



# **Repairrates - Rules**

*You're Pirates! You got thyne booty on board and have to make it home, while the dreaded gunboat dragons of the greedy merchant guild Lufthanse is chasing after your airship. But what glory would it be if you made it to be a captain when you arrive? Surely, if people see you heroically repairing a sinking ship, they will promote you! Not possible on a perfectly working ship of course. If would be a shame if someone sabotaged it! Just a bit. Just enough. Oh, someone else had the same idea! Ouch, the machines don't like that. Everyone, we are sinking! Alright, let's work together for a bit. We cannot sink. But once we don't, someone might become captain crazy again...*

*Repairrates is a competitive cooperation Board game about hidden worker placement, breaking promises, causing catastrophes and stealing hats.*

*A game for 3-6 pirates*

*Age 12 to undead*

*Takes ca 45 min if you are not re-writing any rules while playing*

## **Material**

- One board showing the pirate airship with its six rooms, a distance indicator (0 to 12) and a height indicator (0 to 6). The six rooms are:
  - The bridge
  - The engine room
  - The deck
  - The caboose
  - The storage
  - The steering room
- 27 event cards
- 20 rum bottles
- 20 gears
- 10 character cards and corresponding character tokens
- 6 hats in different sizes
- 6 location dice
- 12 action dice
- 1 height marker
- 1 pirate airship marker
- 1 Lufthanse marker

## ***Preparation***

*The crew member cards are shuffled and every player randomly chooses one and the corresponding crew member token. Every player takes one bottle of rum and one gear into their own inventory. Every player randomly takes one hat. The Lufthanse marker is placed at field -2 in the progress bar, the pirate airship marker is placed at field 0. The height marker for the pirate airship is placed at height 4. One gear is placed in every room, one additional gear is placed in the storage room. If there are less than six players, then [6 minus the number of players] many gears are distributed randomly into the rooms.*

## ***Goal of the game***

*The overall goal for the crew of the pirate airship is to reach field number 10 on the distance indicator without crashing the airship by reaching height 0 and without being caught by the Lufthanse. If the overall goal is reached, the player with the largest hat wins.*

*If the ship crashes or is caught by the Lufthanse all players lose.*

## ***Crew Members***

*Every crew member has two unique skills that qualify them for a life of adventure and air piracy. Read their descriptions carefully and try to use them to your advantage, even if some skills might sound like massive flaws on second and first glance.*

*Using skills may not result in illegal actions.*

# **Gameplay**

*Every turn of the game follows these phases:*

1. Drawing event cards
2. Deciding actions
3. Processing actions
4. Ship movement
5. Processing event cards
6. Rum

## **Phase 1: Drawing event cards**

*The number of event cards drawn is calculated as follows:*

- Usually, one event card is drawn.
- If the engine room has at least four gears, one more event card is drawn.
- If the bridge has at most one or at least three gears, one more event card is drawn.

*Thus, the total number of event cards drawn is at least one and at most three. Every drawn card is read out loud. If the bridge has at least three gears, the players are allowed to discard one of the drawn event cards immediately. All event cards that were not discarded take effect and are placed beside the board until their effect is over.*

## **Phase 2: Deciding actions**

*If the deck has three gears, the players have the option to buy up to one additional action for this turn. The additional action costs one bottle of rum and is represented by an additional action dice. The action dice can only be used in the current turn and is taken out of the game once the current turn is over. All actions have to be performed in the same room.*

*Every player places their location dice and all of their action dice on the table with the intended location and actions facing up. The hats are used to hide the chosen action from the other players. Repair and sabotage actions can only be placed if they are legal. A fully repaired room cannot be targeted for further repair. If the player does not own any gears, or a room is already fully repaired, the action "repair" is illegal. Every action forbidden through an action card, a crew member skill or through the effect of another room is furthermore illegal. When every player is ready, all hats are lifted simultaneously to reveal the locations and actions. The crew member tokens are placed in the respective areas of their chosen rooms on the board to clarify who is where and does what.*

*Players are free to communicate with each other while deciding actions to coordinate strategies, give advice or ask for help to achieve their goals. Remember, they are pirates and never bound to actually do what they have agreed on.*

### ***Phase 3: Processing actions***

*The players execute their actions one after another, ordered by hat size. The player with the largest hat starts and executes all of their actions, then the player with the second largest hat executes all their actions and so on, until the player with the smallest hat has executed their actions. As a rule of thumb: every conflict that arises from several actions targeting the same resource or player is resolved by hat size. Bigger hats go first.*

### ***Repair***

*If there is at least one gear in the room: If no other conditions forbid the repair of the current room, and if the number of gears in the room is not at the maximum, the player takes one of the gears in their inventory and places it in the room.*

*If there is no gear in the room (the room is broken): If there is at least one more player that executes a repair in the current room, then the current player and the player with the next largest hat that executes a repair in the room both give one of their gears. One gear is placed in the room, the other gear is taken out of the game.*

*Conditions that forbid a repair are the following:*

- *If the caboose has at most one gear, the deck and the bridge cannot be repaired.*
- *If the deck has at most one gear, the engine room cannot be repaired.*
- *If the steering room has at most one gear, the engine room cannot be repaired.*
- *If the bridge has at most one gear, the steering room cannot be repaired.*

### ***Exception: The storage room***

*A repair action in the storage room means to take one gear from your inventory and throw it overboard, so the wheel is taken out of the game. As a reward, the pirate airship gains 1 height immediately.*

### ***Sabotage***

*If there is at least one gear in the room, the player takes one of these into their inventory. If the player takes the last gear from this room, this room becomes broken and can only be repaired by two repair actions by two different players at the same time, as explained above.*

