

CAPT'N PEPE, TREASURE AHOY!



TAKE THE RUDDER IN YOUR HAND AND CREATE NEW ADVENTURES!



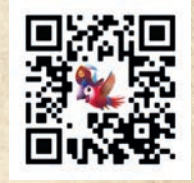
Adventure Book

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We have the complete Adventure Book also set to music, you can listen to it here:



PROLOGUE



After a rough, stormy night at sea, at dawn the *MELODY* gently rocks on the now calm ocean. You and your crew members are still lying in your berths, completely exhausted by the tiring night that just passed. Your loud snoring can be heard from far away.

Suddenly, a shrill scream pierces the air – “Ahoy! Castaway in sight! Starboard, one nautical mile ahead!” In no time at all, you all hop out of your berths and head to the deck. Capt’n Pepe flutters up into the crow’s nest with Meerkat Oscar, who woke everyone up, and takes a look through his spyglass. “Hmm, a dangerous looking rascal, but we’ll bring them on board. Come on, hurry up, what are you waiting for?” he commands snappily. You quickly carry out all the necessary steps and set course for the castaway.

Now read the chapter “Introductory Game” in the Rule Book



Continue reading only after all crew members are standing next to the oars of their color



Once there, Beaver Bob slings a rope around the ship’s rail and tightens it with a sailor knot. In no time at all, Monkey Charley grabs the rope, skillfully lowers himself down and grabs the outstretched paw. Together, you pull Charley and a dripping wet cat on board.

“Who are you and where did you come from?” Capt’n Pepe wants to know immediately. Turtle Tuga gives the cat a glass of water and a warm blanket. “Gee, Capt’n, now let her get her strength back first!” “No, no, it’s OK,” replies the new passenger, “I’m very grateful that you saved me. My name is Mia and I was on board the *SEA DEVIL*.” “The *SEA DEVIL*? But isn’t that the ship of Madame Goldtooth?!” screeches Oscar. Madame Goldtooth is the most fearsome pirate ever. She makes all the world’s oceans unsafe, plunders ships, attacks harbors, and scares everyone. “Don’t lie to us. What’s Madame Goldtooth doing in these waters?” Capt’n Pepe cocks his head to one side and looks at Mia skeptically. “It’s true! Pirate’s honor! She’s looking for the ‘Seven Treasures’. The legend of Ghosty McBoo says that it consists of seven magical objects that are hidden around the world’s oceans. Anyone who possesses the treasure becomes all-powerful and rules over the sky, water, and earth. That’s exactly what Madame Goldtooth wants to do!” Mia explains. “Please believe me. I was her prisoner for a long time because she suspected that I had a hot lead about where to search. But because I didn’t want to help her, she threw me overboard. She’s such a greedy monster and a mean beast!” Then she quietly adds – “As soon as Madame Goldtooth finds all the pieces of the treasure, nothing and nobody will be able to stop her.” You all listen to her words, appalled.

Capt’n Pepe thinks for a while, then puffs up his plumage and calls out, “Comrades, that mustn’t happen! We need to protect the world from darkness! We need to find the ‘Seven Treasures’ before Madame Goldtooth does! Are you in?”

***Now continue reading in the Rule Book with the chapter
“The Base Game”***

PART 1: The First Lead

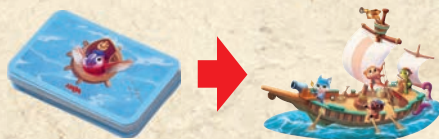
Chapter 1



What a question... of course you're in! Everyone cheers, "Capt'n Pepe, Treasure Ahoy!" You definitely want to find the "Seven Treasures" before Madame Goldtooth.

"You talked about a hot lead you came across. What kind of clues do you have?" Capt'n Pepe turns to Mia. Smiling mischievously, the cat pulls a folded piece of parchment out of her right boot, unfolds it and spreads it out on the ground. "I happened to find this treasure map hidden in a narrow gap at the very back corner of the *SEA DEVIL*. Someone must have it hidden there. Maybe even Madame Goldtooth herself? In any case, it seemed safer to take it with me. I've kept it with me ever since. But I'm not much of a map reader." "Tuga, that's your area of expertise. What do you recognize?" Capt'n Pepe asks the wise turtle. Tuga carefully moves her head over the map and starts studying it. "Hmmm... this is clearly a map of the ocean we are currently on. Do you see the archipelago there? We're around here." Tuga confidently points to a position on the edge of the map. "That means we're really close to the place marked with a cross here!" Charley notes with surprise. Capt'n Pepe energetically taps the cross with his wooden leg. "What are we waiting for? To the oars, let's go!"

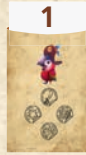
You quickly spread out on deck. Luckily, you are an experienced team and Mia also quickly finds a place. Only once everyone is at the right oar can the *MELODY* pick up speed and stay on course!



CARDS 1-5



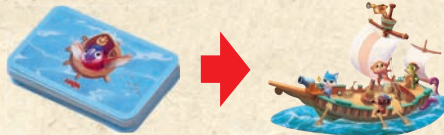
The *MELODY* carefully navigates through a coral reef. You all listen to Capt'n Pepe's commands because you don't want to hurt the coral.



Chapter 2



Meerkat Oscar looks through his spyglass. "I see something! There's something glittering and sparkling like crazy back there! We need to move quickly!"

