PIRATES PORT

ARMADA

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3-4 PLAYERS
AGES 12+
30-60 minutes
54 cards
King of the Hill style game

Story:

The pirates have been completely neutralized; however, they but not called for backup before being deactivated. Pirates are known for in-fighting, but they are fiercely proud. They do not want other to think that any of them are anything but unbeatable. Fortunately for you when the pirates arrive none of them know which one is the target, a fact you are about to play to your advantage.

Objective:

Your objective is to be the first to collect 20 points of data or be the last ship standing.

Content:

10: wealth cards
6: repair cards
6: attack cards
6: 3 points of data cards
6: 2 points of data cards
6:1 points of data cards
4: character cards
4: point of data tracker cards
5: front and back upgrade cards

1: aggressor card

Setup:

Give each player a character card and a points tracking card. Place the 5 upgrade cards on display for purchase during the game. Shuffle the rest of the cards together and place them facedown as the draw deck. Determine who will be the first player.

Gameplay:

Each player, in a clockwise order, takes his turn by first shuffling the deck and then dealing himself 6 cards from the deck faceup. The player can decide to keep all six of these cards or to return any number of cards back to the deck and reshuffle and redraw as many cards as h returned. The player can do this up to 2 times.

When the player is satisfied with his hand or he has redrawn twice, he can use the cards in his hand to perform different actions.

Actions:

Collect Data:

If a player has collected 3 data cards with the same point value, he scores that many points. For every additional card with the same point value, he adds 1 additional point to his point tracker.

Store Wealth:

Wealth cards can be used to purchase upgrade cards. Wealth cards that are unused can be held until the next hand. If held to the next hand, those cards count towards the next hand.

Repair Ship:

A player can repair his ship by one point for each repair card if he is not the aggressor. A ship cannot be repaired if it is seen as the aggressor. A ship cannot be repaired beyond full health.

Attack:

If a player is not the aggressor and there is a ship considered the aggressor, that player can attack that ship for how many attack cards he has. If there is no aggressor, that player cannot attack. If the player is the aggressor, that player deals damage to each of the other players equivalent to the number of attack cards he holds.

The Aggressor:

The first player to keep attack cards becomes the aggressor and takes the aggressor card. Any player who becomes the aggressor gets one point of data when he becomes the aggressor and for each turn, he remains the aggressor. The player can give up being the aggressor after being hit by another player. Healing cards have no effect on the aggressor. When an aggressor attacks, he attacks every other player.

Upgrade cards:

Upgrade cards are special cards that change the rules of the game for the player who has purchased them. The card remains with that player until certain conditions are met on the card.

Game Ends:

The Game ends when a player has 20 points of data, or all other players have been removed from the game.

Credits:

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