

Cartagena

First Escape





In 1672, a group of pirates escaped from the dreaded fortress of Cartagena. Now you can join this legendary prison break! Take the lead and help your group of pirates escape to the waiting sloop!

In these two rule booklets, you will find a series of exciting escapes.

Let's start with the First Escape!

Components

30 Pirates (6 in each color)



1 Sloop

6 Board segments



108 Cards



1 Beach tile

2 Rule booklets



1 Prison cell

Second Escape



5 Captain hats

Third Escape



6 Rafts



40 Tokens



1 Wharf segment

Gameplay

The game starts with the starting player and continues in clockwise order. On their turn, a player may take up to **3 actions**, performed in any order and in any combination they choose.

There are 2 possible actions:

Move 1 pirate **FORWARD** - play 1 card

Play 1 card from your hand to the discard pile. Then select one of your pirates (either one already in the underground passage or still in the prison cell) and advance it through the underground passage to the first unoccupied space matching the icon of the card just played. If there are no unoccupied spaces in the passage matching the card's icon, board your pirate on the sloop.

Move 1 pirate **BACKWARD** - draw 1 or 2 cards

Select one of your pirates, even one already on the sloop, and move it backward to the closest space occupied by 1 or 2 pirates (no matter their colors). When moving backward, you bypass vacant spaces and spaces occupied by 3 pirates. A space may be occupied by a maximum of 3 pirates.

If your pirate lands on a space occupied by:

- 1 pirate - draw 1 card from the supply;
- 2 pirates - draw 2 cards from the supply.

Players must always draw the leftmost card in the supply row. A card drawn this way can be played in subsequent actions, even on the same turn.

When the row of cards is empty, reveal the next 10 cards to form a new row. If the deck is empty, shuffle the discard pile to form a new deck.

Note:

At the beginning of their turn, a player who has no cards in hand may skip their entire turn to draw the top card of the deck.

End of the Game

The first player to board all 6 of their pirates on the sloop immediately wins the game! All others are left behind.

Example of a turn

For their first action, the RED player plays a Hat 🎩 to move a pirate **forward**. Since there are no Hat icons in front of that pirate, it moves directly to the sloop.



For their second action, the RED player moves a pirate **backward** to the closest occupied space. Since that space is occupied by 2 pirates, the RED player draws 2 cards.



For their third and final action of their turn, the RED player plays the Bottle 🍷 they just drew and advances a RED pirate to the closest unoccupied Bottle space.

