

**THE CURSE
OF THE BLACK DICE**



BLACK SKULL
SHIP'S LOGBOOK



THE CURSE OF THE BLACK DICE

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AHOY SEA DOGS!

Welcome on board of the **Black Skull**. Within a moment we shall sail for a long voyage! We shall fight the legendary Kraken, search for The Flying Dutchman and try to defeat the mighty Spanish Armada. There is a ship's log waiting for you in the Captain's cabin which will tell you about the details of the journey. When in doubt listen to Jolly Roger - our fearless parrot. He always has something wise to share!

Objective of the game

In **The Curse of The Black Dice** players become a pirate ship crew. To guide their vessel to the end of the game they will have to cooperate, but only one of the pirates can win the whole game!

All adventures in this game are represented in the game's scenarios (quest tiles). Each scenario is different. It may vary in either the end game conditions or in terms of player cooperation. Each player's objective stays the same – it is to gather as much gold as possible and to navigate the boat that the players are sailing on to a safe destination. All this shall be done against cursed black dice, which constantly try to thwart the crew's plan.

The game is won by the one who gathers the most gold at the end of the contest. Gold is awarded for finishing tasks which are appointed by the configuration of black dice.

It is time to start the adventure! Let us sail for riches and glory!

Content:

- | | | | |
|---|---|----|--|
| 1 | 4 quest tiles | 8 | 2 map tokens |
| 2 | 24 black, cursed dice | 9 | 3 ship damage tokens |
| 3 | 24 player's dice (4x6 dice of each color) | 10 | 2 ship tokens |
| 4 | 22 rum tokens | 11 | 3 enemy damage tokens |
| 5 | 40 gold tokens | 12 | 2 blockade tokens |
| 6 | 8 pirate tiles | 13 | 1 captain's marker |
| 7 | 2 summoning tokens | ● | 3 instructions (Polish, German, English) |



4 quest tiles

Quest tiles are the heart and soul of every pirate voyage because they determine which adventures you will face during the game and also which rewards and penalties shall wait for you at the end of the journey. In the game you shall find 4 quests:

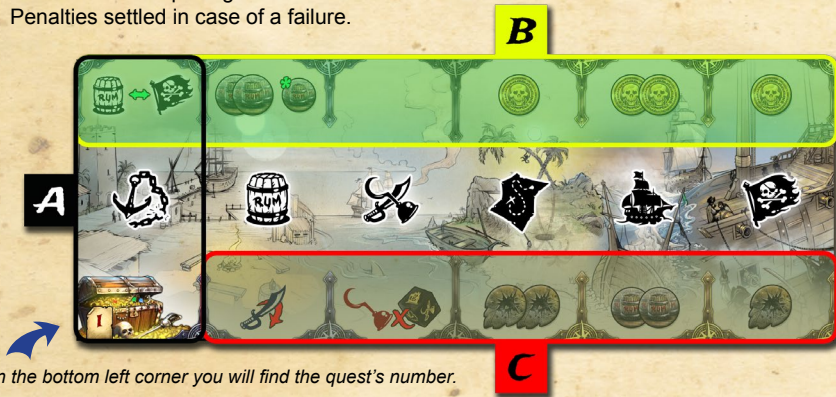
1. *Pirate's Island Treasure (I)*
2. *The Hunt for the Kraken (II)*
3. *The Spanish Armada (III)*
4. *The Flying Dutchman (IV)*

Each quest has been described hereunder in this very ship's log! Arrr!



Each quest tile consists of 3 areas:

- A. Six adventure fields, represented by symbols matching the faces of the cursed black dice (an anchor, a barrel of rum, crossed sword and hook, a treasure map, a ship, a pirate flag).
- B. Rewards for completing adventures.
- C. Penalties settled in case of a failure.



