

Yarr Harr!



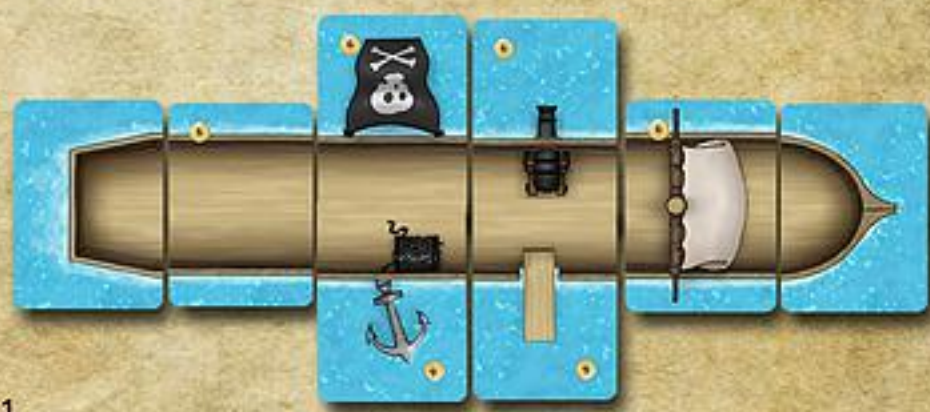
Yarr Harr!

Avast ye! Race to complete your ship while sabotaging opponents in this fast-paced ship-building game.



Contents:

- 1 Instruction Book
- 6 Captain Cards (Green Back)
- 12 Objective Cards (Purple Back)
- 12 Bow and Stern (Front and Back) Ship Cards (Orange Back)
- 54 Ship Cards (Blue Back)
- 52 Action Cards (Blue Back)



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Set Up:

1. Each player starts with a Bow and Stern (front/back) Ship Card. This is called your harbor and will be where you build your ship! These cards count toward your total Ship Card count but score no doubloons. These cannot be destroyed.



2. Shuffle Action and Ship Cards (all blue cards) together to create the draw pile (do not shuffle in the orange Bow and Stern Cards). Deal each player 5 cards.

3. **Optional - Captain Cards:** Each player randomly chooses one Captain Card that is then placed face up so everyone can see. This card remains by the player for the entire game.

4. **Optional - Objective Cards:** Each player randomly chooses two objective cards to work on throughout the game. Objective cards are kept secret until completed. Uncompleted Objective Cards do not count against you.

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How to Win:

The person who has the most doubloons at the end of the game is the winner. This is not always the player who finished their ship first!

Your final doubloon score:

1. Add your Ship Card doubloons, subtracting any negative effects currently in play.
2. If you are playing with the Objective Cards, add the doubloon value of completed objectives to your total. Uncompleted Objectives do not count against you.

Game Play:

1. Determine how many Ship Cards (including bow/stern) are needed in your harbor to end the game based on how many players:

- 2 Players: 15 Ship Cards
- 3 Players: 13 Ship Cards
- 4 Players: 11 Ship Cards
- 5 Players: 9 Ship Cards
- 6 Players: 9 Ship Cards

2. Beginning player is chosen at random, and turns are taken in clockwise order.

3. Begin your turn by drawing 2 cards from the draw pile. If you start your turn without any cards, draw 5.

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4. Play up to 3 cards, with building a maximum of 2 Ship Cards. Stolen or traded Ship Cards do not count towards your 2 Ship Cards limit.

- Ship Cards: Can only be built in your own harbor.
- Action Cards: Can be played on your harbor or against your opponent's harbor. Cards destroyed (by cannonball, fire, etc.) are put into the discard pile. Cards that affect but do not destroy Ship Cards are placed with the Ship Card until repaired.

5. You may not end your turn with more than 8 cards in your hand. If you have more than 8 cards you must discard down to 8.

6. Continue gameplay clockwise until someone reaches the Ship Card count needed to end the game based on how many players (See #1). Once the card count is met, the game ends immediately.



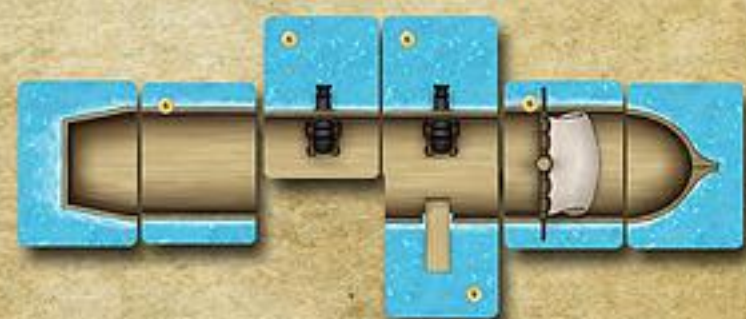
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Building Your Ship:

Ship Cards are played in between your Bow and Stern and have doubloon values ranging from 1-10. As the game progresses, your ship gets larger so you will have to keep moving your Bow and Stern apart to make room for new Ship Cards. The goal is to have the most doubloons at the end of the game, so keep that in mind as you are building your ship!