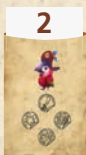


CARD 6



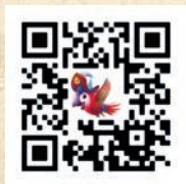
"So where is all this glitter and sparkle supposed to be?" asks Capt'n Pepe, staring intently into the depths. "Below you!" shouts Mia excitedly. "Can you see the school of clown fish? Something golden is glittering in the coral to the left!" "I'd like to take a closer look at that" says Bob as he places a dagger between his teeth. The others secure him with a rope so that he isn't driven away by the current, and the beaver swims towards the coral. There's really something there! One of the skeleton-like coral arms has a golden ring on it. Bob carefully guides the dagger tip under the ring and lifts it off the coral. Then he swims back to the surface, climbs on board and hands Capt'n Pepe the ring. The Capt'n looks at the golden ring in awe. "So the legend of the great Ghosty McBoo is true! The 'Seven Treasures' really do exist." You all immediately burst into loud cheers. "Ahoy! We found the first magical item!" You dance wildly around Capt'n Pepe, who also shakes his wooden leg and holds the ring up like a trophy.

And then Oscar suddenly notices a movement out of the corner of his eye. He looks at the stern of the ship confused ... and gets a fright!



PART 2: Enchanted Barrel!

Chapter 3



How is that possible? Next to the galley, a small wooden barrel hovers about two feet above the ground. “Help, ghosts on board! Look at the barrel over there!” cries Oscar. But when you follow his fearful gaze, you can’t see anything. The barrel is standing, as it always does, next to the galley and nothing indicates that anything is wrong. “Oscar, I think your nerves are getting the better of you,” says Turtle Tuga reassuringly. “It’s no wonder, after all the excitement. We really need something solid in our bellies and a good night of sleep!” You decide to head to the nearest port. After all, it’s time to replenish your supplies to get ready for the rest of the treasure hunt.

The harbor is full of hustle and bustle. Many traders offer their wares here, and it doesn’t take long before you have everything you need. On the way back to *MELODY*, you buy a big box of bananas at Charley’s insistence. “You’ll thank me later; bananas are perfect for treasure hunters and help keep our strength up!” “For treasure hunters? What treasure are you looking for?” asks the curious banana trader. You tell him about the “Seven Treasures” and Capt’n Pepe proudly presents the golden ring, which he has put on his wooden leg. The trader has heard of the legend and scratches his chin thoughtfully. “Do you know the island with the seven cliffs? I’ve always wondered if it has anything to do with the treasure. Quite a few ships have disappeared nearby and never returned – as if the island has a secret that it doesn’t want revealed.” “Thanks for the tip. We should definitely take a closer look!” says Capt’n Pepe.

On board, you realize that the box of bananas takes up more space than you thought. No matter where you push it, it’s always in the way. “Get this box out

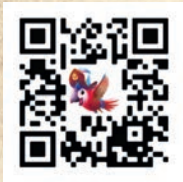
of here!” demands Capt’n Pepe and pretends to kick it with his wooden leg. As if by magic, the box of bananas slides a little to the side. Your eyes wander back and forth between the Capt’n and the box in disbelief. Mia grasps the situation first and points to the golden ring on Capt’n Pepe’s wooden leg. “Do you think that the ring has magical powers?” You quickly find out that Mia’s assumption is correct. Whoever has the ring can use it to make objects float and move them from one place to another!

Now it’s child’s play for you to get the box of bananas out of the way.

Now read the rules in Section A of the Rule Book



**TREASURE
CHEST 1**



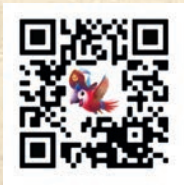
You slowly approach the island with the seven cliffs. Even from a distance you can see barrels, chests, planks and many other things floating in the water. But there’s no trace of the ship they belong to.



Chapter 4

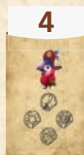


“Where’s the ship that lost all these things? Maybe it sank?” Tuga thinks out loud. “Let’s take a look inside the boxes that are floating around. Maybe we’ll find something useful!” suggests Capt’n Pepe.



Capt’n Pepe gets the boxes on board using the golden ring. They float by one after the other and soon a whole mountain of them is piled up on deck.

Most boxes are empty or don’t contain anything special. But a little chest catches your attention. It’s closed, but Bob carefully opens it with his tool. A whole mountain of gold coins is revealed! A magnificent compass sticks out in between them. Tuga is fascinated by it. “I’ve never seen anything as valuable as this before. I’m sure it must be part of the “Seven Treasures”. The *MELODY* suddenly starts to rotate slowly. “What’s going on? What’s happening?” cries Capt’n Pepe in alarm. Frightened, you hold the railing tightly and can’t believe your eyes. A gigantic whirlpool has formed in the ocean – and your ship is in the center of it ...



PART 3: Unexpected Problems

Chapter 5



The *MELODY* is quickly pulled downwards by the whirlpool. Everything that wasn't securely stowed or tied down flies around and goes overboard. His eyes stubbornly fixed on the compass, Tuga clings to the steering wheel and continues to turn it. The *MELODY* is now almost vertical, but all of a sudden a jolt goes through the hull and, like a miracle, she is thrown back to the surface of the water. The whirlpool disappears as fast as it arrived. The ocean is quiet and calm in front of you, but now there are more boxes floating around. One of them is your banana box – unfortunately now empty.

