four **treasure tokens** on the Spanish galleon. Place one treasure token in the British hold of the Flying Dutchman, one in the French hold of the Jolly Roger, and one in the each of the British and French treasure holds on the island of Tortuga. During the game, treasure may be added to the treasure holds. There is no limit to the amount of treasure that can be stored in either of the ships' holds.
- Play begins with the captain of the Jolly Roger** selecting an action. Proceed clockwise.



HOW TO PLAY

Pawns will move around during the game. Whenever your pawn is at the front of a ship, you are that ship's **captain**. Whenever your pawn is the second in line on a ship, you are that ship's **first mate**. Whenever your pawn is at the back of the line on a ship, regardless of the number of pawns on that ship, you are that ship's **cabin boy**. It is possible to be the first mate and the cabin boy simultaneously (if you are second in line on a ship with only two pawns) or to be the captain and the cabin boy simultaneously (if you are alone on your ship). There may never be more than five pawns on a ship. Whenever your pawn is the highest-ranking pawn on Tortuga, you are the **governor of Tortuga**. If you are second in line on Tortuga, you are considered the "first mate" of Tortuga.



On your turn, you must perform any one action listed on page 5-6. Players only get one action per turn. If you are a captain, first mate, cabin boy, or the governor of Tortuga you may choose your action from the "All Players" potential actions list or from your position's potential actions list. These actions are also listed on the back of your character cards.

POTENTIAL ACTIONS

On your turn, you may choose **one** of the following standard actions:

ALL PLAYERS

View 2 event cards

Secretly view the front of any two of the five face-down event cards. After viewing, place them both back face-down in their same positions.



Reveal 1 event card

Flip over any one of the five face-down event cards. Reveal this card to all players and resolve the consequences listed on the card. Replace the revealed card with the top card from the event deck (face-down).



Point to 2 event cards and force any player to choose one to reveal

Point to any two of the five face-down event cards and choose any other player. The player you chose selects either of those two face-down event cards without viewing it first, reveals it to all players, and resolves. The other event card remains in its position unseen. Replace the revealed card with the top card from the event deck (face-down).



Move your pawn to or from a rowboat

Move your pawn from either ship or Tortuga to an adjacent rowboat. Or, move your pawn from a Rowboat to the back of the line on Tortuga or to the back of the line on the adjacent ship.



If you are a captain, first mate, cabin boy, or the governor of Tortuga, you may choose to perform one of your special actions **instead** of a standard action.

CAPTAINS

Call for an attack

If your attack is successful take a treasure from the Spanish galleon (if the Spanish galleon is out of treasure, take a treasure from the other ship). Each time an attack is called for, a card is discarded from the top of the event deck. If the event deck has zero or one card remaining (which would be the Spanish Armada card), no card is discarded. See the “vote cards” section for more details.



Maroon any crewmate to Tortuga

Maroon any pawn on your ship to Tortuga. You are not allowed to maroon yourself.



FIRST MATES

Call for a mutiny

Successful mutinies maroon your captain to Tortuga, or send your governor to the back of the line on Tortuga. See the “vote cards” section for details.



CABIN BOYS

Move one treasure on your ship from one hold to the other

Move one treasure token already on your ship from the British hold to the French hold, or vice versa.



GOVERNOR OF TORTUGA

Call for a brawl

Brawls move the two pieces of treasure already on Tortuga to one or both treasure areas on Tortuga. See the “vote cards” section for details.



VOTE CARDS

Attacks, mutinies, and brawls are all types of votes. When a vote is called for, all players participating in the vote **must** put one, two, or three of their vote cards face-down into the middle. **For each type of vote, the top card from the vote deck is also placed face-down in the middle.** All cards in the middle are then shuffled and revealed, and the result of the vote is carried out.

After the vote is complete, discard all played vote cards. Each player who participated in the vote draws back up to 3 vote cards. Shuffle the discard pile and re-form the vote deck when necessary. If players are fussy about the order of playing vote cards (to see how many cards each person is playing), start with the person who called for the vote and go clockwise.