48 pirate dice

24 black cursed dice, 6 red player's dice, 6 brown player's dice, 6 blue player's dice and 6 green player's dice.



x24



x6



x6



x6



x6

22 rum tokens

Your pirate ship cargo hold is full of rum which is a valuable commodity in the pirate world. You can pay your crew with it and you can also give yourself some zest while rolling your dice.



40 gold tokens

Every pirate's dream and an element which no pirate voyage can do without! The Curse of Black Dice gold tokens face-value are: 3, 4 and 5. 20 tokens valued at 4, 10 tokens valued at 3 and another 10 valued at 5.



x10



x20



x10

8 pirate tiles

Each pirate is a crucial member of the crew. You will discover how by reading the rest of the instructions.



4 special tokens:

2 summoning tokens and 2 map tokens



Maelstrom which symbolizes summoning the Kraken (used during The Hunt for the Kraken).



Map which symbolizes the search for The Flying Dutchman (used during The Flying Dutchman).

3 ship damage tokens

During a single quest a pirate ship is allowed to receive a maximum of two ship damage tokens. Receiving a third one causes the ship to go underwater and results in all players losing the game.



2 blockade tokens

The blockade token is used for marking an adventure that is blocked for the time being. The token can be used in all quests.

2 ship or enemy tokens

You place the damage received during the quests on the ship token. You will find more on that subject in the description of the game.



Before the game starts you can choose which boat shall represent your ship and which one shall represent your enemy.

3 enemy damage tokens

Present in quests: **The Hunt for the Kraken, The Spanish Armada, The Flying Dutchman.** During a quest the enemy may receive a maximum of two damage tokens. Receiving a third one means the enemy is defeated and the quest is completed.



1 captain's marker

Wooden marker showing the captain's sword. It is received by the player that is, at a given moment, the captain and is commanding the pirate ship crew.

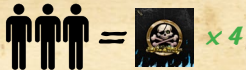
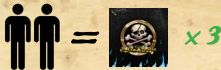


Setting up the game

- 1 Place chosen quest tile within the range of all players.
- 2 At the left side of the quest tile place the ship token which shall represent our dinghy. If you are completing one of the following quests: The Hunt for the Kraken, The Spanish Armada or The Flying Dutchman then place at the right side of the tile a token showing your enemy.
- 3 In an easily accessible location place piles of:
 - rum tokens,
 - gold tokens (put them face down),
 - summoning/map tokens (if a quest requirement),
 - damage tokens.
- 4 While completing each quest players randomly pick gold so that the other players won't know it's value (they can, however, check the value for themselves). Only after the end of the game (after reaching the game goal) players reveal the value of their assets and count gathered gold – you will find more on that subject on following pages of the ship's log.
- 5 Distribute 5 player's dice in the same color to each player, place the sixth - spare dice in the box or somewhere out of the playing area.
- 6 Distribute two rum tokens to each player – they will sure need it during the game!
- 7 Place all of the black dice next to quest tile in numbers matching the number of players. Each player has 5 black dice so that in 2/3/4 players game 10/15/20 black dice shall be placed. Put extra dice into the box or somewhere out of playing area.



- 8 Place the captain's marker on the tile representing your ship - it should be fought for.
- 9 Draw your crew: Shuffle 8 pirate tiles and choose the number of pirates matching the number of players and add one more. This means that in 2/3/4 players game you should pick 3/4/5 pirates.



Order of the game



Initial stage: choosing the Captain

By the ancient pirate custom we welcome you to stand and fight on the ship's prow. Remember that the fight for commanding the crew is on only during the first round!

The players roll one dice each and compare the outcome. The result closest to the pirate flag wins. That means that the results should be compared to the order of icons placed on the tile of the given quest, beginning with the anchor which is symbolized by 1 and ending with the pirate flag which means 6. In case of a draw, players roll the dice up until one of them wins.

Stage 1: The cursed dice set the games course

Every player rolls 5 black dice at the same time and the results are placed accordingly with icons on the quest tile - with the appropriate value on the top of the quest tile. You can check on the picture an exemplary configuration of cursed black dice and their placement by the quest tile.



