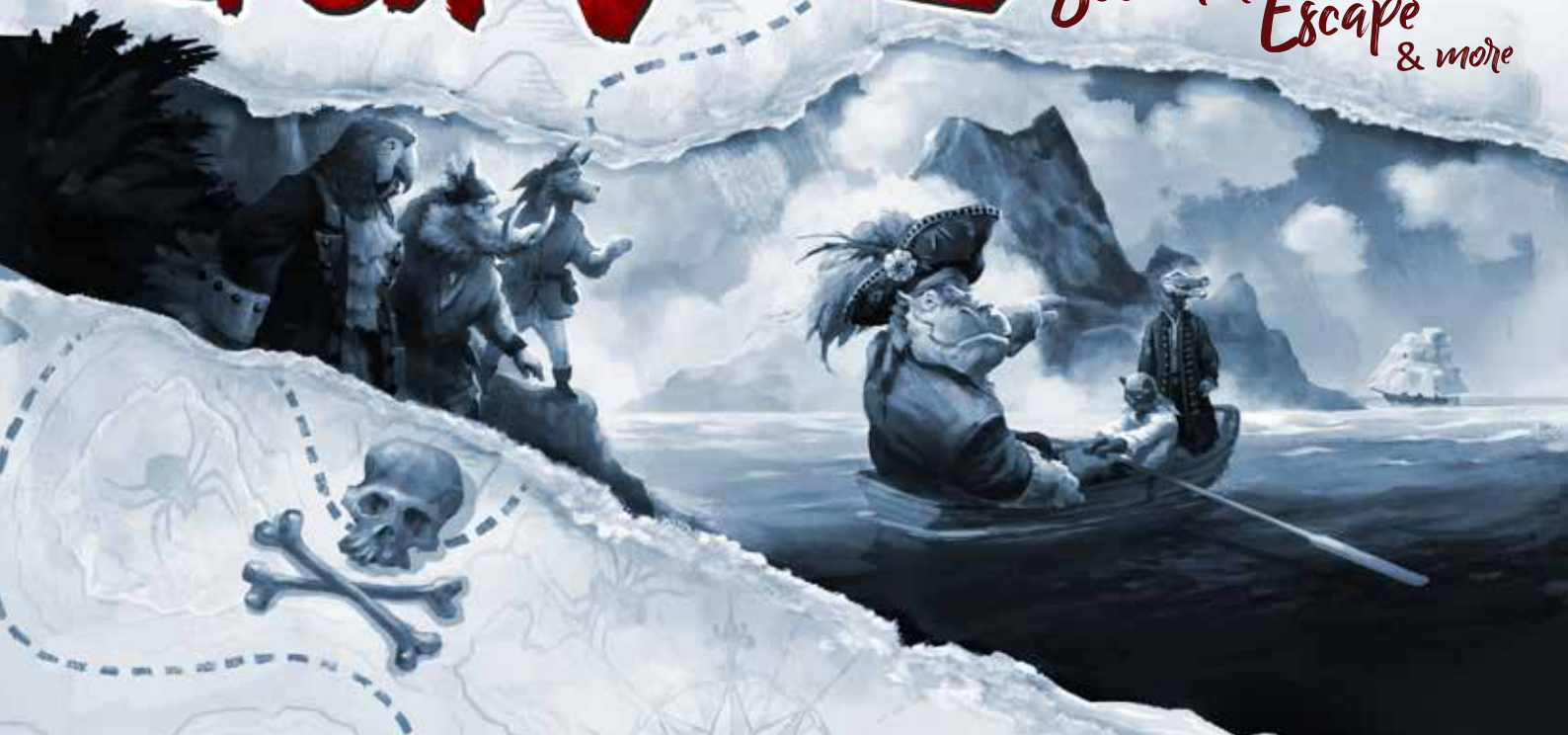


# Cartagena

*Second Escape & more*





## Second Escape: Follow the Captain

*There is nothing better than a strong leader to motivate the group.  
Follow the captain to the exit!*

### Setup

At the end of step 3 of the base game setup, place a captain's hat on the head of a pirate of each color.