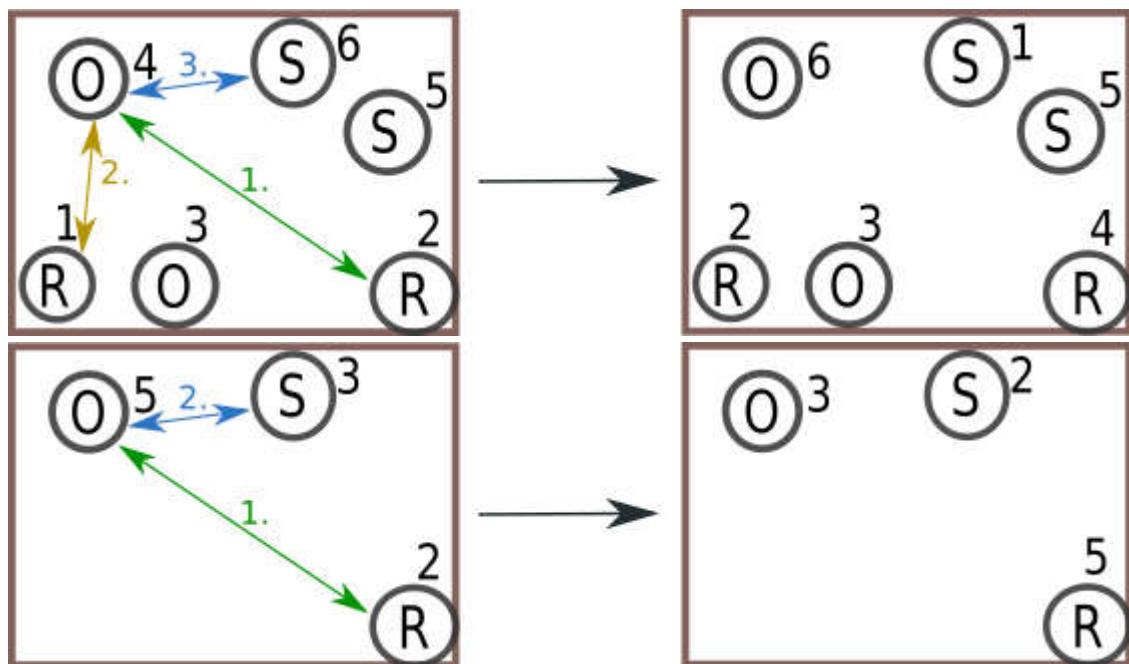
### ***Observe***

*Observing in a room has the goal to catch a player with a bigger hat sabotaging the room, forcing him to switch hats with you. However, being a lazy observer in a room where a player with a smaller hat repairs something will be punished to the effect that the observer has to switch hats with the repairer.*

After all repair and sabotage actions have been processed, the observer with the largest hat will perform a sequence of hat switches with other players. (Other observers were too afraid to keep their eyes open in the presence of the bigger hatted observer in the same room.) The observer with the largest hat, which from now on we will just call the observer, performs hat switches with the following players in order:

1. The observer switches hats with every repairer in the room who has a smaller hat than himself, ordered by the hat size of the repairer, going from the largest to the smallest. If there was at least one smaller hatted repairer in the room, then after this sequence, the observer wears the hat previously owned by the smallest hatted repairer in the room, and every smaller hatted repairer got a larger hat.
2. If there is a saboteur in the room who wears a larger hat than the observer wears now, the observer and the largest hatted saboteur of the room switch hats.

The following figure shows two example situations. Every circle depicts a pirate with their hat size number (1 to 6) and their chosen action (O=observer, R=repairer, S=saboteur).



## Phase 4: Ship movement

Ship movement and height are calculated according to the number of gears in the engine room and the steering room. The following table shows the possible effects. Height refers to the height of the pirate airship. Dist refers to the distance covered by the pirate airship. Lufthanse refers to the distance covered by the Lufthanse airship.

Engine/Steering	0-1 gears	2 gears	3 gears	4 gears
0-1 gears	Height -1 Lufthanse +1	Height -1	Height -1	Height -1
2 gears	Lufthanse +1	No effect	No effect	No effect
3 gears	Lufthanse +2	No effect	Dist +1	Dist +2
4 gears	Lufthanse +3	No effect	Dist +2	Dist +3

If the Lufthanse reaches the pirate airship or if the height marker reaches zero, the pirates lose the game immediately.

## Phase 5: Processing event cards

All active event cards are processed and instructions on the card have to be followed. If the effect of the card has ended, it is removed from the game. Previously removed cards are only taken back into the game if there are no cards left to draw from.

## Phase 6: Rum!

The players standing in the caboose get rum according to the caboose's gear, unless an event cards forbids that. Furthermore, the specific observe action in the caboose shall be collectively referred to as "rumstehen".

Gears in the caboose	Effect
0-1 gears	No rum this time!
2 gears	Every player in the caboose gets one rum.
3 gears	Every player in the caboose gets two rum. Cheers.

## **The end**

*The game can end in three different ways:*

1. *The Lufthanse airship catches up with the pirate airship. This happens when the Lufthanse marker is higher or equal to the pirate airship marker. Your ship gets torn apart and everyone loses.*
2. *The pirate airship loses too much height, so that the height marker reaches 0. Your ship gets shattered on the ground. Again. You lost. All of you.*
3. *Your pirate airship reaches field number 10 on the distance indicator. In this case, you have successfully escaped from the Lufthanse, congratulations! Whoever has the largest hat now is the sneakiest pirate and wins ultimate bragging rights.*

## **Bonus Fun**

### **Drinking Game Edition**

*Whenever a pirate actively consumes a bottle of rum the player takes a shot of the poison of their choice. If they get too drunk to remember the rules they lose. Or win. Who cares, seriously?*

### **Alternative to Drinking**

*Players are cookies instead of drinking shots. Cookies are great.*

### **Alternative Alternative to Drinking**

*Players eat a piece of Broccoli instead of having shots or eating cookies. Healthy and delicious.*