Even though if you're now safe, the event took a toll on you. You're also hungry, but almost all your supplies are lost. "What should we do now? There's hardly anything left for us to eat," Charley moans and fishes a banana out of the water. "We'll follow this magical compass," Tuga replies. "It seems to be the only sensible thing to do. It showed us the way out of the whirlpool, so I'm sure it'll lead us safely to the next destination." "Ahoy," calls Cap'n Pepe, "we won't be defeated! To the oars, let's go!"

But your progress isn't as fast as before. You're weakened and don't want to exert yourself more than is necessary.

Now read the rules in Section B of the Rule Book



CARD 7

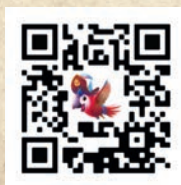
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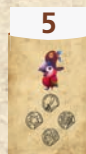
TREASURE CHEST 2



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"Ahoy! Island in sight!" Oscar calls out suddenly out after looking through his spyglass. Although the compass isn't pointing in exactly this direction, you accept the diversion and head for the unknown island, hoping to replenish your supplies there.



Chapter 6

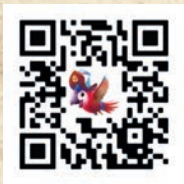


You're in luck! The uninhabited island has plenty of fruit that you can harvest – bananas, melons, coconuts and a few rare herbs and spices. You fill all the boxes you still have with supplies and bring them on board – Charley is particularly pleased about the banana box, which is now once again full of bananas! You notice a message in a bottle floating on the waves near the *MELODY*. Bob pulls out the cork and takes out a piece of paper. It says “Be careful and don't get in my way!” and there is a small hole below the text – as if someone had picked up the note with a hook, maybe someone like Madame Goldtooth ...

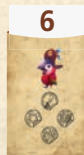
Actually, you're still exhausted and very hungry, but Capt'n Pepe wants to continue. He's worried that Madame Goldtooth is hot on your heels, or even worse one step ahead of you. Groaning, you leave the food boxes on deck and get to the oars immediately.



CARD 8



After covering several nautical miles, Capt'n Pepe relaxes a little. “Now we've earned a rest! Help yourselves, I know you're all very hungry,” says Capt'n Pepe. When the sun goes down, you slip into your berths with full bellies.



Chapter 7



The next morning everyone feels a bit queasy ... Mia suddenly starts moaning and holding her stomach. “You’re all green around the nose, are you feeling sick?” asks Tuga, worried. But Mia can’t answer, she bends over the railing and starts throwing up. “It’s better now,” she mumbles shortly afterwards and heads back to the oars. It turns out that one of the rare spices is not easily digestible in large quantities. Because you all ate a lot of it, nausea sometimes puts one or another of you out of action for a little while.

Now read the rules in Section C of the Rule Book



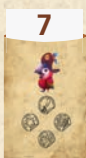
CARD 9



In the evening, you’re all well again and rested. Capt’n Pepe enthusiastically raises your flag a little higher. “Madame Goldtooth doesn’t stand a chance against us!” Oscar peers intently through his spyglass. “Ahoy! Island in sight!” As you take turns looking through the spyglass, Oscar suddenly feels like someone is watching him. He warily looks around the deck, but can’t see anything. Had he looked into the water, he might have noticed the big shadow very close to the *MELODY* ...

The island is now easy to see even without a spyglass. The remains of a shipwreck sway in shallow water. You also discover a cannon that’s buried in the sand on the beach. “Having a cannon on board isn’t bad. Maybe it’ll be helpful in the fight against Madame Goldtooth,” decides Capt’n Pepe. The ring does its job and the cannon floats on board. Bob gets it going in a few simple steps.

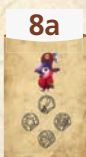
You don't have any cannonballs, but melons and coconuts are also great ammunition. You high five each other happily but Tuga furrows his brow in surprise. "The compass says that we don't need to go to this island, but one further west!" "Well, let's go!" calls Capt'n Pepe decisively.



Chapter 8



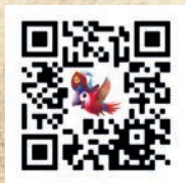
After you've rowed a little, the *MELODY* suddenly starts to sway and long octopus arms slowly slide over the railing. The big shadow turns out to be a giant octopus and it's attacking you!



Now read the rules in Section D of the Rule Book



CARD 10



The cannon has already paid off – with a well-aimed melon shot between its eyes, you send the octopus into the land of dreams and it sinks dazed into the depths of the ocean.

You set your course to an island a little further west. The high cliffs mean that you can't find a place to drop anchor, so Capt'n Pepe flies the last stretch there alone and scouts the situation. He can hardly believe his luck! It looks like there's something gold shimmering in the frothing waves at the base of the cliffs. He swoops down and grabs it with his claws. You all hear Capt'n Pepe's cry of joy from afar and shortly afterwards he returns to the ship. "Look what I found!" It must be a magical part of the 'Seven Treasures'!" You bend excitedly over a golden crab statue. "Something's engraved here, can someone read it?" Tuga asks everyone. Mia leans closer and reads aloud - "Crab Island ..." There's a moment of silence, and then Mia's eyes light up. "Of course! Crab Island! I've been there with Madame Goldtooth." "Then we need to go there right away, the compass just realigned itself," says Tuga.

