

# CARTAGENA

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An exciting race game for 2 to 5 players ages 8 and up

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## OBJECT OF THE GAME

Each player tries to get their pirates to successfully complete the difficult escape through the jungle to the rescue ship. Players need to be particularly clever and forward-looking when playing their cards.

The first player to have all pirates on board wins the game.

## GAME COMPONENTS

### 6 game board segments

each with a portion of the path through the jungle. Each segment shows six different symbols (Rum bottle, key ring, pistol, grappling hook, lantern and spyglass) in different orders on both front and back.

### 1 meeting place (= starting space)

### 1 rowboat (= goal space)

### 90 cards (15 per symbol)

### 25 pirates (5 per player colour)

### 5 flags (1 per player colour)



pirates



cards



meeting place



rowboat



game board segments



flags

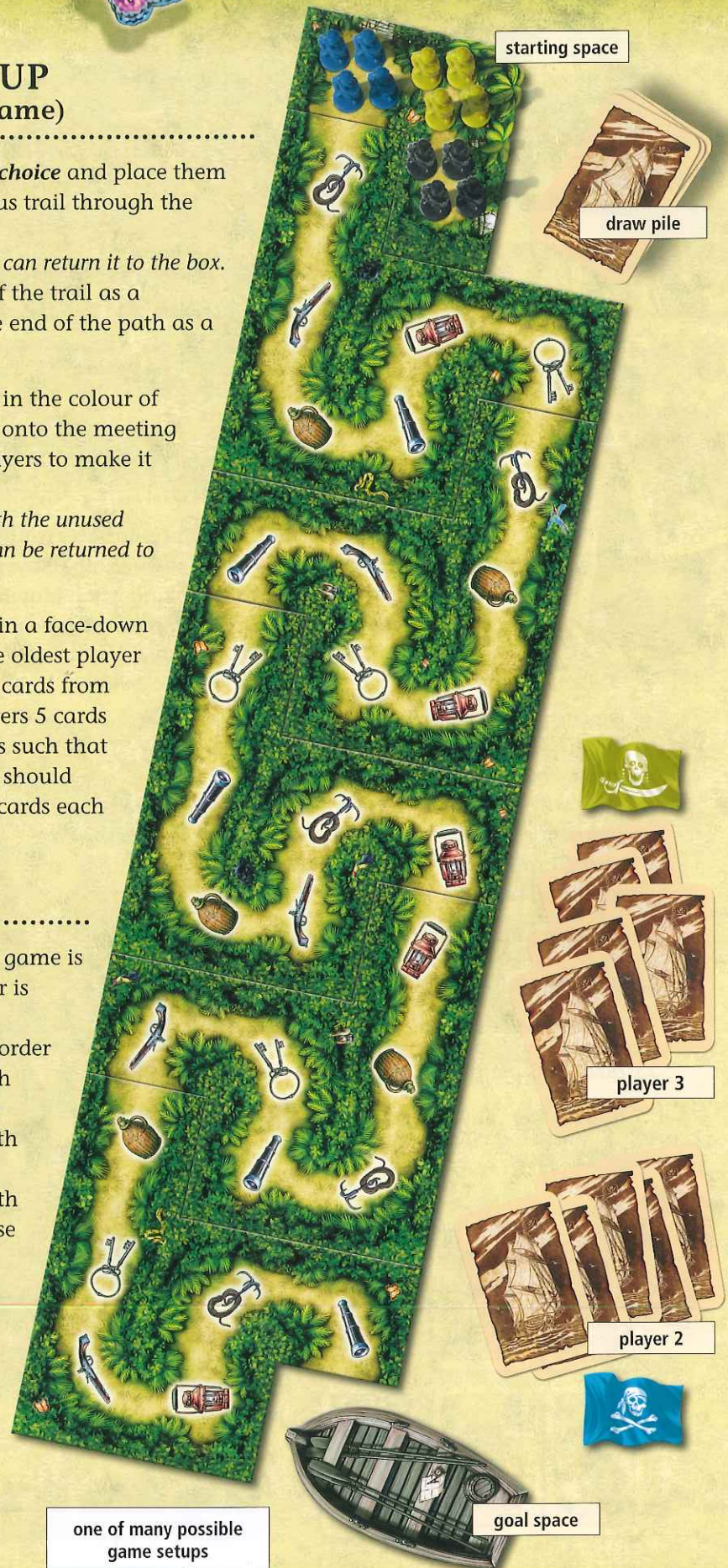
## GAME SETUP (for the basic game)

- Take **5 game board segments of your choice** and place them together such that a single, continuous trail through the jungle is formed.  
*You will not need the sixth segment and can return it to the box.* Place the **meeting place** at the start of the trail as a starting space and the **rowboat** at the end of the path as a goal space.
- Give each player **4 pirates and a flag** in the colour of their choice. Players put their pirates onto the meeting space. The flags go in front of the players to make it easy to tell who is which colour.  
*The fifth pirate in each colour, along with the unused pirates and flags, are not needed and can be returned to the box.*
- Shuffle **the 90 cards** and place them in a face-down draw pile next to the jungle trail. The oldest player is the start player. Give that player 6 cards from the deck and give all remaining players 5 cards instead. Make sure to hold your cards such that the other players cannot see them. It should always be possible to see how many cards each player has, however.