ATTACK

The captain of a ship may call for an attack as their action. If the captain is the only player on the ship, they may still call for an attack. All players on the attacking captain's ship **must** participate in the vote. If a player is on the nearest rowboat, that player may **choose** to also participate in the vote.

Only the top section of the vote card matters in an attack and contains a cannon, a torch, or water. Every one water cancels out one torch. If there is at least one cannon, and at least one "successful" torch played in the vote, the captain may take one piece of treasure from the Spanish galleon and place it in either hold on their ship. If the Spanish galleon is out of treasure the captain may take one piece of treasure from either treasure hold on the other ship (Flying Dutchman or Jolly Roger), even if the other ship has no pawns on it, and place it in either hold on their ship.

Example: If 2 cannons, 1 torch, and 1 water were played, the attack would fail since the water cancelled the torch and there were no "successful" torches.

Example: If 1 cannon, 2 torches, and 1 water were played, the attack would succeed since there is 1 cannon and only 1 of the torches was cancelled by water, thus leaving 1 "successful" torch.

Example: If 2 cannons and 2 torches were played, the attack would succeed. However, you still only take 1 piece of treasure.



Each time an attack is called for, a card is discarded from the top of the event deck. If the event deck has zero or one card remaining (which would be the Spanish Armada card), no card is discarded.

BRAWL

The governor of Tortuga may call for a brawl as their action. If the governor is the only player on Tortuga, they may still call for a brawl. Players on Tortuga **must** participate in the vote. Any players on rowboats may **choose** to also participate in the vote.

Only the middle section of the vote card matters in a brawl and contains either a British flag or a French flag. If a majority of the revealed cards are British flags, place both pieces of treasure on Tortuga in the British treasure area. If a majority are French flags, place both pieces of treasure on Tortuga in the French treasure area. If there is a tie, place one piece of treasure in each area. The two pieces of treasure on Tortuga always remain on Tortuga, but they may be moved to either of the areas on Tortuga in future brawls.



MUTINY

The first mate of a ship or the first mate on Tortuga may call for a mutiny as their action.

If the mutiny is on a ship, all players on that ship, including the captain, **must** participate in the vote. If a player is on the nearest rowboat, that player may **choose** to also participate in the vote. If a majority of the revealed cards have a skull, or there is a tie, then the captain on the mutinying ship is marooned to Tortuga. If a majority have a helm, nothing happens.

If the mutiny is on Tortuga, all players on Tortuga, including the governor, must participate in the vote. Any players on rowboats may choose to also participate in the vote. If a majority of the revealed cards have a skull, or there is a tie the governor is sent to the back of the line on Tortuga. If a majority have a helm, nothing happens.



Four vote cards in the deck have two symbols in each section. Each symbol is counted towards the vote total.

Example: Two vote cards are revealed in a brawl. One card has 1 British flag and the other special vote card has 2 French flags. The French team would win the brawl since it is 2 French flags to 1 British flag.

GETTING MAROONED & TORTUGA

If a pawn on a ship gets marooned to Tortuga, pawns ranked behind it on the same ship will move up to fill in the empty pawn position. If the captain is marooned, the first mate becomes captain. If everyone on a ship has been marooned, the treasure that is on that ship remains on that ship in the same treasure holds. That treasure still counts towards a team's total treasure unless it is moved later in the game. If a player boards an empty ship, they become captain of that ship.

If you are marooned to Tortuga, your pawn is placed at the back of the line on Tortuga. For example, if Tortuga is currently empty the "back of the line" is the governor's position. However, if Tortuga already has two pawns on it, the "back of the line" is the "3" position. While on Tortuga you still get turns and you may still perform player actions as normal.