Because it's already dusk and there's a danger of overlooking shallow areas in the dark, you decide to sleep and set course for Crab Island the next day.

Capt'n Pepe sleeps restlessly. He dreams of Madame Goldtooth waving at him with her hook hand. She contorts her face into a nasty crocodile smile and repeatedly clicks her teeth together as if she would like to bite off his head! He tosses and turns restlessly and doesn't notice that the sound he thinks is Madame Goldtooth's teeth in his dream is not his imagination and is in fact coming from the deck of the *MELODY* ...



PART 4: Crab Alarm!

Chapter 9



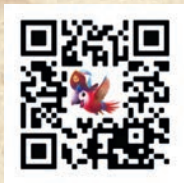
Your Capt'n drums you out of your berths at the crack of dawn. Overtired and in a bad mood, he commands you to the oars. All of a sudden, he hears the sound from his dream and listens attentively. "Do you hear that? Is Madame Goldtooth on board somewhere?" Capt'n Pepe whispers quietly. You also notice the strange clacking, but can't make any sense of it – until Charley suddenly shouts out: "Help, crab alarm!"

A crab is walking quickly towards you! Its claws are making the clicking noise that caused so much restlessness at night for Capt'n Pepe. It cheekily climbs up the sailing mast, drops down on you and jumps from head to head. It pinches your noses, nips your ears and pushes your eyes closed with its claws. You can hardly concentrate on anything and are fully occupied by getting rid of the crab!

Now read the rules in Section E of the Rule Book



TREASURE
CHEST 3



Finally, you manage to throw the annoying animal overboard. "Where did that come from so suddenly?" complains Mia, whose fur looks quite shredded. "I can't help feeling that we have Madame Goldtooth to thank for that little annoyance" says Capt'n Pepe grimly. The thought has crossed your mind too.



Chapter 10



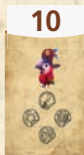
“After that scare, I need something to eat, what about you?” asks Charley and pulls the box of bananas to the group. But no sooner have you started eating than you hear the telltale clicking again. It’s true – the crab is back on deck and starts to annoy you again.



CARD 11



It doesn’t take long for you to successfully get rid of the crab. But there’s no time to rest, because, to make matters worse, you discover a cyclone on the horizon that’s moving towards you. Charley quickly pushes the banana box away and you set course for Crab Island. You really need to hurry so you don’t get caught up in the cyclone!



Chapter 11

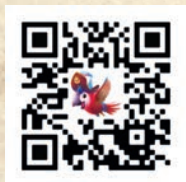


Phew! The cyclone passes you by. After some time, when Oscar shouts “Ahoy! Crab Island in sight!” you are very excited to see what magical object from the “Seven Treasures” will await you there.

But unfortunately, something gets in the way. As you sail along the coast of Crab Island, you hear the already familiar clicking of the crab and then the giant octopus suddenly pops out of the waves! It takes all your energy to both defend yourself against the crab and also fire melons and coconuts at the octopus from the canon.



CARD 12



“Get out of here, you annoying thing!” Tuga grumbles and shoves the crab. In the process, she drops the crab statue she had under her shell. As she’s picking it up, she stops short. “What are these small holes in the crab claws? Doesn’t it look like a flute?” Without giving it much thought, Tuga holds the claws up to her mouth and blows into them with all her strength. It makes a mysterious high-pitched whistling sound. The crab, which has just come back to attack again, freezes, then staggers backwards and drops into the ocean. “Hooray, you scared off the crab!” exclaims Mia enthusiastically.

But that’s not the only thing that happens – a massive rock face suddenly rises out of the ocean in front of you. There is an opening in the middle, which you head straight for and which leads you into a cave. The octopus doesn’t follow.

From one moment to the next, you're surrounded by black darkness. There is ghostly silence and the *MELODY* glides silently forward. "There's something green up ahead, do you see it?" whispers Charley quietly. "Oh no, what if it's Madame Goldtooth..." whispers Oscar anxiously. "Then she'll get to know us," replies a feisty Capt'n Pepe. But the green thing you're heading for turns out to be a large hat perched on a stone column in the water. It's glowing with a magical green color and you immediately realize that this is another item from the "Seven Treasures." Capt'n Pepe pulls out the ring and the hat floats on board, directly into Capt'n Pepe's head. Without stopping, the *MELODY* sails out of the cave and back into the open ocean. Blinded by the bright light, you squint your eyes as the octopus appears again. But when it sees that you have the hat, it only slaps its tentacles angrily on the water and splashes you. "You'll be surprised! You won't get the most precious treasure! Without the enchanted mirror, you won't stand a chance against Madame Goldtooth's paralyzing gaze anyway!" it calls out before cackling spitefully and disappearing beneath the waves.

Even though you don't know what the octopus is talking about, you're relieved that it's gone. But as quickly as the octopus disappears, thick clouds of fog suddenly rise from the ocean and soon you can't see your hand in front of your face...



PART 5: Lost in the Fog

Chapter 12



Thick fog quickly makes you lose your sense of direction. You can hardly see each other or make out the position of the oars. “Tuga, what is the compass showing?” asks Capt’n Pepe. From somewhere, Tuga responds: “The compass is going crazy! It won’t stop spinning!” “Hey, Madame Goldtooth, you won’t get us! I can still navigate the *MELODY*. Your fog won’t stop us!” calls a spirited Capt’n Pepe as he flies to the top of the mast.

