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- 77 Pirate Equipment Cards (34 Unique Card Faces)

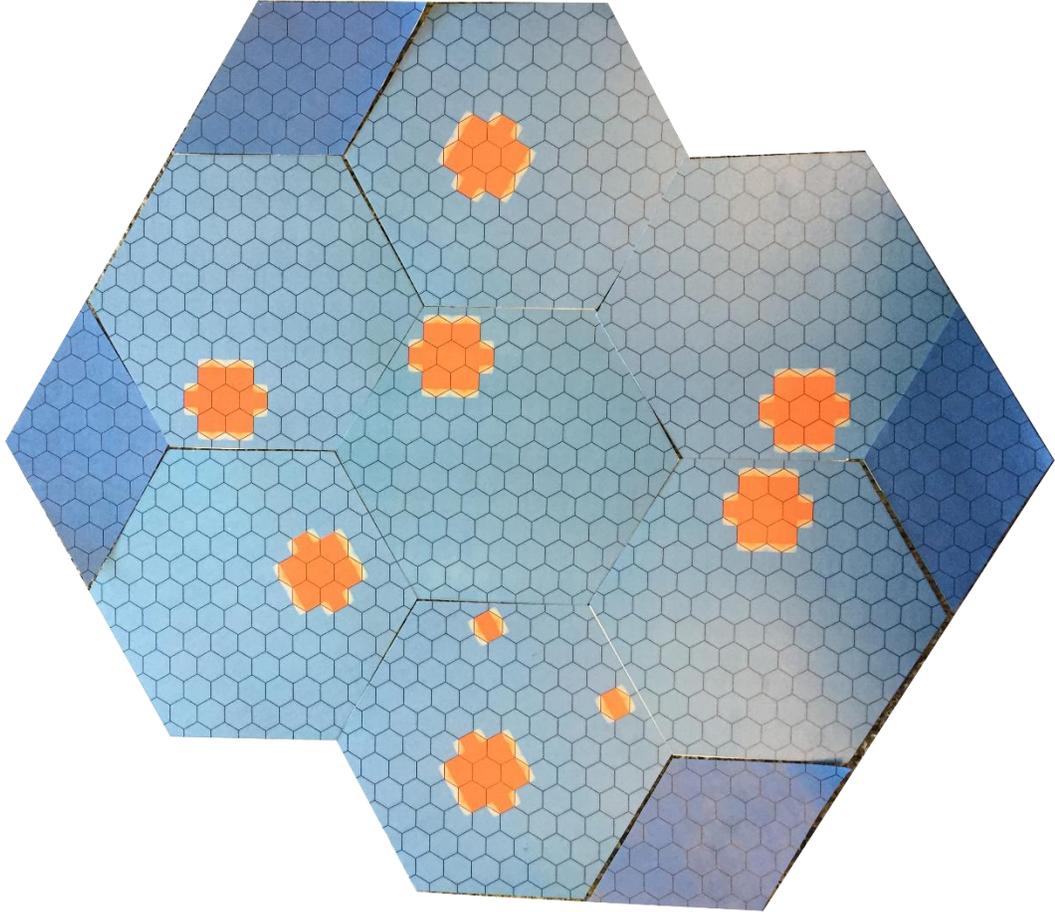
Overview

Each Pirate Admiral builds a deck of cards which is used to control the fleet of ships on the open ocean. The Pirate Admiral spends the money made to buy more powerful equipment. Dig up buried treasures on islands to get more money. Buy additional ships or steal opponents' ships to get money. The first Pirate Admiral to reach 15 points is crowned the Pirate King.

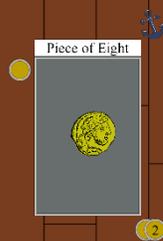
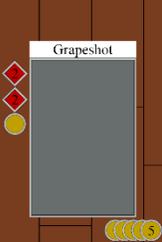
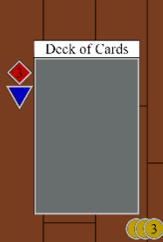
Setup

Arrange the 7 map tiles into a large hexagon. Either side can be used, any rotation is valid.

To each player, give 1 small boat, and a Starting Hand consisting of 6 coins, 3 small sails, and 1 short cannon. Also, hand them their harbor, 8 pirate flags, and 14 treasure chests of one color.



Place the Basic Cards in three stacks at one side of the table where all players can reach them. Shuffle the Pirate Equipment Cards and place the deck face down next to the basic cards. Shuffle the Treasure Cards and place the deck face down. Flip over the top four Equipment Cards and place them face up below the piles.

Equipment Trash				Treasure Discards
Equipment Deck				
				Treasure Deck

The player who most recently stole something is the first player (any other method can also be used to select the first player). Play goes around in a clockwise manner.