The players goal is to complete the adventures which means adding their player's dice to the quest tile and placing them beneath it so that the number of players dice during the given quest would be the same or higher than the number of black cursed dice.

ATTENTION! If the black dice do not show any given symbol, the adventure marked by that symbol is **INACTIVE** (any symbol with no black dice assigned to it) and you can't add players dice to it. If a player rolls an **INACTIVE** symbol with his own dice, he may roll the dice once again (only the dice with the inactive symbol. Players can't reroll dice with active symbols). If he gets an inactive symbol again...Well - even the finest pirates get bad luck-the dice should be put away and the player can't use it during the present turn (he has to wait till his next turn, then he will be able to use all of his dice).

To mark inactive quests use the **blockade tile** - simply place it over inactive adventure.

ATTENTION! In certain quests, some adventures are **INACTIVE** from the start. The details are described further in this ship's log..



Stage 2: On to adventure, lads!

After laying down all the black dice every player completes two steps that constitute his turn starting from the CAPTAIN and going in clockwise order:



Active pool of dice are dice that have not yet been used in the present turn.

- 1 Rolling player's dice** – The active player rolls the dice from his active pool. After the roll he may use the pirate's abilities or drink rum to roll the dice again (you will read more about this later).
- 2 Adding chosen dice to the adventure** - after rolling the dice the player picks one of the rolled symbols and adds all dice, with the given symbol to specific adventure symbolized by that icon.

Rules of adding dice to the quest tile:

Let us go through an example roll:



Ships first and major rule is: We always add dice according to the symbols and during your turn you can add only one symbol!

If, according to example above, the player is willing to add the anchor then during an adventure marked with the anchor he has to add two dice with which he rolled the anchor symbol. Hence adding a symbol to an adventure he always has to add all the dice with the given symbol.

Whereas if he would want to add a different symbol to the adventure tile, for example the pirate flag, he adds only one dice because his dice roll showed only one pirate flag symbol.

End of player's turn:

After the player rolled the dice and added one or more of them, the rest of the dice are put away and then another player takes his turn. At the beginning of a new turn the player rolls all his remaining dice, and it goes on until the last of his dice is added.

Did blind faith trick you? You are not happy with the result? You still have two solutions up your sleeve!



During your turn, besides rolling and adding the dice, you can perform the following actions

Drink your rum!

The player tosses away a rum token and is granted the possibility to roll **ALL** of his dice that yet haven't been added to the quest tile. You can't choose which dice to roll, you have to roll all or none! This action can be repeated with no limits as long as you have rum tokens. You can do that only during your turn, of course.

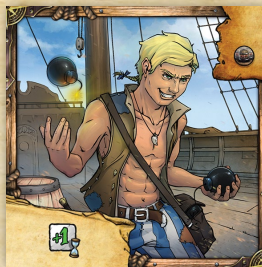
Get your men back to work!

What else are they here for?

Make them do something for the common cause! Every pirate has a special ability, which may be activated after rolling the dice. However pirate nature and belief is very simple: you need to pay the crew. That means a pirate has to be paid with a barrel of rum symbolized by a rum token if you want to use his ability.

Every pirate tile has two markings significant for the game:

Ability



A number of rum tokens this pirate can take

What kind of abilities do the pirates have?



Overboard with him! Throw this pirate overboard to avoid a penalty. Pay the pirate and then flip him. Thanks to this, at the next quest tile settlement you can ignore one chosen penalty for not completing an adventure. A turned pirate does not come back to the game and cannot be unblocked.



Bullseye. Changed one of the player's rolled results to any result of their choosing.



The Jibe! Change the roll outcome to the opposite face - for example changing the pirate flag into the anchor.



To sails Men! 1 additional dice for every player in the next turn. In the next turn, after settling the quest all players return the additional sixth dice into the box.