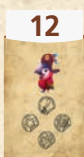
Luckily, the magic hat on Capt’n Pepe’s head glows so brightly that you can still see your Capt’n from several yards away. You concentrate fully on his instructions and continue the journey – even more focused than with normal visibility.

Now read the rules in Section F of the Rule Book



TREASURE
CHEST 4

When you have ended Phase 3 (Ship Ahoy!):



Chapter 13



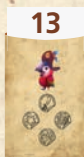
Concentrating for so long is exhausting. So after a while, Charley decides that he needs a little snack again. He remembers exactly where he pushed the banana box when you were on your way to Crab Island. He carefully feels his way through the fog and finds the box after some searching. Satisfied, he pulls it behind him and places it so he can reach another banana at any time. Due to the fog, he doesn't notice that the box is now right in the way when you want to change oars.



CARD 13



Crash! “Ouch! Who put this darn box down here?” Bob complains after bumping into it. If he could see Charley’s face, he would immediately know who the culprit was. But he simply sighs and deals with the box. To stop others from hurting themselves, he blindly feels his way to the galley and stows it safely there. The box won’t cause any more problems.



Chapter 14



The fog starts to lift very slowly. While you're still struggling with the poor visibility, below deck, Capt'n Pepe can already see something from his lookout. He strains to scan the surroundings. “Ahoy, island in sight!” he shouts, excitedly. “The compass is finally settling down!” Tuga says happily. But another sound can be heard – the crab’s clicking! Tuga hurries to get the crab statue out from under her shell, but before she succeeds the crab is already climbing around on your heads.



Tuga has finally managed to get a hold of the crab statue and – as soon as the high-pitched whistle sounds, the crab takes to its heels and returns to the ocean.

Once you arrive at the island, the fog finally disappears. You agree to follow the compass on foot and arrive at some rugged rocks. One looks like an ugly pirate face and Oscar shivers uneasily. It's too scary for him here. "Look, the face is wearing an eye patch!" Mia notes with surprise. In no time at all, Charley has climbed up the rock and brought down the eye patch. "I wonder if it's part of the treasure?" asks Capt'n Pepe skeptically. "Oh, I'd like an eye patch," says Oscar happily, grabbing it and putting it on. Capt'n Pepe shrugs his wings and looks around indecisively. What should we do? Keep looking or go back? "Help, a ghost! A ghost! Over there, next to the tree!" Oscar screeches. You all look at the tree but there's nothing to be seen next to it, especially not a ghost. "Oh Oscar, don't tell lies!" sighs Capt'n Pepe impatiently and turns to the turtle. "Tuga, what does the compass show?" "No, no, there's really a ghost!" Oscar protests and pulls down the eye patch. But nobody pays attention to him – except for Tuga. "Oscar, give me the eye patch please! Maybe it also has magic skills?" As Tuga examines the eye patch, an eye suddenly lights up on the black fabric. You all see it. Quick as lightning, Capt'n Pepe grabs the eye patch, puts it on, and the next moment doesn't know which of his pirate eyes he should trust ...



PART 6: Witching Hour

Chapter 15



Capt'n Pepe can also see the ghost when he's wearing the eye patch. And it's not just any ghost, it's the legendary Ghosty McBoo himself! Capt'n Pepe's beak falls open in astonishment. "What's going on? What do you see?" you ask your Capt'n. Ghosty McBoo grins cheekily and floats towards you.

A breath of ice-cold air sends shivers down your spine. Capt'n Pepe regains his composure and explains: "May I introduce you to Ghosty McBoo." Then he turns his head to the side and talks to someone you can't see. "What are you doing here? I thought you'd been dead for ages!" Capt'n Pepe asks the ghost. "I can only rest in peace, peace, peace ... if I can take the Seven Treasures, treasures, treasures ... to my grave, grave, grave ...!" the ghost responds with a resounding echo.

Frightened, you look around. You can't see Ghosty McBoo, but you hear his voice and clearly feel the cold air that comes from him. "I was the most successful and feared pirate of all time, time, time ... Many thousand years ago, I hid the treasure in the world's oceans, oceans, oceans ... so that nobody else could have it, have it, have it ... but I can't stop thinking of it, of it, of it ... I want it, no, I have to have it, have it, have it...! And I can see, see, see ... that you have some of the magical items with you, you, you ...!" Ghosty McBoo greedily eyes the hat, eye patch and golden ring on Capt'n Pepe's wooden leg. "We want to save the 'Seven Treasures' from Madame Goldtooth. We need to stop her from becoming all-powerful and ruling over the sky, water and earth," explains Capt'n Pepe. "Oh, really, really, really ...? Hmm, I wouldn't like that either, either, either ..." says Ghosty McBoo thoughtfully. "Can I come with you, you, you ...? Maybe I can help you, help you, help you ..." Capt'n Pepe doesn't know if it's a good idea, but he's pretty sure that he can't do anything to stop the ghost following them anyway. "OK, but keep your hands off the magical objects, do you understand? For now it's important that Madame Goldtooth doesn't get her hands on them, then we'll see what's next!" he decides.

