

COMBAT

If for any reason your hand runs out of cards while sailing, you are out of the game.

FOR A SINGLE PLAYER

To attack a ship, you must discard at least one cannon more than the size of your opponent.

To attack a town, you must discard at least one cannon more than **double** the size of your opponent.

If you sink a ship, you may acquire that card as plunder for crew, cargo, or a mission.

Your ALLEGIANCE: +1 cannon value

SHIP OF THE LINE: +1 cannon value

Play a JOKER: Another ship arrives to defend this player. Draw a ship from the deck and add its value for the duration of this combat.

BETWEEN TWO PLAYERS

Both players simultaneously reveal a card from their hand. The cannon value of the cards is compared. In the case of a tie, both cards are discarded and opponents restart the combat.

Whoever plays the higher value wins, discards their card and takes the loser's card into their hand. As victor, they may take 1 random crew card, or 1 random unfinished mission, or their choice of 1 hold of cargo from the loser as plunder.

Your ALLEGIANCE: +1 cannon value

SHIP OF THE LINE: +1 cannon value

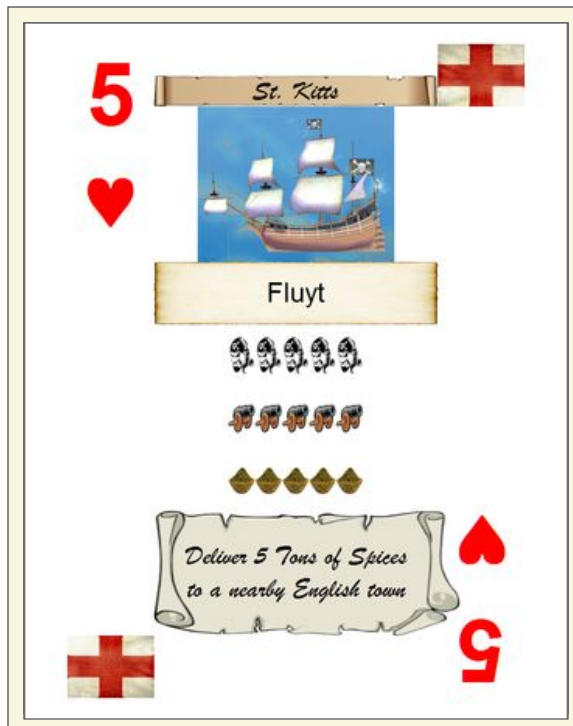
Play a JOKER: Another ship arrives to defend this player. Draw a ship from the deck and add its value for the duration of this combat.

FLEEING

Add together ship size and tonnage of cargo. The lightest ship may flee. Players may dump cargo.

Non-Player ships carry the tonnage shown.

FAST GALLEON: -1 tons



HOW TO READ YOUR CARDS

The top left and bottom right corners are the standard poker deck markings.

The top right and bottom left is this card's allegiance.

From top to bottom down the middle are:

1. The name of the town or port
2. A picture of this ship
3. The type of ship (plus any bonuses)
4. The number of crew
5. The number of cannons
6. Tons and type of cargo
7. A Mission from a town Magistrate

PIRATES

CARD GAME



BY CHAD TERNENT

Built on a standard poker deck, this Pirates Card Game is for 1-4 players (or more with extra decks). Sail the seas with any of 14 different ships. Dock at 53 different locations. Go on missions. Plunder enemy vessels from warring nations. Find the elusive Treasure Fleet!

This game's got it all.



**IT WAS
JUST A LITTLE BAR BRAWL...**

Nobody could say who started it all. In this neutral port, where ships of all nations are welcome, captains would often trade barbs over drinks. Tales of heroism or skullduggery were met with cheers and jeers alike. It usually stopped there.

This time, however, it got physical. Swords and pistols were drawn by the captains of each of the docked ships, including yours. As they fought and wreaked havoc through the town, the town's garrison arrived and imprisoned everyone involved. Furthermore, for restitution, the treasury and cargo of each ship was seized.

As the ship's first officer, it falls to you to free your captain. The magistrate has decreed he will release the prisoners for a price. To raise sufficient funds, you will need to complete three missions.

Take heed though, as each of the other crews has the same goal, and would gladly rob you of your success.



SETUP

1. Shuffle the deck, including Jokers
2. Deal each player one (1) card face up. This is their ship and allegiance. You may never hold more cards than crew shown here, nor carry more holds of cargo.
3. Deal each player one (1) card face down. This is their first mission.
4. Deal each player two (2) cards for their hand. These are their available crew.
5. Place the deck face down in the middle of the table. If deck empties, shuffle discards. If discard is also empty, a hurricane sweeps through and discards all players' cargo and half their crew.

PLAYING

Starting docked in the neutral port, go clockwise with the youngest player:

WHILE DOCKED

- **Gather Crew**
Draw a card from the deck into your hand.
JOKER: Can be played any time instead of drawing from the deck
- **Visit the Magistrate**
Draw a card from the deck and place it face down with your missions. You may only do this if you have no unfinished missions.
FLAG GALLEON: Draw 2 cards and keep 1
- **Trade for Goods**
Discard any number of cards from your hand or your ship's holds. The total value discarded is the minimum number of tons of goods purchased. Delivery Missions do not count as Trade.
Draw cards from the deck into your holds until that value is reached (or exceeded).
JOKER: Use as shown, OR all the holds may selectively be filled from the discard pile

- **Attack the Town**

Win and you may draw cargo cards until your holds are full. This town counts as friendly until you disembark.

- **Disembark**

Draw a card from the deck. If your allegiances match, your crew is loyal and you may set sail next turn.

Otherwise, the number of crew on the card is the maximum number of hand cards you can set sail with next turn.

JOKER: Draw from the deck into your hand up to your maximum, and set sail *this* turn!

WHILE SAILING

- **Look for a Ship**

Draw a card from the deck. This is the ship you find. If your allegiances match, the ship is friendly. You may draw a card into your hand. If they don't match, this is an enemy ship and you must fight. You can choose another player at sea of the same nationality to fight instead. If the ship is an Ace, you *must* fight another player at sea.

JOKER: You found the treasure fleet! Draw another card from the deck as fleet escort. Sinking both ships counts as a completed mission. Nothing else can be plundered here.

- **Head for the Nearest Town**

Draw a card from the deck. This is the town you find. If your allegiances match, the town is friendly. You may dock.

Otherwise discard a crew card if you attempt to dock. These men desert.

JOKER: Pirate cove! Either a) fill your hand from the deck, b) exchange your ship and cargo for one of two drawn ship cards, or c) draw one mission and one cargo. Dock as normal.

WINNING

The first player to complete three (3) missions wins!