If you are already on Tortuga and you get marooned again (from an event card such as a pistol or a black spot), two things happen to you. First, your pawn is moved to the back of the line on Tortuga and pawns that were ranked behind you move up. (If you are alone on Tortuga your position does not change). Second, one of your vote cards is chosen at random by another player and placed unseen at the bottom of the vote card deck. You will play with fewer vote cards for the rest of the game. If you are marooned multiple times while on Tortuga, you will lose multiple vote cards. If you lose all of your vote cards you may still call for a vote if in a position to do so but you will not be able to participate. Governors sent to the back of the line from a mutiny do **not** lose a vote card.



ROWBOATS

Moving to a rowboat takes one action. Therefore, it takes two total actions to get from Tortuga to a ship or from a ship to Tortuga, since you must move to the rowboat as one action, and move to the ship or Tortuga as the second action. If there is a pawn currently on a rowboat, no other pawn may move onto that rowboat since each rowboat holds only one pawn at a time. You are allowed to "sit" on the rowboat and perform other actions (e.g., viewing and revealing cards) in order to block other pawns. If you are marooned while on a rowboat, you must move your pawn to the back of the line on Tortuga, but you do not lose a vote card.

THE SPANISH ARMADA

If the event deck runs out and the only unrevealed event cards left are the five in the row, shuffle those five cards and lay them out in a new row. The Spanish Armada card will be one of those final five cards and revealed cards will no longer be replaced. **If the Spanish Armada card is revealed the game will end**, but in some cases the game will end before that occurs (see “Winning the Game” on the next page).



WINNING THE GAME

You can win with your team regardless of where your pawn is when the game ends. The win conditions for each loyalty are as follows:



BRITISH OR FRENCH

If at any point there are 6 total treasures in your team's holds (the holds on both ships plus your team's area on Tortuga), the game ends and your team wins!

If the Spanish Armada is revealed and your team has the most treasure, your team wins!

If the Spanish Armada is revealed and both teams are tied (and no Dutch player steps forward to claim victory), all vote cards of each French and British player are shuffled together and revealed. The flag from the brawl section that appears most indicates the winning team. If still tied, you begrudgingly share victory with the other team over a bottle of rum.



DUTCH

If the Spanish Armada card is revealed and the French and British teams are tied, you win alone!



SPANISH

If at any point you are alone on a ship with 4 or more treasures, reveal your loyalty and win alone!



MERMAID

If at any point there are no pawns on the Flying Dutchman or the Jolly Roger (including your own pawn), reveal your loyalty and win alone! In games with 7+ players, only 6 players (including your own pawn or not) need to be off the two ships for you to win).



In this example, if the Spanish Armada was revealed the French would win since they have 5 total treasures (3 on the Jolly Roger and 2 on Tortuga) and the British only have 3 (2 on the Flying Dutchman and 1 on the Jolly Roger).

IMPORTANT GAMEPLAY INFO

This game is about knowledge and communication. Revealing event cards at random may hurt your team so it's often in your best interest to use an action to view cards first, or to rely on the knowledge of a trusted ally. You can also use your team's knowledge to force an enemy to reveal harmful cards and suffer the consequences. If your team is in the lead, it may be to your team's advantage to go through the deck quickly (by calling for attacks or revealing event cards) so that you can end the game before the other team catches up.

A big part of the game is managing the vote cards in your hand so you don't get stuck using a card that works against your strategy. If attacking with your team you can collaborate or mislead about who is going to play a cannon, who is going to play a torch, etc. In the vote card deck there are roughly 20% cannons, 40% waters, and 40% torches.

Players may look through the discard pile at any time. **If your group is experienced, when an attack is performed discard the top event card face-down instead of face-up to prevent card-counting and create more uncertainty.** A player may use their own paper or device to keep track of where viewed cards are in the line of event cards (this is not a memory game!). While you are encouraged to communicate verbally with others in the open about where certain event cards are located, you may not pass notes, devices, whispers, or texts to share information. As soon as an action is stated, event cards are pointed to, a vote card is played, or a pawn is let go of, there are no take-backs (unless house rules mercifully dictate otherwise).

