

Pirate Attack

The Complete Instruction BookSet

For 3-10 Players

Ages 8 and Up

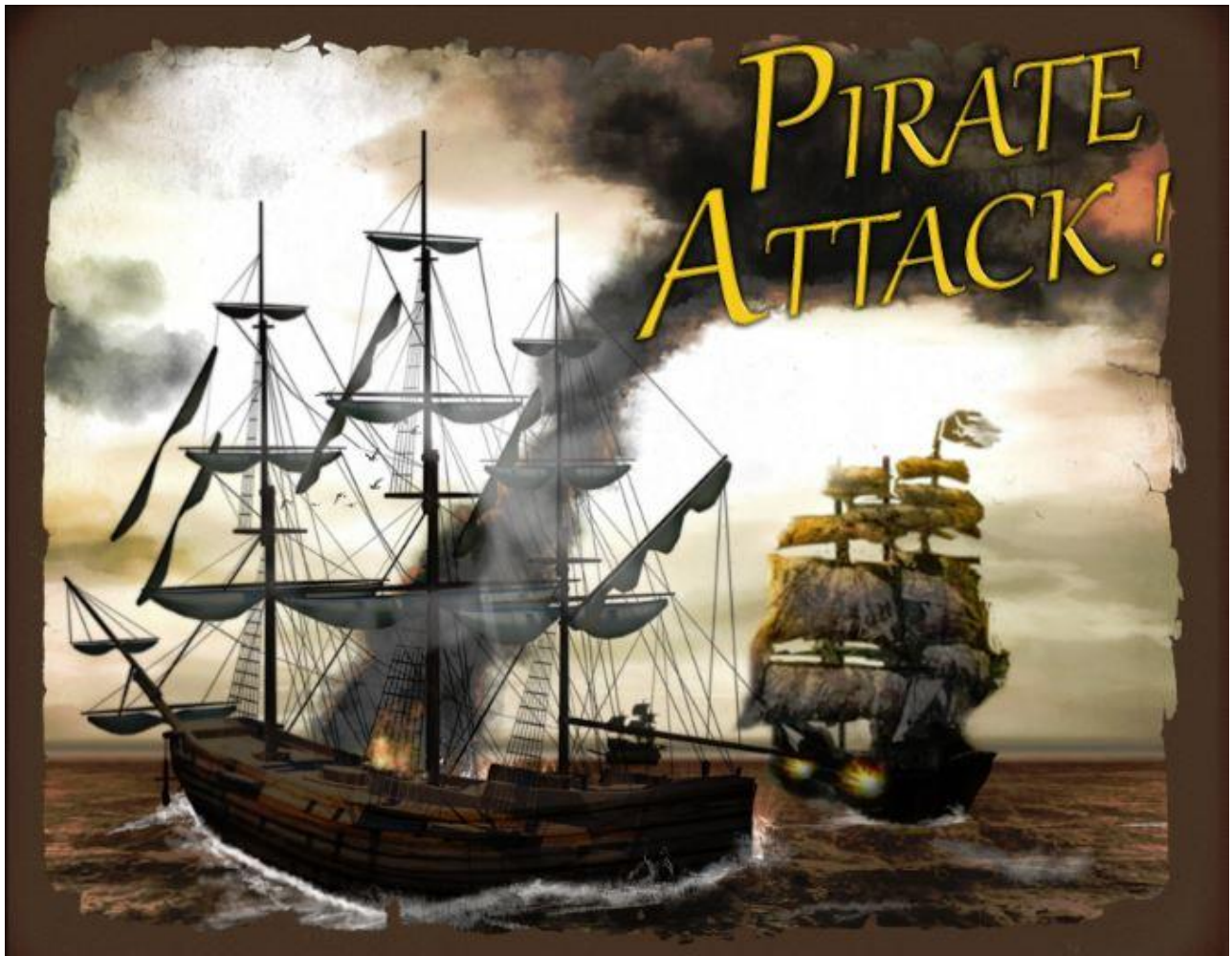


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Welcome to Pirate Attack! The basic strategy of Pirate Attack is to build up your ships while sinking your opponent's ships. Meanwhile the other players are trying to do the same thing to you.

After sending your ship to sea, you can build it up by adding a Blacksmith who will increase your cannons and Carpenters who will increase your strength. Draw an Attack Card and then destroy an opponent's ship (if you can). When a ship is sunk, receive gold and Fame Points, which can be spent at the Market on Witch Doctor Cards so you can curse your opponent's ships. Buy some Fortune Teller Cards to protect yourself from others placing Witch Doctor Cards on your ships.

Summon a Sea Creature to attack other player's ships. Force two other players to attack each other. Anything you can do to destroy your enemies and become the ruler of the seas.

Use a Spy to remove useful cards from other players or a Thieving Monkey to take a card from an opponent and keep it. Better keep a good watch on your gold with a Guard or someone may try to steal it with a Thief.

Lower the prices at the Market so you can buy more items or close the Market so your opponents cannot buy items to hurt you with.

Once you have several ships at your command, use the Armada Card to join them all together and fight as one to destroy your enemies.

Normal game play- For long game play, the game is played until the last ship is standing, using all of the cards.