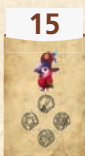
You get back on board with mixed feelings, and get ready to go. You definitely don't want to cross paths with the ghost, because passing through him feels simply ghastly! A storm has whipped up and big waves slow down your journey.

Now read the rules in Section G of the Rule Book



TREASURE CHEST 5

When you have ended Phase 3 (Ship Ahoy!):



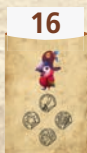
Chapter 16



“Hey Capt’n, tell this Ghosty McBoo that he should leave us alone!” grumbles Mia. “Yes, that’s right! If he doesn’t stop floating around and annoying us, I’ll stop rowing!” sulks Charley. You all immediately murmur your approval, because you’re annoyed by the cold shivers that appear out of nowhere and now refuse to row. Capt’n Pepe warns the ghost, but he just laughs at you. “Just listen to my command, I’ll tell you where he is!” promises Capt’n Pepe.



When you have ended Phase 3 (Ship Ahoy!):



Chapter 17



It's now nighttime. The cold emanating from Ghosty McBoo is even more extreme as darkness falls. The full moon also bathes everything in a ghostly light, and when combined with the tricks that the ghost keeps playing, it's really scary on board the *MELODY*. Your nerves are stretched to the breaking point and it happens over and over again that you're paralyzed with fright.

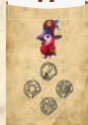
Now read the rules in Section H of the Rule Book



CARD 14

When you have ended Phase 3 (Ship Ahoy!):

17



Chapter 18



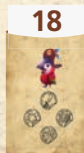
“Oh no, now there's also fog coming!” sighs Capt'n Pepe. “Ghosty McBoo, you really shouldn't distract my crew so much. You don't want Madame Goldtooth to get her hands on the last magical items in the ‘Seven Treasures’ do you?” he implores the ghost. “Who knows, knows, knows ...?” Ghosty McBoo replies and shrugs his shoulders. Capt'n Pepe can no longer keep track of the shifty ghost, especially because he's so hard to see in the fog. He has to concentrate on navigating the *MELODY* because the compass is going crazy again.



After what feels like an eternity, Ghosty McBoo seems to have lost interest in playing tricks. At least there are no more sudden cold shivers, and when Capt'n Pepe looks for the ghost he can't find him anywhere. The ghost of the legendary Ghosty McBoo probably also needs to sleep sometime.

At dawn, the fog dissolves and you're delighted by the first warming rays of sunshine. "The compass works again!" Tuga announces loudly. Although you're tired, this information spurs you on and you continue the journey without interruption.

Suddenly there's a loud "clonk." Something has hit the bow of the ship. You take a look over the railing and see a golden spyglass in the water. It's perched just above sea level, on a stone pillar that reaches down into the depths. Capt'n Pepe uses the ring to bring the spyglass on board. It seems like this is another magical item from the "Seven Treasures." Fascinated, Oscar takes the spyglass and looks all around the ocean. "I can see for miles! It's so much better than my spyglass, unbelievable!" he exclaims enthusiastically and spins around. In the middle of the spin he stops suddenly. "Ahoy, I see another pirate ship!" And then a moment later: "Help, it's the *SEA DEVIL!* We are heading straight toward Madame Goldtooth!" Panic-stricken, Oscar lowers the spyglass, his eyes wide in fear.



PART 7: Ready the Canons, Aim, Fire!

Chapter 19



“First of all, we need to secure all the magical items we already have. Bob, come up with something!” Capt’n Pepe commands the beaver. “Everyone else get the cannon into position and collect all the ammunition we still have. Oscar, you watch the *SEA DEVIL* and keep us updated on what’s happening there!”

No sooner said than done. While you hurry to do your jobs, Capt’n Pepe keeps watch.

Bob has quickly put together a sturdy treasure chest using planks and boards that were lying around. It now contains all six magical objects: ring, compass, crab statue, hat, eye patch and spyglass. The *SEA DEVIL* is now so close that you can see it with the naked eye. Bob closes the chest with a big padlock and hides it in the galley beneath the bananas. Just in time for him to hand over the key to your Capt’n, because that’s precisely the moment that Madame Goldtooth and her crew of rats begin to fire cannonballs at the *MELODY*! “Try to catch and collect Madame Goldtooth’s cannonballs,” Mia shouts. “Our coconut and melon ammunition won’t last forever, and we can use the cannonballs.”

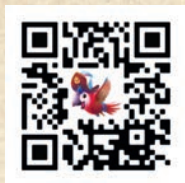
Now read the rules in Section I of the Rule Book



When you have ended Phase 3 (Ship Ahoy!):



Chapter 20



Although you have to constantly avoid incoming cannonballs and reload your own cannon, you initially have the situation under control and stand up to Madame Goldtooth. However, this changes abruptly when you hear the familiar clicking of claws on board the *MELODY*. The crab is the last thing you need at the moment!

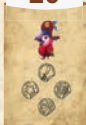


CARDS 18 - 20

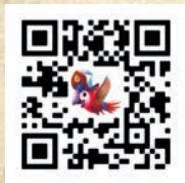


“Mia, be careful!” Charley cries. He throws himself on her and they both roll across the deck. There’s now a huge hole in the deck where Mia just stood. Before that, the cannonball also destroyed the sail above you. Bob runs below deck with his toolbox to check whether the ball has caused a leak in the hold. The crab has disappeared, but your situation is getting more and more tricky!