Read on for clarifications about each event card. If you'd like, you may begin playing and read the rest as needed.



EVENT CARDS

In the descriptions below, “**any** player” includes yourself. “**Another** player” does not include yourself. All card resolutions are mandatory when revealed.

Albatross (3)

Revealer keeps this card face-up in front of them **for the rest of the game**. If at any point a ship has two total albatrosses on board, all players on that ship are marooned to Tortuga. *Example: Jim revealed an albatross earlier in the game and has it in front of him. If anyone on Jim's ship (including himself) reveals another albatross, everyone on that ship (even those players without albatross cards) are marooned to Tortuga.* If you possess two albatross cards and you enter a ship, everyone on the ship (including you, who just joined the ship) is immediately marooned to Tortuga. You are essentially a walking bomb. Albatross cards have no effect on Tortuga. If more than one player enters Tortuga simultaneously because they all were marooned from albatross cards, they reverse their rank order (cabin boy would get best-ranked open pawn spot on Tortuga, captain would get the worst, etc.).

Black Powder (1)

Revealer must place the explosion token on either rowboat. That rowboat may not be used for the rest of the game. If a player is currently on that rowboat they are marooned to the back of the line on Tortuga. The only way to move to a ship without its rowboat is to use a letter of marque card or a stowaway card.

Black Spot (3)

Revealer is marooned.

Cabin Fever (1)

Revealer chooses one other player. Revealer and the chosen player's loyalty cards are shuffled and redistributed to each of them. They each secretly view their new loyalty card.

Eight Bells (1)

All pawns in the revealer's location are put into the pouch and drawn out randomly back onto that boat or island. There is no effect if the revealer is alone or is on a rowboat.

Letter of Marque (3)

Revealer moves any player currently on Tortuga or a rowboat to the back of the line on either ship or saves the letter of marque to use on one of the revealer's future turns. Using it on a future turn does not count as that turn's action.

Pirate Code (1)

From front to back, all players in the revealer's location draw and reveal a vote card. Every player who draws a skull is marooned. Discard the vote cards that were used for the draw. Players enter the back of the line on Tortuga in the order in which they were marooned.

Pistol (3)

Revealer maroons any player or saves the pistol to use on one of the revealer's future turns. Using it on a future turn does not count as that turn's action. You are allowed to maroon yourself.

Scurvy (3)

Revealer ends their turn immediately and loses their next turn. Saved cards (letter of marque, pistol, treasure map) can not be used for the rest of the turn the revealer drew scurvy (if it was their turn when they drew it) or on their next (skipped) turn.

Spanish Armada (1)

The game ends when the Spanish Armada card is revealed. If the Spanish Armada card is the last card left, players may not use an action to view cards or to force other players to reveal cards.

Stormy Seas (1)

All treasure on the revealer's ship is returned to the Spanish galleon (if the revealer is on a ship) or the Tortuga treasures are returned to their original starting areas (if the revealer is on Tortuga). There is no effect if the revealer is on a rowboat.

Stowaway (1)

Revealer must move any player from one ship to the back of the other. If nobody is on either ship, the card does nothing. Players on rowboats can not be moved.

Treasure Map (3)

Revealer may take an extra action now or save the treasure map to take an extra action on one of the revealer's future turns. Using it on a future turn does not count as that turn's action.

TORTUGA HISTORY

Tortuga, a small island off of Haiti, was an important pirate settlement and hideout during the golden age of piracy. British, French, and Dutch pirates lived together on the island in a loose alliance and formed a pirate government known as “The Brethren of the Coast.”

Rich from its support of piracy and protected by the Brethren, Tortuga was full of taverns, gambling houses, and prostitutes.

The French and British governments, in an attempt to weaken the mighty Spanish, would often legalize piracy by giving pirates letters of marque. These gave pirates permission to unofficially plunder Spanish ships and towns. Many of the pirates on Tortuga chose the privateering life over full-blown piracy, which was illegal. Loyalty to country was fleeting, though, and pirates often walked the line between patriotism and rebellion.

