

Getting ready to play

The ship cards are shuffled face down and the top three are laid face-up in the middle of the table.

Each player takes 5 **Pirates** in the colour of his choice and lays them face up in front of him. In addition, each player receives 10 ducats.

The rest of the **money** and the **24 pieces of booty** are laid ready as general stock visible to all players.

With fewer than 5 players, the surplus pirates are removed from the game.



Note: the 3 face-up ships are played first. Only once all 3 have been boarded are 3 new ship cards turned face-up.

How to play

Play passes round in a clockwise direction. The eldest player begins. The player whose turn it is must always choose one of two possible courses of action.

■ Moving a pirate

■ Boarding a Ship

If possible, the player must carry out one of these two options. However, if a player has no free pirate piece available when it is his go (all 5 are in other piles), then he does not move in this round.

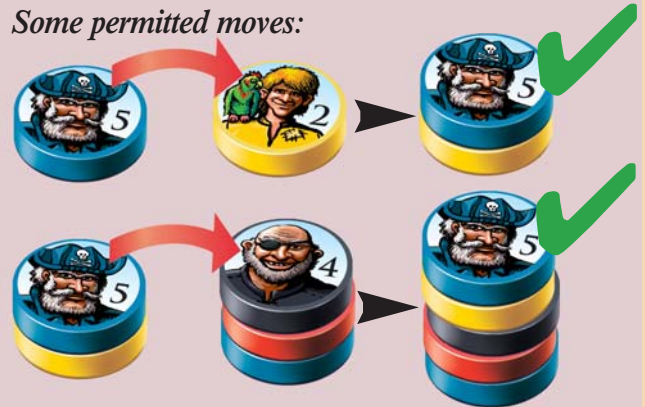
■ Moving a pirate

- A player takes his **own** pirate or his **own** pirate stack and puts it on an **opposing** pirate or pirate stack.
- The player puts down the **newly formed stack in front of him**; this makes him the captain of this boarding party. A pirate stack belongs to the player whose counter is on top.

Not allowed:

- Once a stack has been made it **may not be separated**.
- A player's **own** pirate or pirate stack may **not** be put on **another of his own** pirates or pirate stacks.
- A move which would make a pirate stack have a height of **more than 9** pirates is **not** allowed.
- Players are **not** allowed to look at the value of the pirates concealed in a stack.

Some permitted moves:



Some moves which are not allowed:



To put one of the player's own stacks on another of his own stacks.

More than 9 pirates in a stack.

■ Boarding a ship

A player can only board a ship as captain. To do this, a player puts one of his **own** pirate stacks on an upturned ship card.

The pirate stack must have **at least** the required **number of pirates**.

Sharing out the booty

The captain shares out the booty. First he chooses **one of the pieces of booty** pictured on the ship card and takes it from the general stock.

The player to whom **the second** pirate in the stack belongs, gets the **other** pictured piece of booty from the stock. Should there be **no** second picture (with small ships), he does **not** get any booty.

The captain now takes the amount of money shown from the stock. Then he pays the crew which took part in the boarding of this ship. He pays out the amount of ducats indicated on the **pirate pieces of the other players** which were involved in the boarding party.

There are pirates who have a **question mark** instead of a number. If they have taken part, they are paid the amount which is shown next to the question mark on the respective ship.

After all the pirates who took part have been paid, the players are given back their pirate pieces and they lay them face-up in front of them.

There is not enough booty

If there is **not** enough booty to pay **all** the pirates **belonging to the other players**, the captain must use his **own money**. If he does not have enough money at his disposal, the missing amount is paid to the other players out of the general stock.

Although the captain now has no money, he keeps his pieces of booty.

New ship cards

The card of the boarded ship is removed from the game. When **the last of the face-up ship cards has been boarded**, three new ship cards are turned up.



As captain (uppermost counter), “Red” receives the booty of 22 ducats and chooses one of the two treasures shown. Then he must pay the other pirates. The second treasure is received by the first mate who is the second highest counter in the stack. He and all the other pirates then receive ducats according to their value.