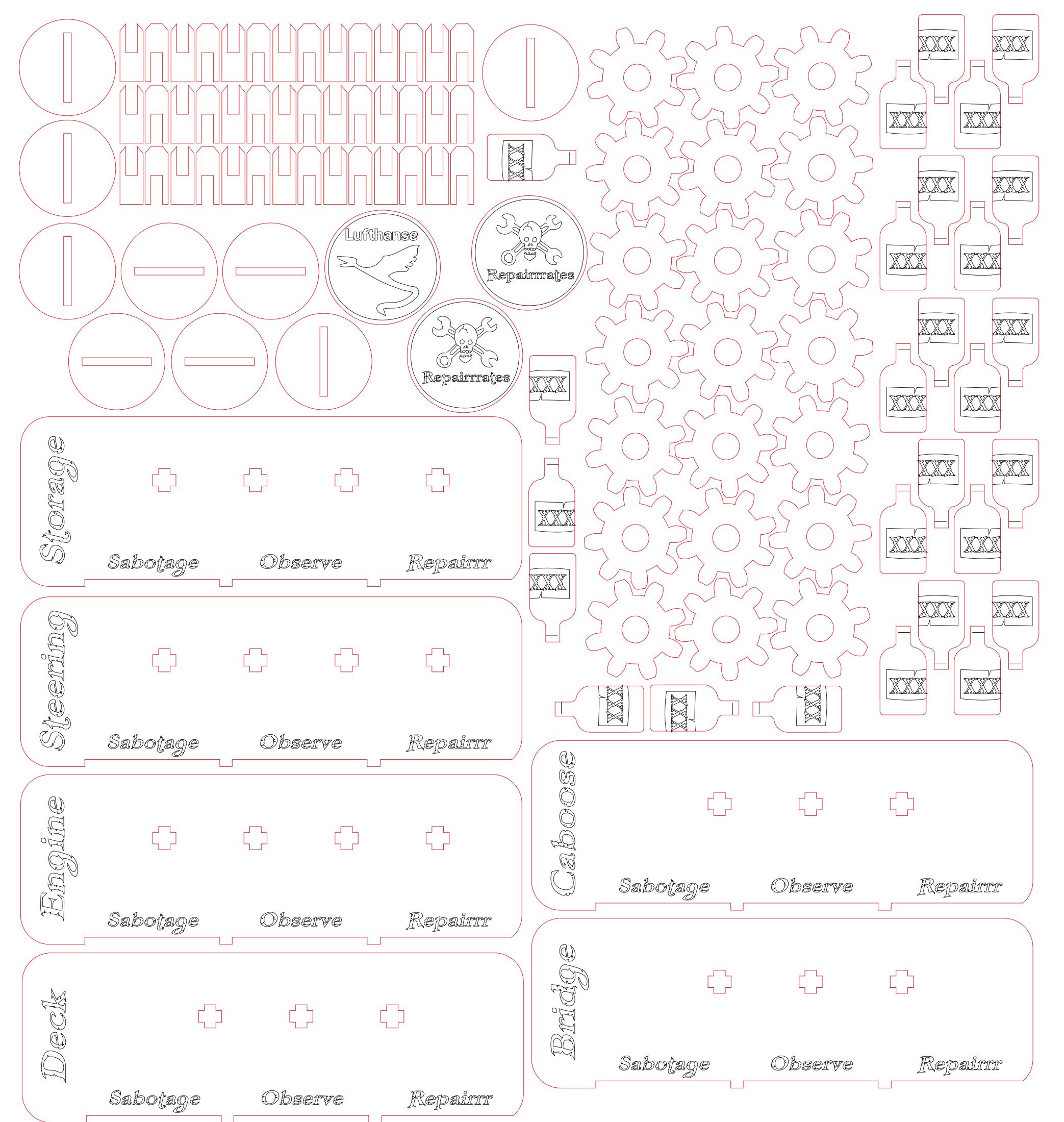
# **Appendix**

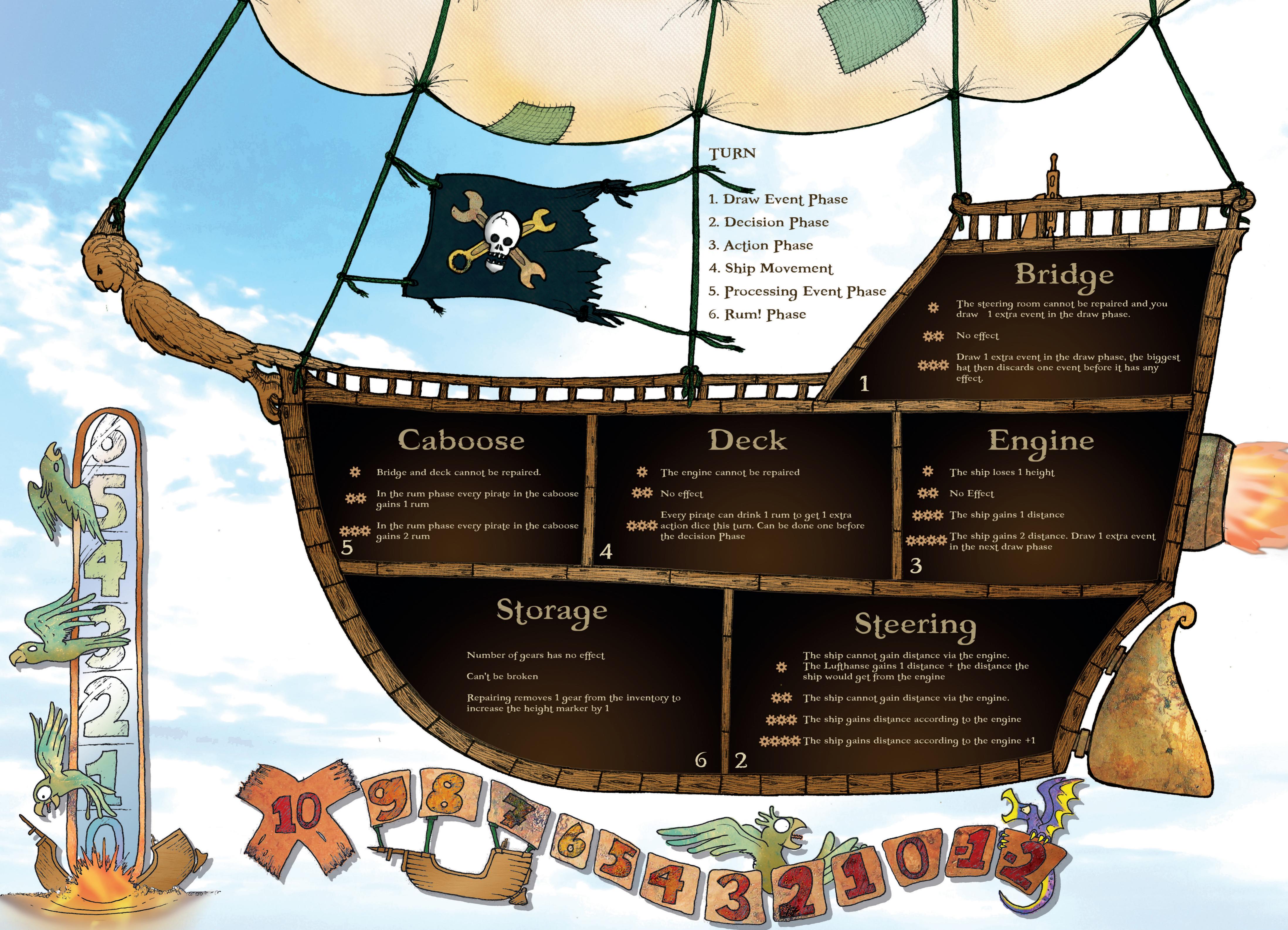
*In the Appendix there are the resources to create the board game.*

*Like...*

- *the template for the tokens*
- *the template for the gear holders*
- *the board plan in A3*
- *the board plan as 4 A4,*
- *the event cards in a print version*
- *the character cards*

*Afterwards a preview on the future design of the event cards is visible.*







Caboose

## TURN

1. Draw Event Phase
2. Decision Phase
3. Action Phase
4. Ship Movement
5. Processing Event Phase
6. Rum! Phase

1

Deck

Engine

## Bridge

- The steering room cannot be repaired and you draw 1 extra event in the draw phase.
- No effect
- Draw 1 extra event in the draw phase, the biggest hat then discards one event before it has any effect.

● Bridge and deck cannot be repaired.