## GAMEPLAY

The start player begins, after which the game is played in clockwise order until a winner is crowned.

On your turn, you may – in whichever order you like! – carry out up to 2 actions with your pirates. You can also carry out the same action twice, either both times with the same pirate or with two different pirates. You are also allowed to pass with one of your actions, when it makes sense to – but not with both!



player 1

one of many possible game setups



goal space



The following actions are available to you:

**Play a card and move one of your pirates forward:**

Place one of your cards face-up onto the discard pile (located next to the draw pile) and then move one of your pirates **forward** on the jungle trail – to the first unoccupied symbol of the type you just played. Skip over all other symbols in between, especially those

symbols that match your card but are occupied by other pirates (regardless of the colour).  
(See the detailed example on page 20.)

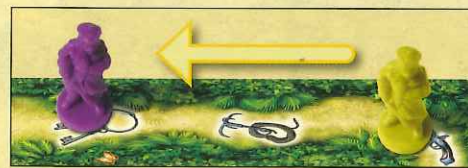
**Important!** If there are no empty matching symbols between the pirate you are moving and the end of the trail, then you place your pirate directly into the boat instead.

**Move one of your pirates backward and draw 1 or 2 cards:**

Move one of your pirates **backward** on the trail and draw new cards from the draw pile. This is the *only* way to get more cards during the game!

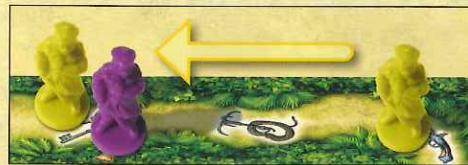
Choose a pirate and move him *back* to the next space occupied by *any* 1 or 2 pirates. The pirates' colour(s) is irrelevant, as is the symbol you are moving to. Skip over any spaces with 3 pirates, along with any unoccupied spaces.

**Note:** There can never be more than 3 pirates on any jungle trail space! (Naturally this rule does not count for the meeting space or the boat.)



+ 1 card

If you moved your pirate back to a space with 1 pirate on it, draw 1 new card from the draw pile.



+ 2 cards

If the space had 2 pirates on it, draw 2 new cards from the draw pile instead.  
(See the detailed example on page 20.)

**Notes**

- Pirates that are already on board the boat may also be moved backward, just like the other pirates.
- You are never allowed to move back to the meeting place!
- If a player has run out of cards but also has no pirates that can be legally moved backward, then, as an exception, that player may draw a single card from the draw pile without having to move any pirates. This is then that player's entire turn!
- You are not allowed to skip over any spaces with 1 or 2 pirates on them when moving backward.
- When the draw pile runs out, shuffle the discard pile and make a new face-down draw pile.

**GAME END**

The game is over as soon as one player moves their last pirate onto the board. That player is the winner.

**The Advanced Game**

All rules remain the same with the following changes:

- Use all 6 **game board segments** when forming the jungle trail.
- Each player uses all 5 **pirates** of their colour.
- Players carry out up to 3 **actions** each turn, which (just like in the base game) can be carried out in any combination.





### A few examples

(of the many action options for players):

Should Black play either a pistol or a lantern for Pirate ①, then he could move this pirate onto the boat since all pistols and lanterns in front of the pirate are occupied.

Should he play a spyglass for Pirate ②, then he would move him onto the unoccupied spyglass space on the last board segment.

Should he move Pirate ③ backward, then he would have to stop at purple Pirate ② and draw one card from the draw pile.

He would not be allowed to stop on the lantern space with three pirates on it, nor choose to move further back to land on the pistol space with two pirates on it.

However, he could choose to use his second action to move Pirate ③ from the spyglass space back to the pistol space and draw an additional two cards.

Grey could play a lantern card for Pirate ① and move him onto the boat; playing a pistol card instead would not be smart as this would only move the pirate 2 spaces forward.

He could also move Pirate ④ backward from the boat and land on the grapple hook space right in front of the boat to draw 2 new cards.

Etc., etc.

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