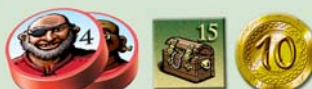
“Blue” receives the 2nd treasure and 5 ducats in accordance with the value of his pirate.



“Yellow” receives 2 ducats in accordance with the value of his pirate.



“Black” receives 5 ducats in accordance with the value of his pirate.



“Red” keeps the rest of the booty (in this case 10 ducats) and his chosen treasure.



If the yellow player in this example had had one more pirate piece (the one with an “?”) in the stack, he would have got 4 ducats more with this ship and the captain correspondingly 4 ducats fewer.

Note: this money is not paid back.

Note: as there are 15 ship cards, 3 ship cards are laid out a total of five times during the game.

Mutiny

If a player has **3 or more of his playing pieces** in a stack **belonging to another player**, this player may mutiny and force the captain to board a ship.

When it is the captain's turn (the owner of the stack), the mutineer can challenge him to board a ship. If there is a choice of several ships which can be boarded, the captain alone decides which ship he will board.

The rule still applies: the pirate stack must have the required number of pirates to board the ship.

The boarding is carried out as usual. The stack is broken up and the pirate pieces are returned to their owners.

If the captain has **several stacks** where a mutiny is taking place, **only one ship** is boarded. The captain decides which of the stacks he is going to use to board.



Example: 3 of black's playing pieces are in red's stack. So that these pieces are not blocked for too long, black can mutiny. As soon as it is red's turn, black challenges him to board.



"Red" must comply with the challenge and decides to board the bigger ship although he would have liked to wait for an even bigger ship with more booty.



The End of the Game

As soon as **all 15 ships** have been boarded, the game ends and scoring takes place. Points are awarded for ducats and pieces of booty.

Whoever owns the **most pieces of booty of one kind** is paid the **amount shown** on the booty in ducats.

If **several players** have the **same number** of one kind of **booty**, they **share** the corresponding amount; any remainder is discounted.

Players who have pieces of booty for which they received **no money** get – as a small consolation – **1 ducat** for each of these pieces of booty.

The player with the most money is the winner.



Example: Karin and Nico have each gained 2 treasure chests, Kim and Nina each have 1 chest. Karin and Nico have the most treasure chests and share the 15 ducats (each receives 7 ducats). Kim and Nina each get 1 ducat for their treasure chests.



For further information about the author, please visit www.dorra-spiele.de.

Buccaneer

A game by Stefan Dorra for 3-5 players

The Aim of the Game

All hell is loose near the port. Many of the pirates are casting jealous glances at the riches in the large trading ships. And hatching plans to get the lucrative booty.

The motley teams are quickly gathered and they then decide which ships are to be relieved of their

treasures and ducats.

But even the strongest captain must take care, as each pirate wants a proper wage for his work. If the booty is too small and the pay too high, the captain will have to pay.

The player with the most money at the end wins.

Playing equipment

- **15 ship cards** – show small and large sailing ships with different amounts of booty – the goal of the pirates. The captains need different-sized boarding parties to board the ships.

1 to 2 treasures: special pieces of booty for the captain and first mate



The amount of money gained from boarding

The pay for pirates with a question mark

The minimum size for the boarding party

- **24 pieces of booty** – six of each: treasure chests, barrels of rum, candlesticks and daggers. They are worth different amounts, as shown on the cards.



- **25 wooden discs** – in 5 players' colours. They represent the pirates.



- **1 sheet** – with 25 pirate stickers in 5 colours (plus 5 spares without colour).

Before the first game, the wooden discs are each fitted with 1 matching sticker in accordance with their colour.



One of blue's pirate discs. The number indicates how many ducats he gets as pay for boarding a ship

- **75 coins** – the money for the game:
27 1-ducat coins (copper coloured),
18 5-ducat coins (silver coloured),
30 10-ducat coins (gold coloured).



- **1 set of instructions**