● In the rum phase every pirate in the caboose gains 1 rum

● In the rum phase every pirate in the caboose gains 2 rum

5

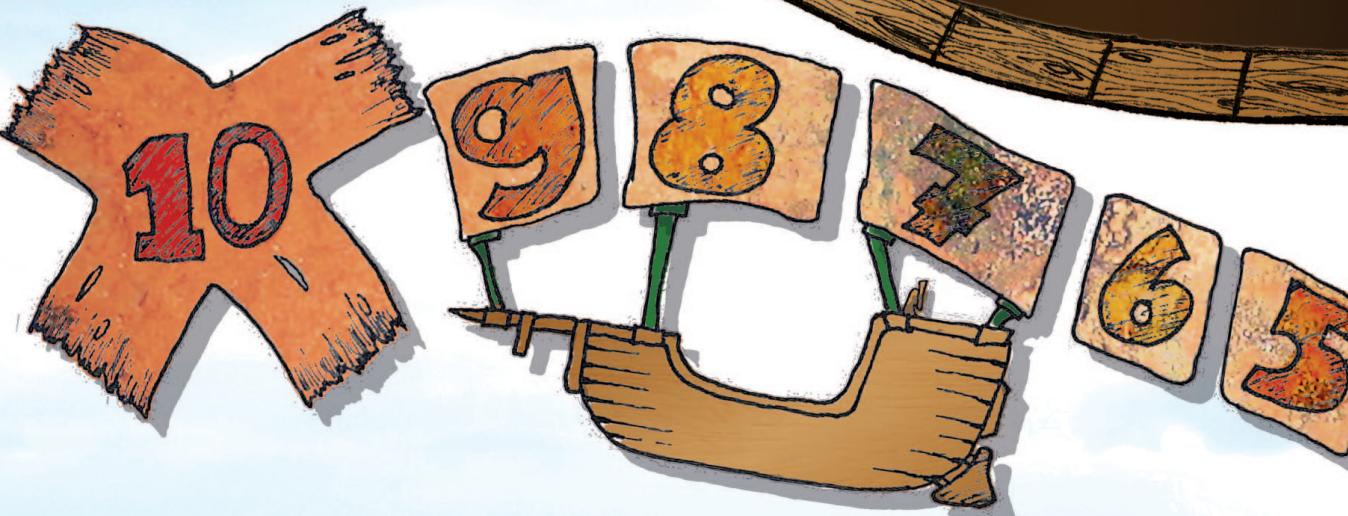
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## Storage

Number of gears has no effect

Can't be broken

Repairing removes 1 gear from the i  
increase the height marker by 1



• The engine cannot be repaired

• No effect

• Every pirate can drink 1 rum to get 1 extra action dice this turn. Can be done one before the decision Phase

• The ship loses 1 height

•• No Effect

••• The ship gains 1 distance

•••• The ship gains 2 distance. Draw 1 extra event in the next draw phase

3

## Steering

• The ship cannot gain distance via the engine.

•• The Lufthanse gains 1 distance + the distance the ship would get from the engine

••• The ship cannot gain distance via the engine.

•••• The ship gains distance according to the engine

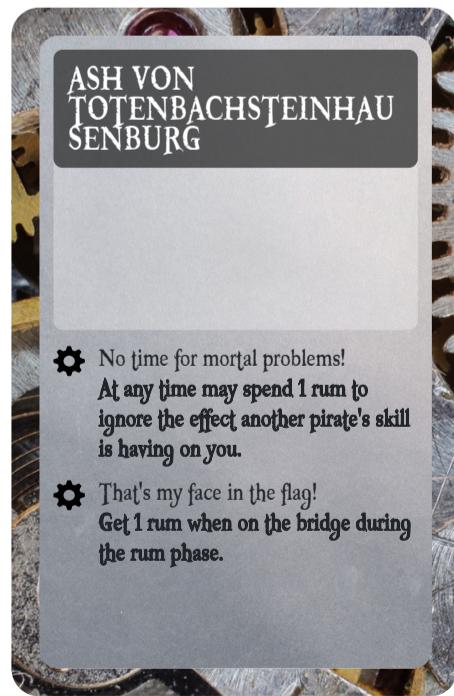
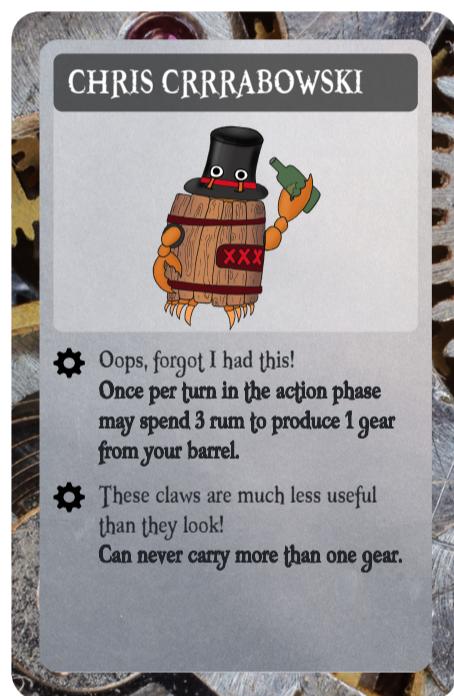
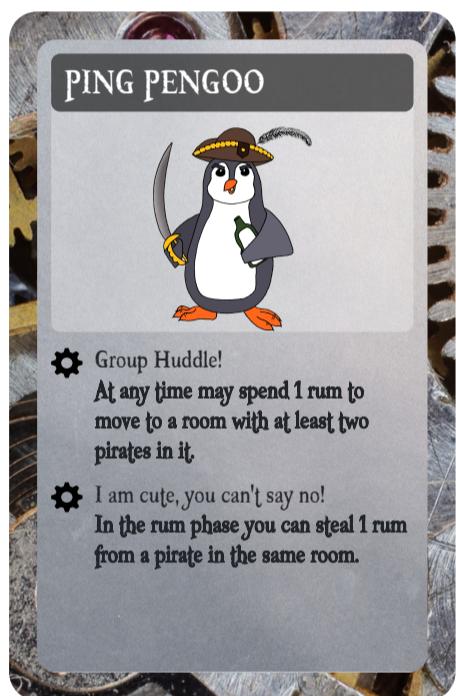
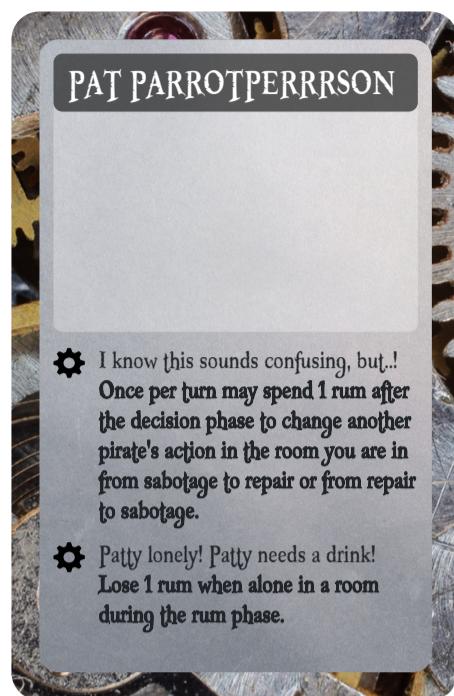
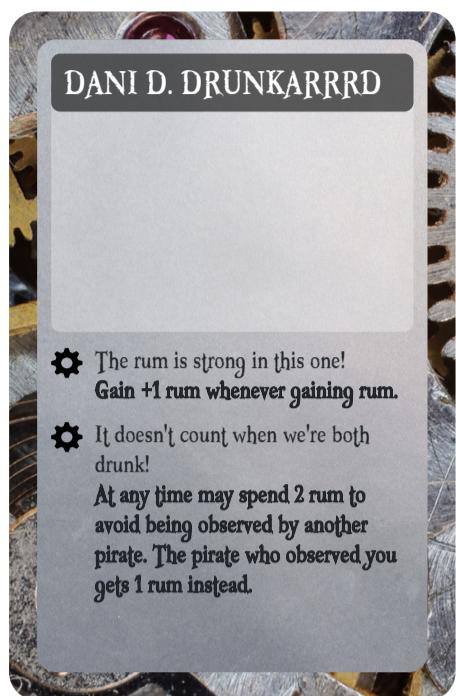
••••• The ship gains distance according to the engine +1