Setting the harbors

The last player (the player to the right of the starting player) is the first to place his/her harbor. The harbor should be placed between two sea tiles on one of the edges of the world map. This player then places his/her 14 treasure chests on the islands: 1 each on the two islands closest to him, 2 each on the three islands across the middle, and 3 each on the two islands furthest from his/her harbor. Each player should place a pirate flag in his/her small ship and place the ship in their respective harbor. The harbor building then proceeds counter-clockwise in reverse play order, so the first player is the last to settle in a harbor.

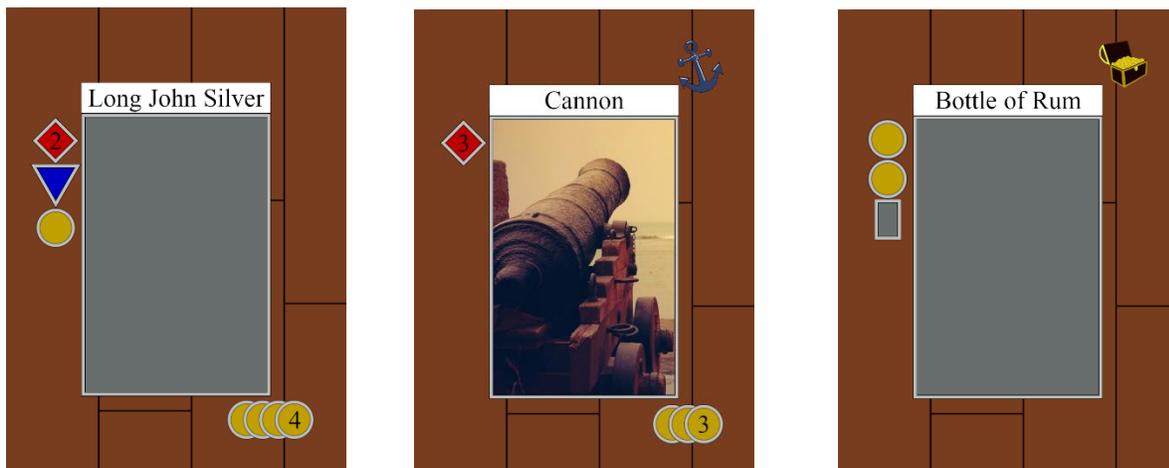
The parts of the game

The Cards

Each card has a benefit to the player. These benefit is listed on the left side of the card. The benefits come in one of 4 categories

- **Attack.** These are represented by red diamonds. The number inside the diamond represents the range of the attack. The quantity of diamonds represents the damage of the attack. When these cards are played, one of the player's ships attacks a target ship of their opponents on the open sea. This attack cannot be split between targets.
- **Movement.** These are represented by blue triangles. The number of triangles represents the speed of the movement. When these cards are played, one of the players ships moves up to the number of symbols. This movement cannot be split between ships.
- **Purchase.** These are represented by gold circles. When these cards are played, the player can spend these pieces of eight to acquire new cards, which are put in their discard pile, or new ships, which are placed in their harbor.
- **Cards.** These are represented by grey rectangles. When used, the player can immediately draw a new card from their draw deck and add it to their hand to play.

Each card, except for the starting deck, must be purchased from the equipment store. The price for each card is in the lower right corner of each card. These are added to the player's discard pile.

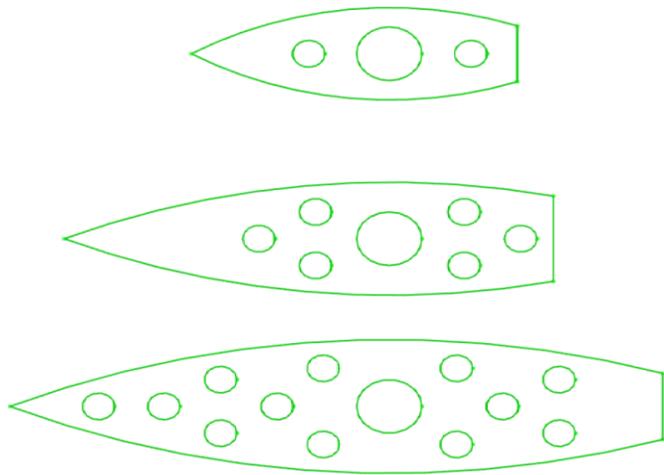


The ships

Each ship is purchased from the ship supply for pieces of eight. The statistics for each ship are listed below. When a new ship is purchased, take a ship of the appropriate size from the supply and the player places his/her pirate flag in the ship, and then places the ship in his/her harbor. If a pirate finds himself without a ship, he gets a new one for no cost at the beginning of his next turn.