20



Chapter 21



“Well, Pepe? Are you giving up?” Madame Goldtooth’s roaring voice sounds like rolls of thunder. “One more hit and the *MELODY* will sink. Do you want that? If you give me the magical items of the ‘Seven Treasures’ I’ll spare your ship, but if not ... it would be a shame for the crew.” Then, looking spitefully at Mia: “... or not!” Her evil grin sends shivers down your spine. “Dream on, you won’t get the items, you mean beast! If the *MELODY* sinks, it’ll take everything we have of the ‘Seven Treasures’ with it. That wouldn’t be particularly clever now, would it?” counters Capt’n Pepe. Madame Goldtooth contorts her face in annoyance. Then

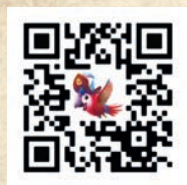
she suddenly seems distracted. She looks to the side and mumbles something. You're too far away to understand what she's saying. Shortly afterwards, she turns back to you and once again gives the command to fire.

It doesn't take long and you know what, or rather who, distracted her briefly. As you try to avoid sinking among the hail of cannonballs, you feel an icy breeze and hear the voice of Ghosty McBoo. "Hello friends, friends, friends ... sorry, but I think, think, think ... Madame Goldtooth is more likely to get me my treasure, treasure, treasure ... She's just stronger, stronger, stronger ...!"

"You rotten traitor!" hisses Capt'n Pepe in the direction of Ghosty McBoo's voice. Without an eye patch, he can't see the ghost either, and it's all the harder for you to both operate the cannon and also defend yourself while not letting Ghosty McBoo upset you.



CARDS 21 - 23

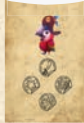


Completely unexpectedly, Madame Goldtooth stops firing. You can hardly believe your luck when you watch the rats on board the *SEA DEVIL* leave their position at the cannons and make the arrangements to set the ship on a new course. And just like that, the *SEA DEVIL* sets off soon after. Capt'n Pepe is about to stretch his wings in victory when Madame Goldtooth appears at the stern of her ship, raises her hand and waves happily to you. "You're simply not worth wasting my time on! Hope to never see you again, Pepe!" Confused, Capt'n Pepe lowers his half-raised wings again. Something's not right ... Ghosty McBoo has disappeared too. Suddenly an agitated Capt'n Pepe flies to the galley and sees the mess – bananas everywhere, the padlock on the treasure chest dangles open on the lid and all the magical objects are ... gone! "NOOOOO!!! It can't be true! The greedy monster tricked us!" Enraged, Capt'n Pepe kicks banana after banana, but this naturally doesn't bring back any of the "Seven Treasures". You sink to the floor, dejected. Was it all for nothing?

“Hey, can someone help me?” calls Mia’s voice from below. Surprised, you look over the railing and see Mia swimming in the water. She has something hidden in her paw. Charley helps her on board and she shakes her wet coat. “What’s up with you? Madame Goldtooth is gone, why aren’t you happy?” “She might be gone, but she took all the magical items with her,” Tuga explains to Mia. “Bummer, then I saw correctly after all ... listen, I climbed down earlier in the fight and secretly swam to the *SEA DEVIL*. I wanted to look for the enchanted mirror that the octopus mentioned. After all, I know my way around on board. As I started to go back, I heard the clicking crab and watched it walk to Madame Goldtooth. I couldn’t see properly, but from afar it looked like she had the magical hat on her head. She probably also had the rest with her.” “The stupid beast. She cracked the padlock with her claws while Ghosty McBoo distracted us. It was all a setup by Madame Goldtooth. Now she rules over the sky, water, and earth!” Capt’n Pepe ruffles his feathers in despair. “Stop! That would only be the case if she had all seven magical items ...” Mia replies with a mischievous grin. Then she shows you what she has in her paw – a small, golden hand mirror.

“Mia, you’re the best!” cries Charley impressed. “Ahoy, Madame Goldtooth, you haven’t won yet!” Capt’n Pepe pats Mia on the shoulder appreciatively. As if in response, a distant, mighty scream makes the *MELODY* tremble. It sounds like Madame Goldtooth just noticed that she’s lost the mirror ...

21



Part 8: The Big Battle

Chapter 22



Oscar stands in the crow’s nest with his spyglass and keeps an eye on the *SEA DEVIL*. You all assume that Madame Goldtooth will come back to take the hand mirror. But that’s OK with you. After all, you want a chance to recapture the other items from the “Seven Treasures.” And Madame Goldtooth even exceeds your expectations. Because she thinks the *SEA DEVIL* is moving too slowly, she jumps into the ocean and swims quickly toward you with a scowl on her face.

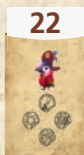
In the meantime, Tuga quickly tries to find out what the mirror’s magic is. “The octopus said that the mirror would be the most precious treasure, and without it we wouldn’t stand a chance against Madame Goldtooth’s paralyzing gaze. Now we’ve got the mirror and a chance to beat it – but how?” Tuga ponders and thinks, turning the mirror back and forth in the sunlight. Then she has the idea that saves the day.

Madame Goldtooth is getting closer, and although you try to stop her with the oars, you can’t prevent her from boarding and soon she’s standing on the deck of the *MELODY*. At close range, her eyes really do have a paralyzing effect, but Tuga knows how to avoid it. You need to dazzle Madame Goldtooth with the mirror so she has to turn away from you!