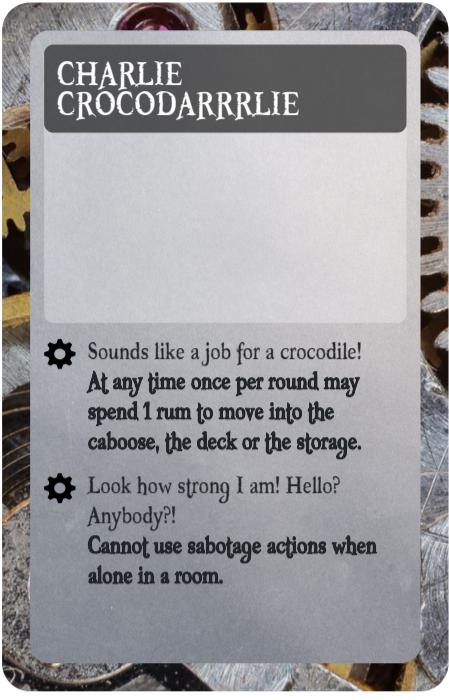
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2

nventory to







## CHARLIE CROCODARRRLIE

- ⚙ Sounds like a job for a crocodile!  
At any time once per round may spend 1 rum to move into the caboose, the deck or the storage.
- ⚙ Look how strong I am! Hello?  
Anybody?!  
Cannot use sabotage actions when alone in a room.



## **Crosswind! Arrr!**

*Damn cross wind, the ship threatens to get into an imbalance. The pirates have to be balance the ship.*

In the processing phase check whether all pirates have split up to balance the ship. Meaning there is only one pirate per room.

**Success:** *The ship sways, but remains balanced. A gearwheel slipped out from under the shelves in the storage room.*

Add 1 gear in the storage room.

**Failure:** *The ship turned to the side and lost drastically its height during the fall manoeuvre. But there is a positive part as well. A gearwheel slipped out from under the shelves in the storage room.*

Add 1 gear in the storage room. Reduce the height marker by 1.

## **Flying Laser Sharks Ahead**

*The dangerous breed of flying laser sharks is ahead. They are known to be very aggressive and will attack the ship. Fire at will!*

In the processing phase check whether the deck has 3 gears.

**Success:** *Shark livers are a top notch ingredients for making rum.*

Add 1 bottle of rum to each pirate.

**Failure:** *The sharks managed to damage the ship and it looks like one shark even stole a gear!*

Cast a dice to figure out a room, if that room has gears installed then remove one. Otherwise your lucky... It just looked like gear.

## **Mutiny!**

*The crew cries out for some changes in the hierarchy! But the cap't'n manages to stop the mutiny with the only possible command!*

*"Drink you filthy landrats! Drink as much as you can!", cap't'n.*

Every pirate has to drink 1 bottle of rum or has to use the action sabotage in this turn to relieve some stress, after this is a failed mutiny...

## **The Cap't'n Has The Runs**

*What is this smell? And what are these cries? Are there enemies on board? No, it is the cap't'n on the latrine having the runs... He is crying out in agony. No sane pirate will get near to him.*

Nobody can access the bridge this turn.

## Lufthanse Reinforcements

"Arrr. Ships to the left and to the right. They shipping under the flag of the Lufthanse. Prepare the canons, increase the steam, we need both the larboard and the starbord cannons to get through.", capt'n.

Check in the processing phase of the next turn whether the caboose and the deck have each 3 gears. Additionally at least 1 pirate has to be in the deck.

**Success:** We broke through and some freaking pirate even managed to snatch a gear from those helpless fools of the Lufthanse! Har Har Harr!!

Add a gear in the storage room.

**Failure:** We got chased into lower realms and the damned ships of the Lufthanse are right behind us.

Increase the Lufthanse marker by 2 and reduce the height by 1.

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## Oh noes! A Freebooter

"Arrr! A freebooter under the sail of the Lufthanse attacks. We need some pirates in the deck. Now!!!", capt'n.

In the processing phase check whether there at least 2 gears in the deck, 1 gear on the bridge and at least 1 pirate in each of them.

**Success:** The freebooter surrenders and we plunder!

Each pirate gains 1 bottle of rum. Those that were in either the bridge or the deck receive 1 extra bottle.

**Failure:** We had to escape with a dangerous turn, loosing a lot of height.

Reduce the height marker by 2.

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## Damn It's Penguin Land

The penguins guard there border very well. Our ship is not in the shape to take them on. We either bribe them or sail around.

For each pirate the bribe amounts to 2 bottles of rum that have to be paid together or the ship has to take a detour.

**Success:** The penguin lands are a shortcut, but the bribe took time...

Increase the ship marker by 1, but also increase the Lufthanse marker by 1.

**Failure:** The detour closes the gap between the chasing Lufthanse ships and the pirates tremendously.

Increase the Lufthanse marker by 2.

## Tailwind

Strong tailwinds are in the upper regions and could push the ship. The capt'n knows the Lufthanse will be using them! Set the handkerchiefs and throw some weight overboard if necessary to get us up there!

In the processing phase check whether the height is 5 or higher and if the bridge has 3 gears.

**Success:** The wind is pushing the ship, and some forgotten gear is falling off the zeppelin onto the deck.

Increase the ship marker by one. Add 1 gear in the deck or in the storage room if the deck is already full. Also increase the marker of the Lufthanse by 2.

**Failure:** The Lufthanse got a lot closer with the tailwind.

Increase the Lufthanse marker by 2.