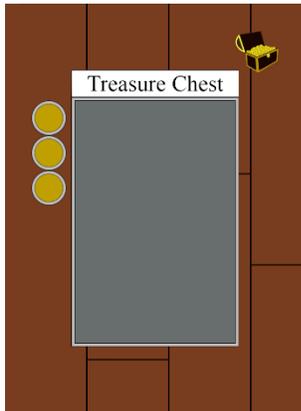
Size	Price	Pirate Points	Durability
Small Ship	2	1	2
Medium Ship	5 (3 to upgrade)	2	6
Large Ship	10 (5 to upgrade)	3	12

Ships can move in straight lines in the direction they are pointing. Each movement point allows them to travel forward one space in the sea. A movement point can also be used to rotate the ship 60 degrees (one angle). All rotations are centered around the *back-most* space the ship occupies. Each move (value of **all** cards assigned to the boat in one turn) must start and stop on open water; however, ships can temporarily be over land or other boats during rotations in the middle of a move.



Ships can also be upgraded one step while on the sea for half the price of a new ship (rounded up). This is also the difference between the base price of the ships. If they are upgraded in this fashion, the *front* of the new ship will occupy the same space as the old ship and it will point in the same direction. (The larger ship will cover a new space behind the old ship). Any damage from the old ship will also be transferred to the new ship. If there are no ships of the size needed left in the supply, the player cannot purchase that size ship and must choose a different one. Each player can have a maximum of 8 ships in their fleet at one time.

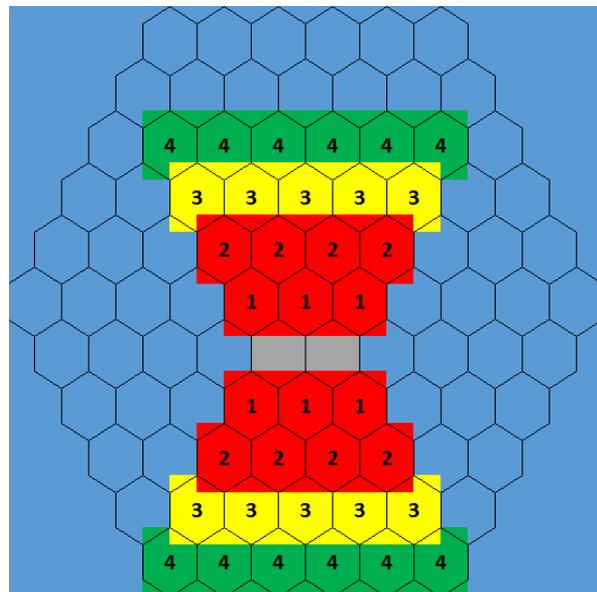
The Treasure



Each island in the sea has one or more treasure chests of the same color as the player. When the player ends their turn with a ship adjacent to any island with their treasure buried on it, the player gets the treasure. Remove all the treasure chests of the player's color from the island. The player then draws the same number of cards from the treasure deck, chooses one to add to their discard pile, and the remaining options go to the treasure discard pile. If there are not enough treasure cards left to draw, shuffle the treasure discards and form a new treasure deck. These will be shuffled in and played just like cards that were purchased, but these are free.

The Attacks

The ships can be used to attack opponent's ships. When a cannon card is played, and the target ship is within the attack's range, add a damage peg to the target ship per damage the attack does. If the ship is full of damage pegs, then it is un-sailable. The opponent removes his pirate flag from the ship. The player that dealt the final damage takes control of the ship, boards it and effects repairs. This player places his/her pirate flag into the ship and removes half the damage pegs.



The Harbors.

Each player has a harbor which is a safe space. Opponents cannot attack into a harbor—if a player's ship is half in and half out, the ship can still be attacked. Players can attack ships outside their harbor from within the harbor. Any ship can also be repaired by sailing it back to the player's harbor. In the harbor, during the player's turn, one damage may be repaired (i.e. only one ship may remove one damage peg).

Playing the Game

Players take turns in clockwise order, beginning with the first player. On a player's turn, the following actions occur **in the order shown**:

- Replenish the Equipment Cards for purchase (4) by drawing from the top of their respective decks.
- If the 4 face-up cards in the market all have a movement symbol or all 4 cards have an attack symbol, the player may choose to wipe the entire market and see 4 new cards. This action may be repeated until a player purchases the first card.
- Draw the top five cards from the player's draw stack. If there are not enough cards, shuffle the discard stack and then finish drawing.
- Play the 5 cards in any order the player prefers.
 - The pieces of eight from all cards in the hand are pooled together to purchase new cards or boats.
 - Each card with a move symbol or attack symbol must be assigned to a specific boat. Once the boat has taken all the assigned actions, place these cards to the discard stack. (For example, a player may play an attack card to sink an opponents' ship, then use the remaining cards to upgrade or move their newly acquired ship)
 - A player may spend one coin to trash an unused card from their hand. Place these in the equipment trash stack.

Finishing the Game

When one player ends their turn with 15 points worth of boats they are crowned the Pirate King or Queen and wins the game.