Change of course. Switch chosen lines of black dice, for example change the line of dice added to the adventure marked with an anchor with the line added to adventure marked with the pirate flag (turn the switched dice to the face showing the symbol of an adventure to which they have been added).



Storm. Roll a chosen line of black dice and divide new outcome between the lines according to the result.



Keelhauling. Draw back all the dice added to a chosen adventure by the players. The dice return to the pool and may be used again during their turn.



On board! Move the chosen die of any player between adventures 2 and 6 - you can't use the dice in the first adventure symbolized by the anchor.

Each pirate is able to help the player a certain amount of times. It is determined by the number of rum tokens in the top right corner of the tile. When the players pile up rum tokens matching the pirate's limit, the pirate may no longer be used up until he gets unblocked.

The man just got drunk as a landlubber and is sleeping on the stern!



Blocked pirates can be persuaded to help again. All of them can be unblocked. To do so all pirates have to be blocked and one of the players (whichever one) has to toss one of his gold tokens into the box, during his turn. In this case the captain removes all rum tokens from all pirate tiles (and puts them on the correct pile). Thus the crew is ready to help once again.

End of the round

The players go through more rounds until all of the dice are added to the quest tile. The player always begins his turn by rolling all of his remaining dice, that is those which have not yet been added to the quest tile. If a player adds all of his dice before the other players he waits for them to finish the round.

Now the players may go to the last stage which is the settlement of the quest.



Stage 3: Let us see what the west wind brought us...

When the players finish adding dice to the adventure tiles we begin settling the quest- allocation of rewards and penalties described on the quest tiles.

(Indication of rewards for completing adventures)



(Indication of penalties for failure to complete adventures)

Means of quest settlement:

- We always start the quest settlement from the first adventure (marked with the anchor icon) and proceed all the way through the rest of adventures up until the last of them (marked with the pirate flag icon).
- Settling given adventure the players will always get a reward (if they met adventure requirements) or penalty (if they failed).

All the rewards and penalties for each quest tile are described in: **Description of the quests and the end of the game.**

The standard penalty for all of the quests is rolling extra black dice during the settlement of the finished quest (as shown below). Which means, the difference between the black dice and player dice at this adventure need to be rerolled.

See example of how it works!



Example: Going through a 3 player game the following dice configuration have been rolled.

It shows that the fourth adventure marked with the map has been failed (in the column there are two more black dice than all player's dice altogether). In that case a reward for that adventure is not settled and the penalty marked with the symbol is activated. Additionally the black dice assigned to that adventure are rolled again (The excess black dice are rerolled - in this case it would be two black dice).

If, due to the dice roll, we get a map, crossed sword and hook, barrel of rum or anchor (equal or lower value) - nothing happens. Other results cause the addition of this dice to the new, drawn column.

In this way past failed adventures can ruin our plans!



Not enough gold in the pool?

If the situation occurs, that during reward settlement there is no gold from the available pool and it shows that it would not be enough for all crew members, the collection of gold is started by the captain and then continues in the order in which their dice were added to the adventure (from the first one to the last player). If the captain did not take part in the adventure, gold is collected in order in which players added dice to the adventure.

- After settling all penalties and rewards a new sea wolf and captain are picked. Each board is divided exactly in half. The player who has the most owned dice on the right side of the quest becomes the sea wolf and collects an additional gold token from the pool. The player who has the most owned dice on the left side becomes the new captain.

ATTENTION! If the situation occurs that during black dice roll we get the result matching the adventure in which there is no black dice, that dice is put away on the side (it won't activate the adventure which was inactive during quest)- you may sleep well. The faith was on our side this time!