9

10

## **Downstream**

*Cold air is streaming downwards from the sky above and could take the ship downwards with it. Prepare the steering and clean up the deck!*

In the processing phase of the next turn check whether the steering room has exactly 2 gears and whether the deck has 3 gears.

**Success:** *In the stream of cold air was crate of rum bottles, from some other unlucky ship.*

Each pirate gains 1 bottle of rum.

**Failure:** *The cold air got hold of the ship, but the team afford it was possible to get out of the downstream again.*

Either each pirate pays 1 bottle of rum and the height marker is reduced once by 1 or it is reduced by 2 and every pirate keeps its rum.

## **The Lufthanse Is Closing In**

*Empty the storage room and get everything you can find. Then prepare a scapegoat on deck to get rid of the those steam damned pursuers, in the cloak of some dark cloud.*

In the processing phase of the next turn check whether the storage room is empty and the deck has 3 gears, additionally 1 pirate has to be on the bridge.

**Success:** *The Lufthanse didn't get much closer and thanks to the effort of cleaning the storage room the pirates found some gears.*

The Lufthanse marker is increased by 1 and add 2 gears in the storage room.

**Failure:** *The Lufthanse is closing in.. for real.*

Increase the Lufthanse marker by 2.

## **Shady Merchant**

*Along the course we cross the ship of a shady merchant. He has gears and rum in his assortment.*

In this turn each pirate can exchange either 3 bottles of rum for 1 gear or 1 gear for 2 bottle of rum.

## **Pizza 4 all!**

*Pizza and rum are served this turn.*

In the rum phase every pirate gets 1 additional bottle of rum in the caboose. Even if the caboose was destroyed, the pirates can get it. However if 4 or more pirates gather in the caboose, reduce the height marker by 1.

## Hatwind

*A strong hatwind blows in the sky this turn. Every hat is in danger to get blown away. So soak it in rum to make it heavier!*

Each pirate either soaks their hat with 2 bottles of rum to keep their hat on or gives their hat to the next pirate to their left that hasn't soaked their hat either.

## The Lufthanse Strikes Back!

*Increased efforts of the Lufthanse result in a fierce battle. Prepare the weapons and dodge their canon balls!*

In the processing phase check whether the deck has 3 gears, the steering has at least 3 gears and one pirate is on the bridge.

**Success:** *Hail to the trusty bone flag, we did it. Arrr! What a nice fight. Rum for all!*

Each pirate receives 1 bottle of rum out of the private storage of the capt'n.

**Failure:** *The ship got hit... like really bad and lost a lot of height... Why is there no capable pirate on board?!!*

Reduce the height marker by 2. Increase the Lufthanse marker by 1.

15

16

## Upstream

*Hot air from above a desert is streaming upwards, it could carry the ship a little higher. Clean the deck and prepare the steering immediately.*

In the processing phase check whether the deck has 3 gears and the steering has exactly 2 gears.

**Success:** *Flying high in the sky!!*

Increase the height marker by 1.

**Failure:** *The ship was shaken through.*

Every pirate with 2 bottle of rum or more loses 1 of them.

## Distilling In Progress

*New rum is produced.*

Nobody may enter the caboose this turn.

17

18

## You Can Leave Your Hat On

*The cap't'n decided that the goods and tools are not in the right hands. Arr!*  
All bottles of rum and gears in the inventories of the pirates are gathered and redistributed according to the hats. The pirate with the biggest hat starts to take one item of each category first, the next smaller hat has it turns and so on. This repeats until all items are redistributed.

## Awwweerrr, A Dragon

*Meeting a pirate friendly dragon in the sky is a lucky sign! Let's celebrates this with some grog.*

*'Hello mighty dragon, would you be so kind and warm up our rum?'*

Each pirate gets 1 bottle of rum immediately, additionally every pirate in the caboose gets 1 extra bottle in the rum phase as well.

## Cloudy With Chances For Gears

*"It's raining gears, bind a rope around you're waists and catch 'em!", cap't'n.  
"Aye, aye cap't'n!"*, crew.

In this turn, instead of observing each pirate has the choice to try to 'fish' for a gear, however to do so he needs to be brave.

Therefore the pirate has to drink 2 bottles of rum to get the guts to jump.

Only the first attempt in each room will be successful.

## Cloudberg Ahead!

*The ship is cruising directly into a massive cloudberg. Everybody knows what happened to the Titanic. However the Titanic didn't have weapons!*

In the processing phase check whether there are 3 gears and 3 pirates in the deck.

**Success:** *No sad musician are playing, instead it's a big party.*

The cap't'n provides 1 bottle of rum for each pirate.

**Failure:** *We are sinking, we are sinking...*

Reduce the height marker by 2 and remove 1 gear from the steering room if possible.

## *Schrumpfkopf Im Rumtopf*

*Like in the song by "Mr Hurley und die Pulveraffen" there is a shrunken head in the rum barrel... This might be shocking, but there is always a solution to such a problem. To drink even more rum!!! Arrr, yawrr!!*

Every skill that costs rum or to buy an extra action, costs 1 additional bottle of rum this turn.

## *The Levitating Leviathan!!!*

*The mighty arms of the biggest flying octopod are grasping for the ship. The only chance to escape is with the biggest amount of teamwork!*

*"Some stinking goo for nothings have to feed the monster with whatever is left in the storage room. Some other have to coordinate our escape route and most important the steering has to be smooth as hell!"*

In the processing phase check whether at least 1 pirates are in the storage room, at least 1 pirate on the bridge and at least 1 steering has to have at least 2 gears.

**Success:** *We only lost some height. And escaped the leviathan!!!*

One bottle of rum for each pirate! Reduce the height marker by 1.

**Failure:** *The leviathan pulled us down quite some distance before loosing its interest.*

Reduce the height marker by 3.

## *Whale Sightings*

*All pirates meet on the deck to look at the huge flying whales.*

All pirates have to choose to move to the deck or drink 1 bottle of rum, to steel their heart against the beautiful sightings.

## *Blind Passenger*

*After hearing some noises a drunkard pirate found a blind passenger in the storage room, who crashed in there through the open hatch. The passenger offers a gear, to stay. A pirate can decide what to do with the passenger.*

In the storage room it is possible to either get the gear or throw the passenger out instead of observing. As always the bigger the hat the stronger the authority.

If the passenger is thrown out the ship gains 2 height else the gear is taken, reduce the height marker by 1.

## **Mother Dragon**

*Nothing is more dangerous than a dragon mother with her children. Luckily all dragons are drunkards.*

Offer 2 bottles of rum per pirate in total to the dragon or reduce the height marker by 2 to escape her.

