The goal for the Man-O-War player is to sink all of the other ships before the Man-O-War is sunk. The goal of the other players is to sink the Man-O-War before all their ships are sunk.

Player ships may be sunk according to the same number of hits used in Pirate Fleet play. The Man-O-War may be sunk according to the following:

A maximum of fourteen (14) Hull hits
A maximum of seven (7) Volley hits
A maximum of four (4) Mast hits

Once a player's ship is sunk, they are out. Players may not attack beyond the maximum limits set for each category. Non Man-O-War players may play Lookout cards and Repair, Restore and Recover cards as protection on another player but cannot remove hits from another player.

Playing the Game (2 players)

For 2 players, follow the rules for Pirate Fleet play.

Toresh
Games

Overview

Players take turns drawing from the card supply in the middle of the table and then either playing the card or discarding the card. During the game, players try to attack other players with Hull, Mast and Volley shots until there are no more cards left. When there are no more cards to draw, the player with the least number of hits is the winner.

Contents: One (1) rule booklet, 120 playing cards:

6 Lookout cards

16 Repair cards

8 Restore cards

10 Recover cards

40 Hull cards

24 Volley cards

16 Mast cards

Playing the Game (3-7 players)

Shuffle all 120 cards and place the stack face down in the center of the table as the draw deck. Players randomly choose a starting player. Play continues until all cards have been drawn and played.

On a player's turn, the player must draw a card from the draw deck. If the card cannot be played, the card is placed in the discard pile, face up, next to the draw deck. If the card may be played, the player must play the card. Played cards are resolved and play moves to the left.

If the drawn card is a Hull, Mast or Volley card, the player attacks another player of their choice by placing the card in front of that player. If the other player is not protected by a Repair, Restore or Recover card, the other player is hit by the attack and places the card in front of them.

If the drawn card is a Repair, Restore or Recover card, the player may either place it in front of them for protection against an attack or use the card to remove existing hit cards from their play area.

A Repair card protects against or removes a Hull card.
A Restore card protects against or removes a Mast card.
A Recover card protects against or removes a Volley card.

If the drawn card is a Lookout card, the player places it in front of them. If the player already has a Lookout card in front of them, the card is discarded with no effect. A player may have only one (1) Lookout card in front of them at a time.

While a player has a Lookout card in front of them, on their turn they may draw the top card from the draw deck and look at it. They may then either play the card or place it on the bottom of the draw deck and then draw and play the next card. A player may use a Mast card to remove a Lookout card.

Playing the Game (Pirate Fleet Variant)

Play follows the standard rules with the following changes:

Players keep track of attacks by separating hits by ship according to the following. Each ship may take:

A maximum of five (5) Hull hits
A maximum of three (3) Volley hits
A maximum of two (2) Mast hits

Once a player has reached the maximum number of hits in any category, the next hit in that category will start a new ship. The attacking player determines which ship is being attacked. Players may remove hits in any category on any ship that is not 'sunk.' Protection cards are per ship and the protected ship must be declared when the card is played.

Once a ship has reached its maximum number of hits in all three (3) categories it is considered sunk. That player collects and sets aside those cards as a sunk ship. The player with the most surviving ships is the winner. If all players have only one (1) surviving ship, the player with the least number of sunk ships is the winner. In the case of a tie, the player with the least number of hits in their play area at the end of the game is the winner.

Playing the Game (Man-O-War Variant)

Shuffle all 120 cards and place the stack face down in the center of the table as the draw deck. Players choose one player to play the Man-O-War. Once all cards from the draw deck have been used, shuffle the discard pile to form a new draw deck. Player turns alternate between the Man-O-War player and the other players.