- The Cannon, Plank, Anchor and Flag Ship Cards each span half of a ship deck and can be played up to 2 per section.
- The Mast and Deck Cards are played 1 per section.
- Multiples of the same Ship Card (i.e. Cannon) is acceptable.
- The Figurehead Card is played on top of your Bow (only one per ship).

You can have empty spaces in your ship, and it's not required to have a completed ship to end the game.



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Ship Cards

There are 9 different Ship Cards to use throughout the game to build your ship. These have values ranging from 1-10 doubloons (doubloons are used as the point system in Yarr Harr).



Stern (6)



Bow (6)



Figurehead (2)



Mast (8)



Flag (8)



Plank (8)



Cannon (8)



Anchor (8)



Deck (12)

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Action Cards

There are 15 different Actions Cards to help yourself or sabotage others.



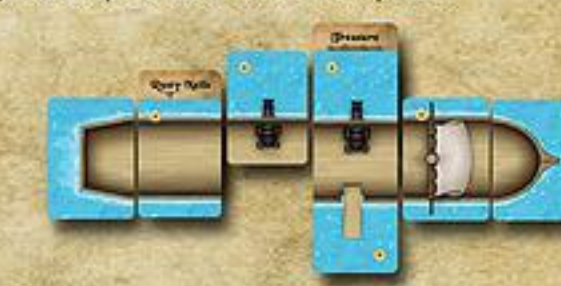
Armor (1) Armor is played on a Ship Card in your harbor and prevents any future positive or negative actions. If a fire hits your armor, the fire is extinguished and your armor remains intact.



Cannonball (6) Cannonball destroys any Ship Card it is played on (including your own ship). Any actions attached to the card will also be discarded (Fire, Rusty Nails, Treasure, etc.).



Fire (2) Fire is played on an opponent's Ship Card. It will destroy that Ship Card and move onto the next card clockwise, continuing at the end of their turn every round until repaired. It follows the Ship Card if it is stolen, traded, destroyed or discarded. If your turn is skipped while your ship is on fire, the fire continues to burn and you will lose a Ship Card. Your Bow and Stern are not included and the fire skips over them. You may continue building your Ship, but you cannot rearrange your ship to alter the Fire's path.



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Action Cards



Fog of War (3) Fog of War protects you and your harbor until your next turn from all actions. Place it where everyone can see! Discard it at the beginning of your next turn.



Hole in Ship (4) Hole in Ship is played on an opponent's Ship Card and reduces its value to 0 until repaired. That Ship Card still counts towards your total Ship Card count for ending the game. It follows the Ship Card if it is stolen, traded, destroyed or discarded.



Mermaid's Call (4) Mermaids Call allows you to choose one opponent to lose their next turn. Place it where everyone can see! Discard at the beginning of their next turn.



Pirate Raid (3) Whoever plays the Pirate Raid chooses one card from each opponent's harbor to discard.



Pirate's Booty (3) Pirate's Booty allows you to draw 2 additional cards from the draw pile. Remember you can't have more than 8 cards at the end of your turn!



Repair (7) Repair removes one Hole in Ship, Fire, or Rusty Nails Card from your ship.

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Action Cards



Rusty Nails (6) Rusty Nails are played on an opponent's Ship Card and reduces its value by half until repaired. It follows the Ship Card if it is stolen, traded, destroyed or discarded.



Scout (2) The Scout blocks any Action Card played against any player except for an Armor Card. The blocked Action is discarded. It can be played at anytime including when it's not your turn, and does not count as one of your turn's actions.



Thief (2) The Thief allows you to take a Ship Card from one of your opponent's harbor and place it in your harbor. Hole in Ship, Rusty Nails, and Fire Cards follow any stolen cards.



Trade War (3) Trade War allows you to trade a Ship Card from your harbor with a Ship Card of your choice from one of your opponent's harbor. Hole in Ship, Rusty Nails, and Fire Cards follow any traded cards.



Traitor (4) The Traitor allows you to view an opponent's hand and choose one card to take and put into your hand.



Treasure (2) Treasure doubles the doubloon value of the Ship Card it is played on while still observing the negative affects from Rusty Nails and Hole in Ship. Only one Treasure can be played per Ship Card. It follows the Ship Card if it is stolen, traded, destroyed or discarded.

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Captain Cards

There are 6 different Captains, each with unique special abilities that may be used throughout the game.



Objective Cards

There are 12 different Objective Cards that give you opportunities to earn extra doubloons. You earn doubloons by completing the prompts on the Cards.



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A big thank you to those who have helped play test Yarr Harr! A special thank you to Andrew and Heather for the artwork and guidance in making Yarr Harr.

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