## **Pirates Ahead!**

*"Damn, those hellish bastards. They couldn't have taken a worse timing. Polish the bridge and man the canons!", cap'n.*

In the processing phase check whether the bridge has 3 gears and the deck at least 2 gears. Additionally check whether there are at least 2 pirates on the bridge and 1 on the deck.

**Success:** *Extra loot!! Just the right parts to upgrade the caboose. But plundering a sinking ship made us loose some height as well.*

Add 1 gear to the caboose or if it is full already put it in the storage room. Reduce the height marker by 1.

**Failure:** *We got a hole in our hull! While fixing it we lost height.*

Reduce the height marker by 2.

## **Moths!!**

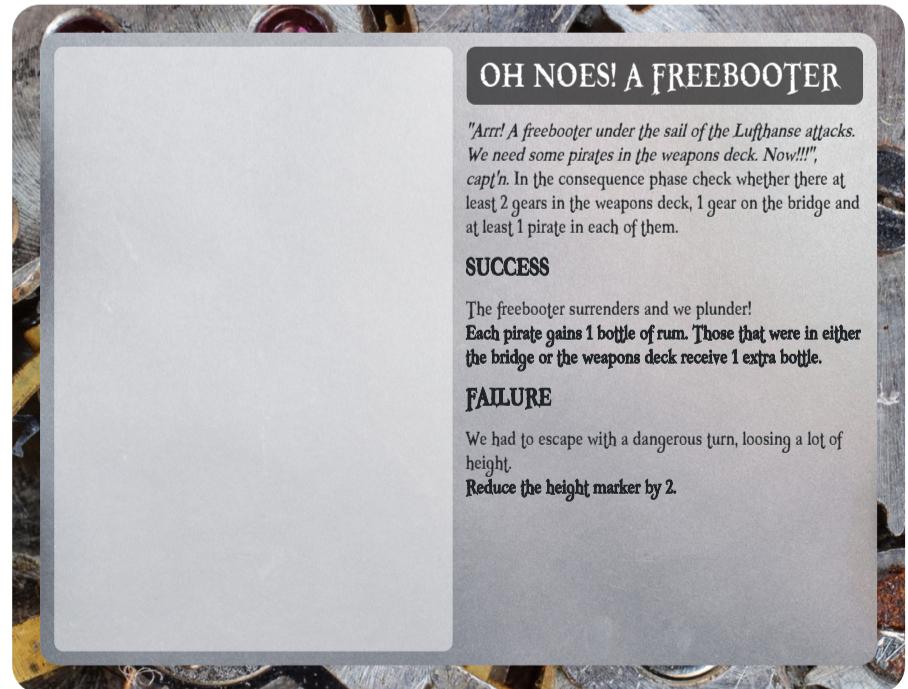
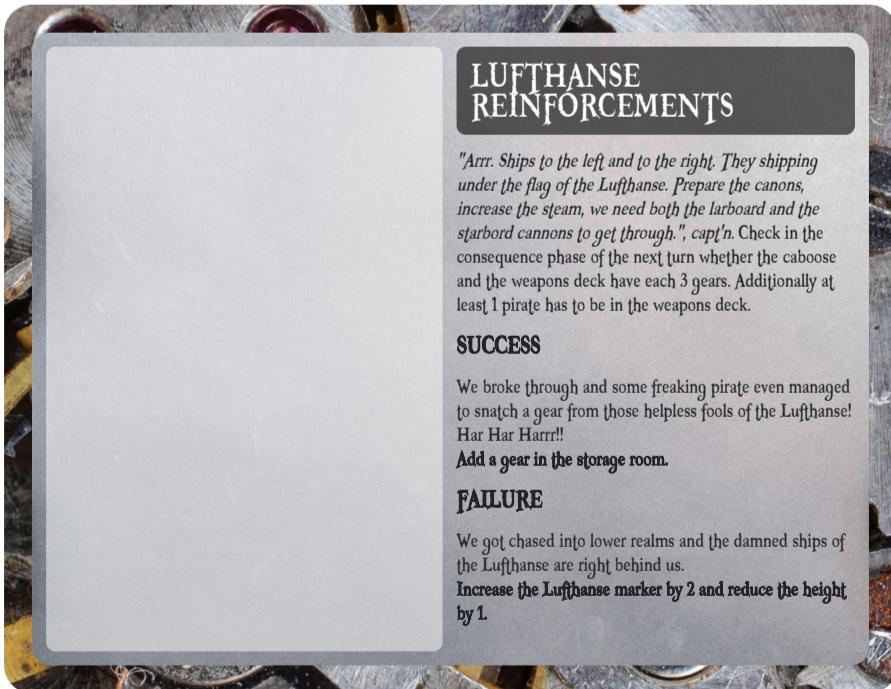
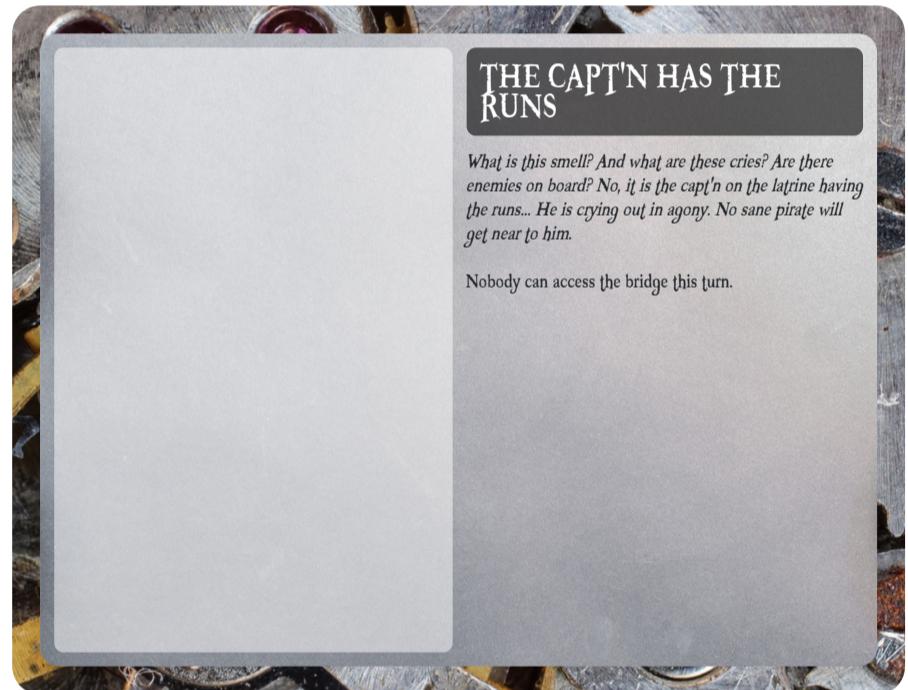
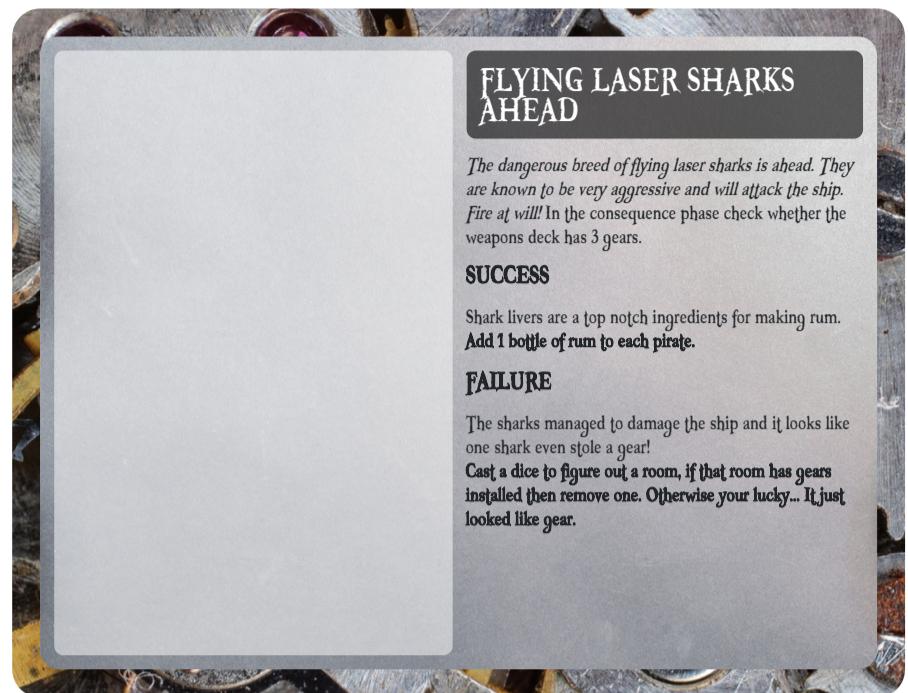
*A huge swarm of moths engulfed the ship. This is bad because moths love the filth hats of pirates the most. Therefore, every pirate has to fight for their hat!*

