

# Piracy Rules

## OBJECT OF THE GAME

1. Yellowbeard the pirate is on a mission to capture vast amounts of treasure from the King of Spain. The King's Navy has sent 5 men-of-war to the New World to protect his treasure, which is held on a number of islands. But the Navy has no idea from which of 11 harbours the pirate ship has departed, and its movements are cloaked in secrecy. The only clue to the pirates' location is when a treasure chest goes missing, or occasionally the pirate ship is spotted through the telescope. Yellowbeard's goal is to steal 6 treasure chests and escape to a safe harbour without being sunk by one of the Navy's vessels.

## SETUP OF THE BOARD

- ◆ Each player rolls a die and the highest score becomes the Pirate, and the others are Navy Captains for the round. If there are less than 6 players, some players may make moves for more than one Captain. After each game the role of Pirate then passes to the player on the left.
- ◆ The 10 treasure chests are placed on the islands by the Navy Captains, with a maximum of 2 located on the same island.
- ◆ The Captains locate their 5 ships strategically on any of the unoccupied ocean squares.
- ◆ The 11 Marine garrison tokens are mixed face down and placed on each of the harbours. [ 5 of the marine garrisons are drunk and corruptible, and can be bribed to let the Pirate land at their harbour, while the remaining 6 are loyal and can be trusted to sieze the Pirate if he comes ashore there. Which type of garrison is present is only revealed if and when the Pirate attempts to land there]
- ◆ When the board has been set up, the Pirate draws up his secret map marking the location of the treasures, and then selects one of the harbours as his departure point. which is kept secret. His ship commences its movements from a blue ocean square adjacent to the selected harbour.

## BEGINNING THE GAME

### THE PIRATE'S MOVE

- ◆ The Pirate moves his ship first. He may move up to 3 spaces at a time along any of the connected ocean squares, but can not use the same space twice in the same move. All moves are orthogonal only ( North, South, East or West), no diagonal moves are allowed. The Pirate plots all of his moves on a secret map, but they remain hidden from the Navy Captains.
- ◆ When the Pirate ends his move on an ocean square adjacent to one of the treasure chests, he can steal the treasure on his next turn. He must drop anchor on the square next to the treasure chest and remain there for one turn while he loads the treasure. On his next turn he can move again, after which he removes the treasure marker from the board, thus alerting the Navy that the treasure has been stolen.
- ◆ When the Pirate has collected 6 treasure chests, he can attempt to escape to one of the harbours manned by a corrupt marine garrison. When the Pirate ship's move ends on an ocean square adjacent to a harbour, the marine garrison badge is turned over to reveal whether the port is open [ green ] or closed [ red ]. If the port is open the Pirate escapes with the treasure and wins the game, but if it is closed, he will be turned away and will have to seek an open harbour elsewhere before the Navy catches up with him.
- ◆ The Pirate has one move for every move made by a Navy vessel, ie the game proceeds Pirate > Navy 1 > Pirate > Navy 2 etc. The Navy Captains take turns to move their vessel in clockwise rotation around the table.

## THE NAVY'S MOVES

- ◆ After the Pirate has moved, the next Navy Captain in turn rolls one die to determine how far they can move their ship. Having rolled the die, they must decide whether to look through their telescope before or after moving their ship. If they decide to move first, they move their ship the appropriate number of spaces along the ocean squares ( the whole amount of the number rolled must be used if possible ), and then ask the Pirate the question “ Can I see you in the telescope ?” If the Pirate is located within view of the relevant ship ( ie, there is an unobstructed\* line of ocean squares in any direction between him and the Navy ship ), he must answer “ Aye “, and reveal his location by placing his black ship token on the board. (\* the view is obstructed if there is another Navy ship between them )
- ◆ If the Captain decides to look before moving his vessel, and the Pirate answers “ Aye “, then the Captain has the option of either firing his cannons or moving his ship. The cannons can be fired in two salvos, the first with the range indicated by the throw of the die, in any orthogonal ( N/S/E/W ) direction, and the second as indicated by another throw of the die. If a cannon shot lands on the Pirate's location, he is sunk and loses the game, otherwise he removes his ship token from the board and continues with his next move. The Navy ship remains where it is after firing its cannons. [ If a cannon shot hits another Navy ship, it is sunk and out of the game ]
- ◆ If the Pirate's answer is “Nay “, the Captain may move his ship if he has not already done so, and the turn then proceeds to the Pirate.
- ◆ If at the end of a move a Navy ship and the Pirate are both located on the same square, the Pirate must disclose his location and loses the game. Ships may pass by each other freely during their movements, except on the NO PASSING squares, which can not be passed through while another Navy ship is located there. [ However the Pirate's ship may be passed by a Navy ship on these squares, since its location is unknown to the Navy ]. A Navy ship can not end its move on the same square as another Navy vessel.
- ◆ If at any time the Pirate is unable to move his ship because its movements are obstructed by Navy vessels on NO PASSING squares, he loses the game.

## THE TREASURE MAP

- ◆ The Pirate records all of his movements on his secret treasure map, with an X marking the treasure chest locations. Alternatively, he can record his moves in grid notation, eg **M11-L11-K11** where the circle indicates that a treasure at **J11** was captured.