Now read the rules in Section J of the Rule Book



When you have ended Phase 3 (Ship Ahoy!):



Chapter 23

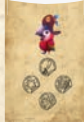


This is how you keep Madame Goldtooth at bay. Now, however, the *SEA DEVIL* is approaching and the rats are coming to the aid of their leader. They fire cannonballs at you in quick succession.



Madame Goldtooth glares angrily at Capt'n Pepe, but he manages to withstand her gaze. "How dare you steal my property? Give me back my mirror right away, you would-be pirate!" "Unlike you, we found the other magical items ourselves. You're the thief!" counters your Capt'n and dazzles Madame Goldtooth with the mirror. Cursing, she turns her head away.

23



Chapter 24



The *SEA DEVIL* is now close to the *MELODY* and the rats throw their grappling hooks on your deck. A few crew members are also swimming in the water and trying to climb up the hull of the *MELODY*. Madame Goldtooth laughs menacingly. “We’ll simply take your entire ship, whether you want it or not. Prepare for a life as a prisoner! It’s certain to be a short and unpleasant life!” But you don’t give up that quickly. Bob hands out knives and tools so that whenever a grappling hook gets attached, you immediately cut the rope attached to it and push the rats back into the water.



CARD 24

Now read the rules in Section K of the Rule Book



When you have ended Phase 3 (Ship Ahoy!):



Chapter 25



Your fight is still raging. Sometimes it looks like Madame Goldtooth is winning, then like you're on the verge of defeating her. All of a sudden, Ghosty McBoo appears. The sight of him is so overwhelming at first that you all stop for a moment. Not only is he clearly visible, but he is also carrying all the magical objects of the "Seven Treasures" apart from the mirror: the ring on his finger, the compass in one hand, the crab statue in the other hand, the hat on his head, the eye patch on his face, and the spyglass on a cord around his neck. The combined magic of the items makes the ghost shine as brightly as if he was made of pure gold. "Give me the mirror, mirror, mirror ... so I have it again, again, again ... the 'Seven Treasures, treasures, treasures' ... Ghosty McBoo urges Capt'n Pepe. "No, give it to me!" screeches Madame Goldtooth hysterically, "Ghosty McBoo must not be the one who unites the items in the treasure! It's my treasure, mine! I want to be the ruler over the sky, water and earth. Just me! Nobody else!" Has everyone gone crazy? Capt'n Pepe clutches the mirror with all his might. Both Madame Goldtooth and Ghosty McBoo approach him menacingly. You must help your captain!



You defend the mirror together; and it is still in your possession. An angry Madame Goldtooth now throws herself at Ghosty McBoo. This stupid ghost has ruined all her plans. What's he thinking? A wild fight starts between the two. In the process, the ring falls off Ghosty McBoo's finger without him noticing, and falls at Capt'n Pepe's feet. He quickly picks it up and catches the turtle's eye. They have the same thought and understand each other without saying a word. Tuga nods and smiles.

Capt'n Pepe then lifts the ring and points it at the fighting pair on the ground. One treasure after the other slowly floats off Ghosty McBoo and over to Capt'n Pepe. By the time the ghost and Madame Goldtooth notice what's happening, it's already too late. A large spiral has formed above Capt'n Pepe. It rises up into the sky and spins the seven magical items faster and faster. Ghosty McBoo tries to fly after the spiral but gets caught in its wake. With a deafening bang, the spiral explodes into the sky with a flash of green lightning and a rain of golden sparks, then plummets into the ocean. Madame Goldtooth has disappeared, as has the *SEA DEVIL* with its entire crew of rats.

You fall into each other's arms, cheering happily. You did it! You won the race against Madame Goldtooth and saved the "Seven Treasures" forever. That was quite a feat!



THE END

EPILOGUE



You all sleep like logs in your berths. The *MELODY* rocks gently on the calm waters at dawn when you suddenly wake up to a scream from Oscar. “Ahoy! Harbor in sight! Port, three nautical miles ahead!”

It’s the same harbor where you bought the banana box some time ago and Charley insists that you go to that shop first. He has an unbelievable appetite for bananas. The retailer recognizes you. “Well, hello! I’m happy to see you again. Your reputation precedes you and we’re all happy that you defeated Madame Goldtooth!” “Yes, it really was an adventure!” says Capt’n Pepe proudly. “Did you really meet the legendary Ghosty McBoo? What happened to him?” asks the trader curiously. “I think Ghosty McBoo finally found his peace and no longer needs to roam around restlessly. He was right nearby as the seven magical items in the ‘Seven Treasures’ came together and somehow became part of their magic,” explains Tuga. “But we don’t know where Madame Goldtooth disappeared to. She simply vanished into thin air along with her crew and the *SEA DEVIL*.” “Oh, I can reassure you!” laughs the dealer. “A spice dealer who recently anchored here with his ship came across her in some far-flung port! The rats have left her and I don’t know if Madame Goldtooth will ever show her face again!” “Perfect, that’s exactly what I hoped for! That she would be far away!” replies Capt’n Pepe. You all laugh out loud and the Capt’n joins in happily.

And that’s why Capt’n Pepe and his crew were already legends in their lifetime. They went down in history as the pirates who protected the world from the darkness with courage, clever action, and a bit of luck.