*Arm yourself with bottles of rum!*

This turn the caboose distributes twice its normal amount of rum! In the processing phase each pirate has to spend an amount of bottles depending on the size of their hat. Every pirate has to spend half his hat size round up in bottles of rum, to fend off the moths. Should this not be possible another player can spend the bottles. To get that hat. If no one wants it, the hat is switched at random with another pirate. Roll a dice and count the number of eyes visible on the dice through the other pirates until you have found the receiver.

# ***Preview***

*Following is a preview on the design that was not finished during the Global Game Jam 2020*



## DAMN IT'S PENGUIN LAND

The penguins guard there border very well. Our ship is not in the shape to take them on. We either bribe them or sail around. For each pirate the bribe amounts to 2 bottles of rum that have to be paid together or the ship has to take a detour.

### SUCCESS

The penguin lands are a shortcut, but the bribe took time... Increase the ship marker by 1, but also increase the Lufthanse marker by 1.

### FAILURE

The detour closes the gap between the chasing Lufthanse ships and the pirates tremendously. Increase the Lufthanse marker by 2.

## TAILWIND

Strong tailwinds are in the upper regions and could push the ship. The capt'n knows the Lufthanse will be using them! Set the handkerchiefs and throw some weight overboard if necessary to get us up there! In the consequence phase check whether the height is 5 or higher and if the bridge has 3 gears.

### SUCCESS

The wind is pushing the ship, and some forgotten gear is falling off the zeppelin onto the deck. Increase the ship marker by one. Add 1 gear in the weapons deck or in the storage room if the weapons deck is already full. Also increase the marker of the Lufthanse by 2.

### FAILURE

The Lufthanse got a lot closer with the tailwind. Increase the Lufthanse marker by 2.

## DOWNSTREAM

Cold air is streaming downwards from the sky above and could take the ship downwards with it. Prepare the steering and clean up the deck! In the consequence phase of the next turn check whether the steering room has exactly 2 gears and whether the deck has 3 gears.

### SUCCESS

In the stream of cold air was crate of rum bottles, from some other unlucky ship.

Each pirate gains 1 bottle of rum.

### FAILURE

The cold air got hold of the ship, but the team afford it was possible to get out of the downstream again. Either each pirate pays 1 bottle of rum and the height marker is reduced once by 1 or it is reduced by 2 and every pirate keeps its rum.

## THE LUFTHANSE IS CLOSING IN

Empty the storage room and get everything you can find. Then prepare a scapegoat on deck to get rid of the those steam damned pursuers, in the cloak of some dark cloud. In the consequence phase of the next turn check whether the storage room is empty and the deck has 3 gears, additionally 1 pirate has to be on the bridge.

### SUCCESS

The Lufthanse didn't get much closer and thanks to the effort of cleaning the storage room the pirates found some gears.

The Lufthanse marker is increased by 1 and add 2 gears in the storage room.

### FAILURE

The Lufthanse is closing in... for real. Increase the Lufthanse marker by 2.

## SHADY MERCHANT

Along the course we cross the ship of a shady merchant. He has gears and rum in his assortment.

In this turn each pirate can exchange either 3 bottles of rum for 1 gear or 1 gear for 2 bottle of rum.

## PIZZA 4 ALL!

Pizza and rum are served this turn. In the rum phase every pirate gets 1 additional bottle of rum in the caboose. Even if the caboose was destroyed, the pirates can get it. However if 4 or more pirates gather in the caboose, reduce the height marker by 1.

## HATWIND

A strong hatwind blows in the sky this turn. Every hat is in danger to get blown away. So soak it in rum to make it heavier!

Each pirate either soaks their hat with 2 bottles of rum to keep their hat on or gives their hat to the next pirate to their left that hasn't soaked their hat either.

## THE LUFTHANSE STRIKES BACK!

Increased efforts of the Lufthanse result in a fierce battle. Prepare the weapons and dodge their canon balls! In the consequence phase check whether the weapons deck has 3 gears, the steering has at least 3 gears and one pirate is on the bridge.

### SUCCESS

Hail to the trusty bone flag, we did it. Arrr! What a nice fight. Rum for all!  
Each pirate receives 1 bottle of rum out of the private storage of the cap'n.

### FAILURE

The ship got hit... like really bad and lost a lot of height... Why is there no capable pirate on board?!  
Reduce the height marker by 2. Increase the Lufthanse marker by 1.

## UPSTREAM

Hot air from above a desert is streaming upwards, it could carry the ship a little higher. Clean the deck and prepare the steering immediately. In the consequence phase check whether the deck has 3 gears and the steering has exactly 2 gears.

### SUCCESS

Flying high in the sky!!  
Increase the height marker by 1.

### FAILURE

The ship was shaken through.  
Every pirate with 2 bottle of rum or more loses 1 of them.