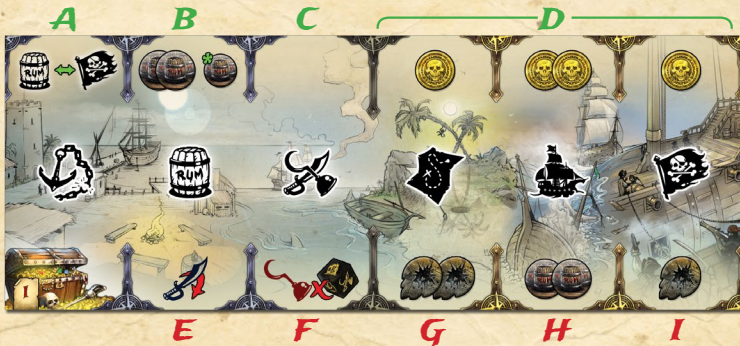
- A draw is settled by an old pirate custom-a duel. Similarly to captain's election the players roll the dice. Highest roll wins.

The players gather their dice and the captain calls pirates for another roll of the cursed black dice to determine the new cause of adventure. Another round starts. The game is played until the ending requirement is met (check it in description of specific quest).

Description of specific quests and the end of the game

Pirate Island Treasure

Gold - every pirate's dream. Everyone who sails on a pirate quest dreams about chests full of this precious metal.



The players goal is to find and empty a chest full of gold doubloons.

The quest ends when all coins from the treasure chest are collected (gold tokens pool) and settled adventures did not cause our pirate ship to sink. **The number of gold tokens depends on the number of the players:**



$\times 20$



$\times 30$



$\times 40$

Meaning of reward symbols:

- A** The last player to add his die to this adventure may move it to a different adventure, from the one marked with the rum up to the one marked with the pirate flag. The given player is allowed to move only one dice no matter how many of his dice are added to this adventure.
- B** The players which took part in this adventure (their dice have been added to the adventure) receive two rum tokens each. The rest of the players receive one rum token each.
- C** No icon? You won't get a reward for this adventure. Just pirates luck...
- D** Each player taking part in the adventure receives as much gold coins as set for this adventure. Remember! No matter how many dice you add to the adventure, you will receive the amount of gold coins showed by the symbol of given adventure.

Meaning of penalties symbols:

- E** The captain chooses a pirate to be thrown in disgrace off the Black Skull deck. Turn the pirate tails up. He won't be able to help you for the rest of the game-he sleeps with the fishes.
- F** In the next round, increase the black dice pool by the number of players. Hence 2/3/4 black dice are added for 1 round in a 2/3/4 player game. When you settle the next round, put additional black dice back into the box.
- G** By the dead man's chest! Our ship received two damage points!
- H** The Captain collects from the hold (overall rum token pool) two tokens and places them on two chosen pirates thus limiting the use of their abilities. He can place two tokens on one pirate or one token each on two pirates (you can't place rum tokens on pirate over his limit).
- I** On Kraken's tentacles! Our ship received one damage point!

No indicator under the adventure? Celebrate matey! No additional penalty!

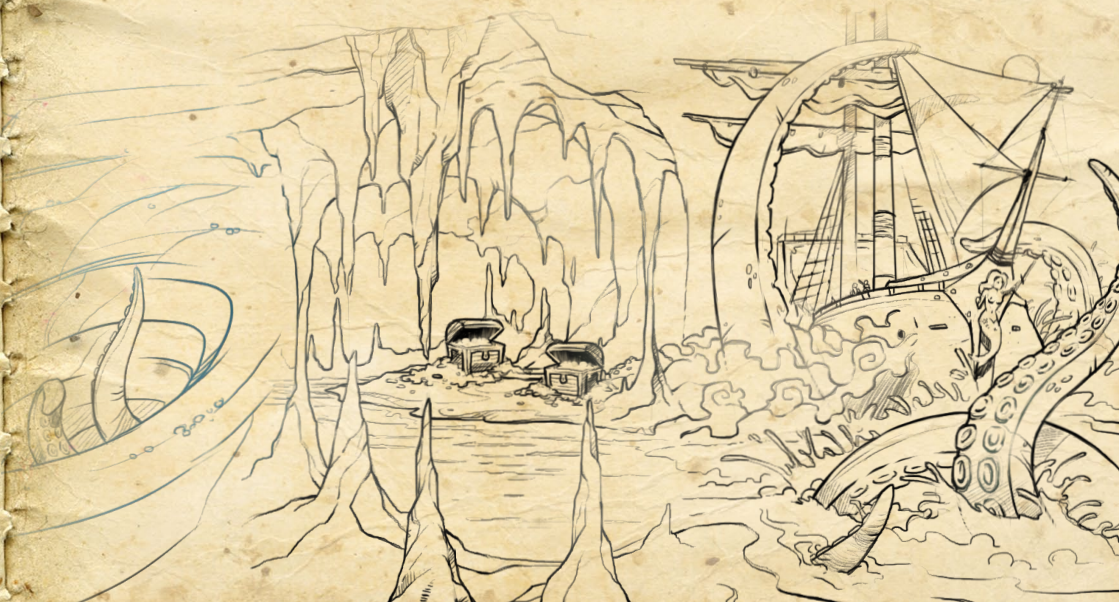
Meaning of reward symbols:

- A** The last player to add his die to this adventure may move it to a different adventure, from the one marked with the rum up to the one marked with the pirate flag. The given player is allowed to move only one dice no matter how many of his dice are added to this adventure.
- B** The players which took part in this adventure (their dice have been added to the adventure) receive two rum tokens each. The rest of the players receive one rum token each.
- C** No icon? You won't get a reward for this adventure. Just pirates luck...
- D** Players which took part in this adventure gain 1 gold coin each (no matter how many dice a player added to the adventure). Additionally the Black Skull crew receives 1 summoning Kraken token!
- E** Players which took part in this adventure gain 1 gold coin each (no matter how many dice a player added to the adventure).
- F** To arms brothers! Kraken receives 1 damage point. To defeat it we must inflict 3 damage points.

Meaning of penalties symbols:

- G** In the next round, increase the black dice pool by the number of players. Hence 2/3/4 black dice are added for 1 round in a 2/3/4 player game. When you settle the next round, put additional black dice back into the box.
- H** In the next round each player loses one of his dice (they need to be set aside for the next round). Lost dice return to the players after the next settlement of rewards and penalties (unless this adventure fails again).
- I** The captain chooses a pirate to be thrown in disgrace off the Black Skull deck. Turn the pirate tails up. He won't be able to help you for the rest of the game-he sleeps with the fishes.
- J** By the dead man's chest! Our ship received two damage points!

No indicator under the adventure? Celebrate matey! No additional penalty!



The Spanish Armada

Damn this Spanish Armada. May the Kraken eat Philip the II and his ideas! Those rotten ships make our pirates work harder and constantly interfere in our business with the English. They must pay for it! The best thing to do is to sink a couple of their vessels and to do some old fashioned, but maybe not to subtle, gold plunder. Let's do it lads! A barrel of rum for courage and to arms!



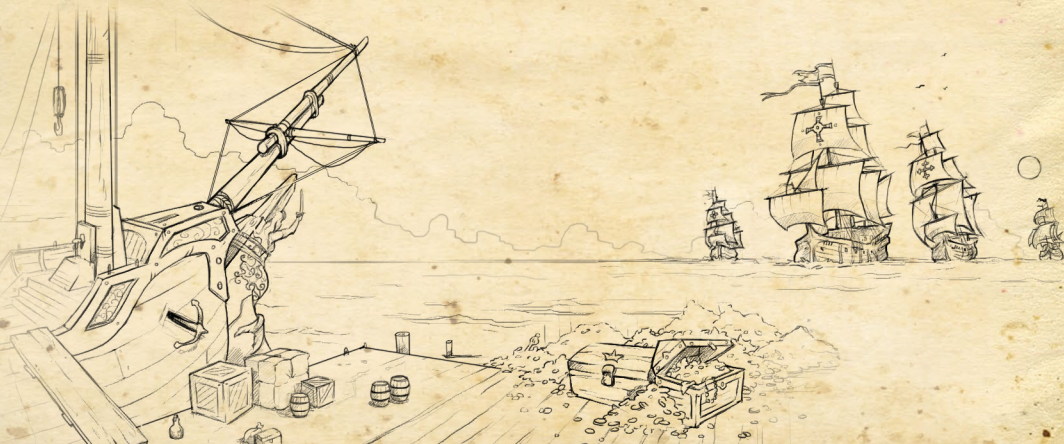
Special rules:

To be able to attack the Spanish Armada you need to fill the cargo hold with rum by successfully finishing an adventure marked with the barrel of rum. While settling the adventure marked with the pirate flag you can try to sink one of the Armada's ships. If you succeed in completing an adventure, aside from receiving gold coins, there will be a chance to put one enemy damage token on the tile representing an enemy ship.

In this quest gold is unlimited. That means that all gold tokens from the box are placed in the pool.

The quest ends when 3 Spanish Armada ships are sunk (3 enemy damage tokens are placed on the tile).

If, in a given round, an adventure marked with a rum barrel is not successfully finished or it is inactive (no black dice with this symbol occurs) then you need to continue the adventure marked with the pirate flag (if it's activated with black dice). In that case, players defend against Spanish broadside fire. This means they don't get a reward for this adventure and by finishing it they avoid the penalty.



Meaning of reward symbols:

- A** The last player to add his die to this adventure may move it to a different adventure, from the one marked with the rum up to the one marked with the pirate flag. The given player is allowed to move only one dice no matter how many of his dice are added to this adventure.
- B** The black Skull crew has also unlocked the ability to fight the Spanish Armada. This means that in this round you can get rewards for the adventure with the pirate flag.
- C** In the next round you need to reduce the black dice pool by 2. After finishing that round 2 black dice are added back in the game.
- D** The players which took part in this adventure (their dice have been added to the adventure) receive two rum tokens each. The rest of the players receive one rum token each.
- E** The players which took part in this adventure gain 2 gold coins each (no matter how many dice they added to the adventure).
- F** On board! Players which took part in this adventure gain 2 gold coins each (no matter how many dice they added to the adventure) and the Black Skull crew inflicts 1 damage point to The Spanish Armada thus sinking one boat!

Meaning of penalties symbols:

- G** The captain gets out of the hold (the total pool of rum tokens) three tokens and places them on selected pirates, thus reducing the possibility to benefit from their skills. The captain can separate rum in any combination between the pirates (you cannot put on your pirate more tokens than the pirate can handle).
- H** In the next round, increase the black dice pool by the number of players. Hence 2/3/4 black dice are added for 1 round in a 2/3/4 player game. When you settle the next round, put additional black dice back into the box.
- I** On Kraken's tentacles! Our ship received one damage point!
- J** Players which took part in this adventure toss one of their own gold tokens into the box, the rest of the players toss two gold coin tokens each (players choose which tokens they want to toss).
- K** By the dead man's chest! Our ship received two damage points!

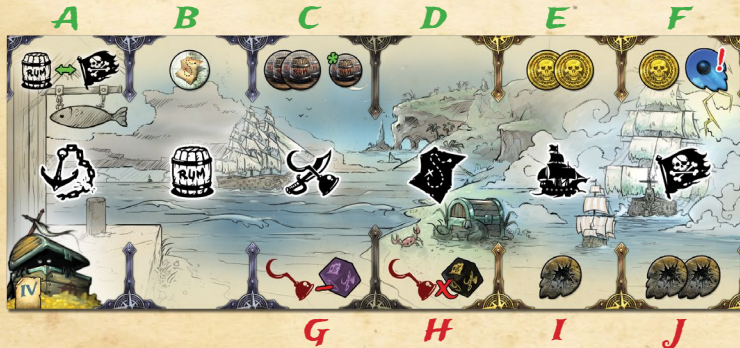
No indicator under the adventure? Celebrate matey! No additional penalty!