THE FLYING DUTCHMAN & THE JOLLY ROGER

Since the pirate crews in this game are an assembly of All-Star pirates, we decided to give them fictional All-Star ships.

The Flying Dutchman is a legendary ghost ship, glowing with eerie light and full of the dead. For 400 years pirates and sailors have claimed to see it haunting the ocean. The Jolly Roger is actually the name of the famous smiling skull and crossbones that people often use to represent pirates. Pirate ships began flying flags using variations of the Jolly Roger in the late 1600s.



HENRY MORGAN

Henry Morgan was one of the most successful privateers to ever live, launching many of his attacks out of Tortuga. Morgan sacked dozens of Spanish towns and ships. Unlike most privateers, Morgan stayed loyal to his British homeland, lived to enjoy his treasure, was knighted by King Charles II, and was even appointed Lieutenant Governor of Jamaica.

CHARLOTTE DE BERRY

Charlotte was kidnapped and forced to marry a merchant ship captain. She persuaded the crew to mutiny, decapitated her husband, and became captain of the ship. Some say that she was a fictional character popularized by Edward Lloyd’s “History of the Pirates,” while others say she was the fiercest female pirate to sail the Caribbean.

JOHNSON THE TERROR

Daniel Johnson was a merchant sailor when he was captured by a Spanish warship and sold as a slave. He escaped to Tortuga and enlisted as a privateer, attacking Panama alongside Henry Morgan. His thirst for

revenge on his Spanish enslavers earned him the nickname “Johnson the Terror.” The Spanish once offered a reward of \$25,000 for his capture.

FRANCOIS L'OLONNAIS

Francois, perhaps the most famous French buccaneer to sail the Caribbean, based many of his pirate expeditions out of Tortuga. He came to be known as “The Bane of the Spanish” because of his violent raids and fascination with torture. He once ate the heart of one of his captives. Karma caught up with him when he was eaten by cannibals in Panama in 1667.

ANNE DIEU-LE-VEUT

Anne was sent to Tortuga from France as a criminal and was widowed twice before famous buccaneer Laurens de Graaf proposed to her at the point of her gun. Though it was usually bad luck to have a woman onboard, Anne accompanied de Graaf and fought alongside him. It is believed that after years of piracy Anne and Laurens settled in Louisiana with their children.

BERTRAND D'OGERON

Bertrand fought in the French navy and grew tobacco in Santo Domingo before being appointed governor of Tortuga from 1665 until 1673. He offered high commissions to privateers to attack Spanish ships and towns. Tortuga flourished under his governorship as he encouraged cooperation between the French, British, and Dutch against the powerful Spaniards.

ROCK BRAZILIANO

Rock grew up in Dutch-controlled Brazil and was active in the Caribbean from 1654 until his disappearance in 1671. He got his start when he mutinied his captain near Port Royal, and made his living attacking Spanish ships and towns alongside Henry Morgan and Francois L'Olonnais. Rock was known to roast his prisoners alive.

LAWRENCE PRINCE

Lawrence was a Dutchman active in the Caribbean from 1659-1671 working as a British privateer. After his successful raid of Granada, Lawrence was recruited by Henry Morgan to be an officer in the sacking of Panama. Lawrence later became a wealthy landowner in Jamaica before returning to England in 1715.

BARTHOLOMEW PORTUGUES

Bartholomew raided the coast of New Spain from 1666-1669 and was one of the first pirates to lay down a set of guiding rules known as “The Pirate Code.” After being captured near Cuba, Bartholomew escaped with a knife, floated to shore using wine bottles, crossed 120 miles of jungle, recruited a new crew, and returned to capture the very ship that had held him prisoner.

CREDITS

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THANK YOU

To all of our playtesters and Kickstarter backers
who brought Tortuga 1667 to life!

1st Deluxe Printing



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