

# Pirate

In Pirate you play to be the first player that collects 10 gold.

You get gold by winning tricks or stealing them from other players in battles.

## Set up:

Shuffle the Pirate cards and deal 8 cards to each player and put the remaining cards face-down on the table. If a player received 8 cards that is all ghost pirates and kraken, shuffled all the cards and deal again. Each player chooses an island and take that islands battle cards (they only get the island card once they build an island base). The game is now set up to play.

Pirate is a trick taking game where highest value on first played colour wins the trick.

The different colours in the game are Pirate, ship, canon, and gold.

The game also has ghost pirate, kraken, and voodoo doll. You can read more about the cards under “The game cards”. For every trick, the players take they will be rewarded with “supply tiles” in form of “Pirates”, “Ships”, “Canons” and “gold”. The supply tiles can then be used to build a base, build a pirate ship, or as defence and attack bonuses in bases and on pirate ships. (read more under “*The supply tiles*”)

**A trick round** is one round where all the players get to play 1 or more cards when it’s their turn. When all players have played their card/cards the winner of the trick is the player that have played the highest value of the first played colour (exception for kraken, voodoo doll, and ghost pirates) A player don’t have to follow the first played colour but all cards he plays must be in the same colour. A player can never pass his turn unless he shall start the trick and only have ghost pirate or/and kraken. If this happens, he will lose all his remaining cards.

**A game round** is one round when the players play all their cards in trick rounds.

When all players are out of cards the game round is over and all cards are collected and shuffled for a new game round. Next player in turn (clockwise) will start the new game round.

After each game round the players gets to build a base or/and a ship if they want and can.

They also get to add pirate tiles to their base and canon tiles to their ship if they can and want.

Once this has been done the battle round starts, and all players gets to attack another player.

The player that started the game round will be the player that start deciding if he wants to attack someone or not. Then the turn goes to the next player to decide if he want to attack someone, and so on clockwise. (read more about attacking other players under “*Battle*”).

## The supply tiles

### *Pirate tile*

You need pirates to build your base, your ship and to put in your base for advantage in battle. Each pirate you have in your base (Max 4) will give you one extra hit point in a battle. If you lose a battle, you will lose a pirate. (you lose 2 in a 2-player game)

### *Canon tile*

You need canons to build your base, your ship and to put in your ship for advantage in battle. Each canon you have on your ship (Max 4) will give you one extra hit point in a battle. If you lose a battle, you will lose a canon. (you lose 2 in a 2-player game)

You must have at least one canon on your pirate ship to be able to attack another player.

### *Ship tile*

You need ships to build your base and you must pay with a ship tile every time you attack another player. Each attack will cost a ship tile even if you don’t lose the battle.

### *Gold tile*

You need gold to build your base. Can be won in the trick tacking game or stolen in a battle. The player that first have 10 golds wins the game.



**Note: All lost tiles go back to the game.**

## The game cards

### *Pirate cards (colour cards)*

If you win a trick with a pirate card you get to take a pirate tile. Highest value of pirate card/cards will win the trick. You can play more than one pirate card when it is your turn. If you are the only player left that have cards you will get one pirate tile for every pirate card you have left on your hand.



### *Ship cards (colour cards)*

If you win a trick with a ship card you will get to take a ship tile. Highest value of ship card/cards will win the trick. You can play more than one ship card when it is your turn. If you are the only player left that have cards you will get one ship tile for every ship card you have left on your hand.



### *Canon cards (colour cards)*

If you win a trick with a canon card you get to take a canon tile. Highest value of canon card/cards will win the trick. You can play more than one canon card when it is your turn. If you are the only player left that have cards you will get one canon tile for every canon card you have left on your hand.



### *Gold cards (colour cards)*

If you win a trick with a gold card you will get to take a gold tile. Highest value of gold card/cards will win the trick. You can play more than one gold card when it is your turn. If you are the only player left that have cards you will get one gold tile for every gold card you have left on your hand.



### *Ghost pirate cards (ghost cards)*

Ghost pirate cards can be played against any colour. To win the trick with a ghost pirate you need to have the highest value on the table. When it's a draw, the ghost pirate cards will always lose. If you win with ghost pirate cards, you will get the supply tile of the first colour, that was played in the trick. When you have played a ghost pirate you get to pick up one new card from the deck and add that to your hand even if you lose the trick. You can play more than one ghost pirate card when it is your turn, but you only get to draw one new card each trick.



