

The Game Turn

Each turn is divided into 6 distinct phases:

1. Treasure – Turn over the top card from the stack of Treasure cards on each of the outer islands (isles # 1 – 5).



2. Navigation – Secretly set the arrow on your Captain's Wheel to the island you want to sail to and plunder. All wheels are revealed simultaneously and the ships moved accordingly.



Note: The actions in each of the next three phases should be done sequentially beginning with Tavern Island and proceeding westward

3. Combat – Resolve combats on any outer island where two or more ships are present, and on Treasure Island if a Legendary Pirate gets challenged there.



4. Plunder – Plunder any outer island your ship may occupy, receiving the amount of gold, treasure, Tavern cards or fame points indicated on the Treasure card.



5. Upgrade – Take advantage of the “upgrades” available on the island, namely:

◆ On Tavern Island, you may purchase up to 3 Tavern cards at a cost of 2 gold each.



◆ On Hull, Sail, Cannon or Crew Island, you may upgrade your ship's corresponding section as desired.



◆ On Treasure Island, you can bury treasures and gold for fame (1 fame point for each treasure or 3 gold pieces) and/or upgrade any one section of your ship 1 level at twice its regular cost.



◆ On Pirate's Cove, you can draw 2 tavern cards (or 1 Tavern card and 2 gold) from the stack, and repair your crippled ship.



6. Move black ships & check treasures – Move the Legendary Pirate black ship(s) one island westward each. Draw new Legendary Pirates from the deck as needed. Check Treasure loads, throwing off any excess over board. If a Legendary Pirate was defeated in that round, replace it with a new Legendary Pirate card.



Combat

Battles are fought in westward order (Island #1 to #5), beginning at Tavern Island. Each battle consists of a battle preparation phase (optional), and successive rounds of firing volleys.

1. Preparing for Battle (Optional) – Starting with the fastest ship, players may, in turn, play one Battle card or pass, and repeat this cycle until all pass. Battle cards' effects are applied immediately and last the entire duration of combat.

2. Firing Volleys – In order of decreasing speed, ships either:

a. Fire a volley –

- ◆ i. Play any volley card you wish, before any dice roll. The effect of these cards lasts only this dice roll.
- ◆ ii. Announce whose ship and which section you are firing at.
- ◆ iii. Roll a number of dice equal to the lowest of your Crew and Cannon level. Any 5 or 6 rolled is a hit. Move down the victim's strength marker ring accordingly.

b. Or flee to Pirate's Cove –

If the ship was hit earlier, remaining players collect 1 point of fame. If a ship flees voluntarily (wasn't crippled and forced to go to Pirate's Cove), roll a single die. On a 1, a mutiny arises: lose 2 points of fame and all treasure and gold as you flee.

3. Repeat Step 2 – until only one lone player ship survives, or all player ships have been crippled or fled to Pirate's cove.

Beware: If a ship's Sails are hit, its speed and order of play in the firing of volleys, might change.

Notes:

- a. *Legendary Pirates and the Royal Navy must be defeated before any player ship facing them may engage in intra-player attacks.*
- b. *Mastercraft cards always absorb hits first, ahead of any Parrot cards, and before any ship's section to which they're attached.*
- c. *No fighting, except against Legendary Pirates, on Treasure Island.*
- d. *No fighting ever on Pirate's Cove.*

Rigging your ship

Example of a Mastercraft card attached to the sails section

SAILS



CREW

CANNON

HULL



Parrot card spot

TREASURES

Strength marker in initial position

Upgrade cost

★ Scoring ★

Pirates GAIN fame from each of the following actions

- ◆ Winning Battles (1 point per player that flees after being hit)
- ◆ Plundering an island (fame value on the Treasure card)
- ◆ Defeating Legendary Pirates & the Royal Navy (fame value on the card)
- ◆ Burying treasures (1 fame each) and gold (1 fame for each 3)
- ◆ Collecting Fame cards

Fame points are LOST by

- ◆ Walking the plank due to a mutiny (-2 points)
- ◆ Getting your parrot killed (-2 points) or dismissing it (-1 point). See parrots page 10.

The Islands

Upon capturing any of the islands, you may, during the Upgrade phase:

- ◆ **Tavern Island (# 1)** - Buy up to 3 Tavern cards at a cost of 2 gold each.
- ◆ **Hull Island (# 2)** - Upgrade the ship's Hull as many levels as can be paid for, if desired.
- ◆ **Sail Island (# 3)** - Upgrade the ship's Sails as many levels as can be paid for, if desired.
- ◆ **Cannon Island (# 4)** - Upgrade the ship's Cannons as many levels as can be paid for, if desired.

- ◆ **Crew Island (# 5)** - Upgrade the ship's Crew as many levels as can be paid for, if desired.
- ◆ **Treasure Island (# 6)** - Bury treasures from the ship's hold for 1 point of fame each; and bury gold, for 1 point of fame for each 3 gold. You may also upgrade any single section of your ship a maximum of 1 level, at double the normal upgrade cost.
- ◆ **Pirate's Cove (★)** - Collect 1 Tavern card and 2 gold, or 2 Tavern cards. If your ship was crippled during battle, you must repair it by paying 2 gold for each crippled section.