The Flying Dutchman

We don't fear the gruesome legends of the The Flying Dutchman and her cursed captain Van der Decken! We do not fear proclaimed misfortunes nor bad luck which is brought by this haunted vessel to other ships. However we are very much interested about how much gold Van der Decken gathered during his centuries of hopeless wandering through seas and oceans.

Let's go then lads! Let us find enchanted maps, let us find the Flying Dutchman. We shall fight him and we shall take as much gold as we can carry! And Van der Decken and his skeleton crew? They shall taste our bullets and they shall smell our steel!



Special rules:

The adventure marked with the pirate flag is blocked up until 2 enchanted map tokens are gained (adventure marked with the barrel of rum is completed twice). Place a blockade token on the adventure marked with the pirate flag.

In this quest gold is unlimited. That means that all gold tokens from the box are placed in the pool.

If the players haven't gathered 2 enchanted map tokens yet, at the beginning of a new round while rolling the cursed dice the captain always places one black dice on the spot of the adventure marked by the barrel of rum (so that this adventure is always active, no matter the outcome of other black dice rolling).

If the players roll a symbol of an adventure that is blocked, those dice are added to:

- 1 the adventure marked with the barrel of rum, if the adventure marked with black flag is blocked
- 2 the adventure marked with the pirate flag, if the adventure marked with barrel of rum is blocked (the players gathered 2 enchanted map tokens already).

The quest ends when the players inflict 3 damage points to the Flying Dutchman and that cursed ship runs toward the fog of the Bermuda Triangle!

Meaning of reward symbols:

- A** The last player to add his die to this adventure may move it to a different adventure, from the one marked with the rum up to the one marked with the pirate flag. The given player is allowed to move only one dice no matter how many of his dice are added to this adventure.
- B** The Black Skull crew receives a piece of a map which aids in finding *The Flying Dutchman*. Let us get two of those and let us fight this cursed ship already!
- C** The players which took part in this adventure (their dice have been added to the adventure) receive two rum tokens each. The rest of the players receive one rum token each.
- D** No icon? You won't get a reward for this adventure. Just pirates luck...
- E** Players which took part in this adventure gain 2 gold coins each (no matter how many dice they added to the adventure).
- F** On board! Players which took part in this adventure gain 1 gold coin each (no matter how many dice they added to the adventure) and the Black Skull crew inflicts 1 damage point to *The Flying Dutchman*! But remember that players only deal damage if the number of all players' dice is higher than the number of black dice on this adventure! If the number of black dice is equal to the number of players' dice on an adventure, the players earn gold, but they do not deal damage.

Meaning of penalties symbols:

- G** In the next round each player loses one of his dice (they need to be set aside for the next round). Lost dice return to the players after next settlement of rewards and penalties (unless this adventure fails again).
- H** In the next round, increase the black dice pool by the number of players. Hence 2/3/4 black dice are added for 1 round in a 2/3/4 player game. When you settle the next round, put additional black dice back into the box.
- I** On Kraken's tentacles! Our ship received one damage point!
- J** By the dead man's chest! Our ship received two damage points!

No indicator under the adventure? Celebrate matey! No additional penalty!



There can be only one winner and losers are all!

If the condition to end the game is met, players check which of them showed the best pirate skill and plundered the most gold.

All players show their gathered gold tokens value. **The one with the highest total value of gold wins!**

If there is a tie, the player with the most value on gold coins and with the **FEWEST** number of gold tokens **wins** - in piracy you **need cleverness** but a bit of luck as well.

If there still is a tie, the **last round's captain wins automatically** even if he is not one of those players with the most gold!

And when do players lose?

1

When they let their ship sink-they receive 3 damage points during a quest.

2

When they lose their whole crew - by penalties or abilities, the captain was forced to throw all crew members overboard (he turned the pirate's tokens face down, for example, for help during an adventure, by using Overboard with him! ability).



Enough hanging around! On board companions! There is so much gold for us to plunder...





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