If you are the only player left with cards and its a ghost pirate, you will not get any supply tile at all for any of the cards you have on your hand.

You cannot start a trick with a ghost pirate card. If you shall start a trick and you only have ghost pirate cards left, they will all be lost.

### *Kraken:*

Kraken can be played against all cards. Kraken will destroy them all and win the trick. The player that played the kraken gets to choose what supply tile he wants from Pirate, canon, and ship (not gold). If more than one player plays a kraken, they both get to take a supply tile, but the last played kraken will start the next round.



If you are the only player left that have cards and one or more of those cards are a kraken, you will not get any supply tile at all for any of the cards you have on your hand. You cannot start a trick with a kraken card. If you shall start a trick and you only have kraken cards left, they will all be lost.

### *Voodoo doll:*

The voodoo doll can be played against any card and can be played as first card in a trick.

If you have the same value as another player, voodoo doll will win the trick.

If you win the trick, you will get the supply tile of the first colour played.

As soon as a voodoo doll has been played no players that plays a ghost pirate gets to draw new cards from the deck, for the remaining of the game round.



### **Island base (Can never be lost, once built)**

If you build a base you get to take your island card and can place up to 4 pirates on it as defenders. Pirates cannot be added to the base once the battle rounds have started. Each pirate you have in your base will give you one extra hit points when attacked. It is up to you if you want to build a base or not. Building an island base will cost you *1 canon tile, 1 pirate tile, 1 ship tile and 1 gold tile.*

### **Pirate ship (Can never be lost, once built)**

If you build a pirate ship, you can attack other players (but it cost a ship tile each time). You can place up to 4 canons on your pirate ship and each canon will give you one extra hit point when attacking. Canons cannot be added to the pirate ship once the battle rounds have started. You must have at least one canon on your pirate ship to be able to make an attack. It is up to you if you want to build a pirate ship, but you cannot attack another player without one. Building a pirate ship will cost you *1 canon tile, 1 pirate tile, 1 ship tile and 1 gold tile.*



**Island**



**Pirate ship**



**Battle cards**

### **Battle**

To be able to attack another player in between game rounds the attacker must have a pirate ship and have at least one canon on it (he also must pay a ship tile back to the game for each attack). Bases are built only to give extra hit points when being attacked so a player without a base can still be attacked. A player can only attack unprovoked one time between game rounds, but he can make revenge attacks against all players that attack him (If he has a pirate ship with at least one canon on it and can pay one ship tile for each revenge attack he does). The revenge attack take place right after an attack.

#### ***The battle:***

A battle card with a big shield in the middle of the card, block hit points. A battle card with a sword or a gun, deal hit points. A battle card with both a sword and a shield in the middle of the card both blocks and deals hit points.

When a player attacks another player, both players take up their 7 battle cards. Each player then decides on a card and place it on the table, face down. Both cards will then be turned over at the same time. You do this one by one, with all 7 cards. On the battle cards you have a hit value in right and left corner (except for shield). This value is how many hit points you make with the card. If you have a big shield on your card, you will block the other player and not take any hit points.

Example: You play a card that have the number 3 in the corner and have both a sword and a shield in the middle of the card. This card will give 3 hit points but also block the other players hit points.

Leave used cards on the table face-up. If you manage to hit the other player, place your card so the skull is in the right corner of the card. If the other player had a big shield on his card, you shall place your card, so the small shield ends up at the right corner since he blocked your hit. The played cards shall be placed like this, to keep track of how many hits a player has been able to give the other player. When all 7 battle cards have been played you count the hit points each player have been able to give the other player by adding up the numbers in the left corner of the cards. The player with most given hits wins the battle. Each canon on a ship will counts as one extra hit for the attacking player. Each pirate in the base will count as one extra hit for the defending player. If the attacker loses, he will lose 1 canon on the ship. If the defender loses, he will lose 1 pirate in the base and the attacker will steal a gold from him if he has one. (It's only the defender that can lose gold) If a battle ends up in a draw, no player will lose any units. In a 2-player game the losing player will lose double of pirates and canons. The first player that gets 10 golds will win the game...

If you want a faster game, you can decide on less gold for the win... Good Luck!