

The Pirates

Welcome to the times where seas were ruled by those with a wooden leg, metal hook, black eye patch and nasty parrots!

Prepare for Battle

- ~ Lay down the cards with the sea side up to make an 11 x 11 main board.
- ~ Place the dice table card in the middle with its face up.
- ~ Place the pirate ships in the middle of the board edges.
- ~ Hire some pirates on each ship. Three to be exact.

Pirata Codex

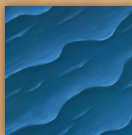
- ~ It is simple. Just collect as much coins as possible. Who cares if you find a treasure or steal the coins from others.
- ~ Any coin can be stolen if left unattended. No matter if laying on a card or deep inside an abandoned ship. Just the secret island is safe... or is it?
- ~ Each pirate can carry just one coin.
- ~ Every round chose one of your pirates and make a single move to explore uncharted waters or carry a coin to safety.
- ~ You can also move your ship if there is at least one pirate on board.
- ~ If a pirate ends up outside the board, its own ship must rescue him or let him die. No other way!





Pirate Ship

This is your home, this is your treasure chest, this is where you are safe. Just be sure to keep a pirate on board or the ship and your treasure can be taken by others!



Uncharted Sea

Discover what is hidden in this part of the sea by stepping on and flipping the card.



Raft

No job, no money, no problem. Nothing is happening here. Just enjoy the silence.



Mud

Remember the heavy shoes? Every step takes for ever. So long, that you stay one round in each mud pot.



Whale

You got a whale kick! Your move continues immediately in the same direction by jumping over a single card. What a ride!



Octopus

Not even your strongest pirate is capable to escape the Big Red Octopus. You must start a rescue mission with another pirate to help.



Gin

Not every bottle is for drinking. If you keep this one alive, you can use it later to move your pirate or the whole ship once to whatever place allowed. Except someone else's ship. Take a token to use it later. Return used.



Treasure Island

Every pirate knows a secret place to hide the treasure, where nobody else is allowed. Keep your coins here to save time. Take corresponding token (marked with I, II or III) to claim your property.



Secret Map

For every secret place, there is a secret map. Once you have it, you are allowed to step onto the island to steal the stolen. You can only go to the island with the same mark (I, II or III). Take corresponding token to remember.



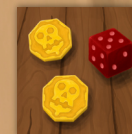
Currents Map

Sea currents make you fast but may limit your way. Your move continues immediately in one of the allowed direction.



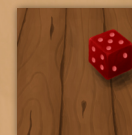
Treasure

Treasure found! Place appropriate number of coins here and move them to your safe place (ship or island) one by one. Be quick, once left unattended, everyone can steal it.



Tavern

Here, in the old ugly tavern you can spend some of your hard stolen coins. Every pirate lays down a single coin onto the central dice table card. Now roll the dice. The bigger number takes everything immediately to the safety. If all the pirates are as poor as a church mouse, the card works just like a double-coin treasure.



Dice Table

When you play a dice, lay the coins here. The table should be placed at the center of the board. Pirates should not step here.