### Gameplay

Base rules are the same except the captain has 2 special powers: one for the **forward** move, and one for the **backward** move.

### MOVE FORWARD

You may play any 2 cards (identical or not) to move your captain. Cards played this way become a single joker. You may choose which icon the played cards represent.



### MOVE BACKWARD

When you move your captain backward, for each card you may draw, take the card of your choice from **any** of those available in the supply.



# Third Escape: Risky Rafts

*The pirates have discovered a new way to escape from the prison ... rafts! Pirates must now decide whether to take the longer, safer path or to take a chance on a raft. But beware, not all the rafts are seaworthy!*

## Setup

Place 4 board segments as usual ①, followed by the Wharf segment ② and then 2 more board segments ③. Shuffle the rafts and place them in a facedown pile next to Wharf segment ④. Take the top 2 rafts and place them face up docked at the wharf (with their rope connected): one next to the white section and one next to the orange section ⑤. Shuffle the 40 tokens face down and create a pool, next to the board ⑥.



## Gameplay

Base rules are the same except:

### Playing a card with a grey background

Before selecting a pirate to move, take a facedown token from the pool and reveal it. Then place it on a raft or on the board according to the symbol. If there is no unoccupied space available, return that token to the box without taking any replacement.

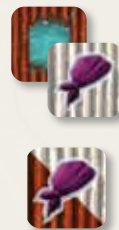


### Crew and Hole Tokens

A revealed Crew or Hole token with a white or orange background is placed on the raft docked at that color. Tokens with both colors (white and orange) can be placed on the raft of your choice.

You always start from the wharf when you place a token:

- A Crew token is placed on the first space without a token or a pirate.
- A Hole token is placed on the first space without a token. If a hole is placed on a space occupied by a pirate, the pirate is removed and put on the wharf (the color of the wharf section does not matter).



### Tokens with an X

If the revealed token has an X icon, place it on the first unoccupied space matching the icon, starting from the sloop. The space covered with an X icon is no longer considered when performing movements.



## Example

The RED player plays a Bottle to advance a pirate. RED has three options: continue on the main path or board one of the two rafts. RED decides to board the raft docked at the orange wharf.



## Example (continued)

Later in the game, BLUE plays a card with a grey background and reveals a token from the pool. The revealed crew token is placed on the first unoccupied space of the raft docked at the orange wharf.



## Boarding a Raft

When moving forward, pirates that are about to cross the Wharf segment may now board a raft instead of advancing on the second section of the underground passage. They may land on any unoccupied raft-space matching the icon of the card just played. If there is no such space available, that pirate must advance through the underground passage normally.

## Raft Goes to Sea

When the total of pirates and crew tokens on board of a single raft reaches 3 (regardless of their colors), move the raft on the sea, close to the sloop. The pirates aboard the raft are considered to have escaped. Draw the top raft of the pile and dock it at the wharf.

## Raft Sinks

A raft sinks when a 3<sup>rd</sup> hole token is put on it. When a raft sinks, put all the pirates that were occupying it on the wharf (the color of the wharf section does not matter). Return the sunken raft and tokens to the box. Draw the top raft of the pile and dock it at the wharf.



**Note:** A player may move a pirate from the wharf, or from a docked raft, to the underground passage or to board another docked raft. To do so, their owner must play a card to move that pirate forward as per normal movement rules.

## End of Game

The first player to board all 6 of their pirates on the sloop and/or rafts gone to sea immediately wins the game. If there is a tie, the player with the highest number of pirates on different vessels wins (e.g. : having pirates on the boat and on at least one raft). If there is still a tie, the player with the highest number of pirates on rafts is the winner. Otherwise, victory is shared.

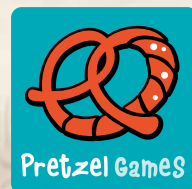
## *Fourth Escape: All Together Now!*

*The rules from “Follow the Captain” and “Risky Rafts” can be combined together for a new escape!*

## Credits

**Game Design:** Leo Colovini  
**Producer:** Sophie Gravel  
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**Development:** Martin Bouchard  
**Graphic Design:** Alexandra Gosselin

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