Optional game play- Fame Points. Get Fame Points for sinking ships and using certain cards, like the Guard, Knife, Spy or a Fortune Teller Card successfully (If you use the Thief to steal gold, you get 1 Fame Point, unless someone blocks you with the Guard, then they get the 1 Fame Point). Fame Points are located in the corner of scrolls on some cards. A -1 means it costs you 1 Fame Point to play this card, you can play the card if you have no Fame Points.

If you want a shorter game simply shorten it by-

Use the End of The World Card and The Davy Jones Locker Card to remove piles.

Start with less cards by separating into 6 piles and rolling a die to see how many piles to use.

Set a time limit game, every 10 or 20 minutes remove a pile from game play.

Set a time limit, whoever has the most Fame Points at end of time limit wins.

Play to a designated number of Fame Points.

Any way you play it, Pirate Attack is fun for the whole family!

The Beginning

Main Game Includes: 350 Cards and 60 Fame Point Chips

Starter Cards

Gold Cards

- 20- 5 Gold
- 7- 4 Gold
- 7- 3 Gold
- 8- 2 Gold
- 8- 1 Gold



Spend gold at
The Market and
The Magic Shop.

Witch Doctor Cards

- 5- The Black Plague
- 5- Poison
- 5- Mutiny
- 5- Fire
- 5- Storm



Use Witch Doctor
Cards to hurt other
player's ships.



Fortune Teller Cards

- 5- Vaccine
- 5- Antidote
- 5- Talking Parrot
- 5- Water Bucket
- 5- Navigator



Use Fortune Teller
Cards to block Witch
Doctor Cards.



Ship Cards

- 5- 3/3 Sloops
- 5- 3/4 Sloops
- 5- 4/4 Sloops
- 3- 5/5 Schooners
- 3- 5/6 Schooners
- 3- 6/6 Schooners
- 3- 6/7 Schooners
- 3- 7/7 Schooners
- 3- 7/8 Brigantines
- 3- 8/8 Brigantines
- 3- 8/9 Brigantines
- 3- 9/9 Brigantines
- 3- 10/10 Brigantines



Build up an army of ships to
conquer your enemies and
be the ruler of the seas.

Cannon & Strength Cards

Skilled Blacksmith

- 4- +1 Cannon
- 4- +2 Cannons
- 4- +3 Cannons
- 4- +4 Cannons
- 4- +5 Cannons



Play Skilled Blacksmiths on a ship to increase its cannons.

Lazy Blacksmith

- 4- -1 Cannon
- 4- -2 Cannons
- 4- -3 Cannons
- 4- -4 Cannons
- 4- -5 Cannons



Play Lazy Blacksmiths on a ship to decrease its cannons.

Skilled Carpenter

- 4- +1 Strength
- 4- +2 Strength
- 4- +3 Strength
- 4- +4 Strength
- 4- +5 Strength



Play Skilled Carpenters on a ship to increase its strength.

Lazy Carpenter

- 4- -1 Strength
- 4- -2 Strength
- 4- -3 Strength
- 4- -4 Strength
- 4- -5 Strength



Play Lazy Carpenters on a ship to decrease its strength.

Fame Point Chips

- 12- Red Chips at 5 points each
- 48- White Chips at 1 point each

Play Cards

- 10- Spy
- 5- Thieving Monkey
- 5- Knife
- 7- Thief Steal 1/2 of Gold
- 3- Thief Steal All of Gold
- 10- Guard
- 5- High Winds
- 4- Armada
- 5- Move a Witch Doctor
- 1- Steal All Fortune Teller Cards from All Players
- 1- Steal All Fortune Teller Cards from 1 Player
- 1- Steal 1 Fortune Teller Cards from Each Player
- 2- Steal 1 Fortune Teller Card from 1 Player
- 2- Sea Creature Level 4
- 2- Sea Creature Level 5
- 2- Sea Creature Level 6
- 1- Sea Creature Level 7
- 1- Sea Creature Level 8
- 1- Sea Creature Level 9
- 1- Sea Creature Level 10
- 5- Close Market
- 1- Open Market for 2 Gold Each
- 1- Open Market for 3 Gold Each
- 3- Open Market for 5 Gold Each
- 1- Open Market for 10 Gold Each
- 14- You Must Attack Someone (Play Immediately)
- 8- Force Someone to Attack Player of Their Choice (Play Immediately)
- 8- Force 2 Players to Attack Each Other- You Choose Ships (Play Immediately)
- 3- 1 Gold (Save Card)
- 3- 2 Gold (Save Card)
- 3- 3 Gold (Save Card)
- 3- 4 Gold (Save Card)
- 3- 5 Gold (Save Card)



Spy on players to remove cards from their hand.



Steal gold from other players to buy from The Market.



Close The Market or open at new prices.



Send Sea Creatures to attack other player's ships.



Use the Armada Card to combine ships to fight together as one.



Draw an Attack Card and fight enemy ships.



Draw and save Gold from the deck to use at The Markets.

Set Up:

Mix all Fortune Teller Cards and set aside. Mix all Witch Doctor Cards and set aside. Remove 2- 2 Gold, 3- 1 Gold and 4- 5 Gold from the Gold Cards, to be used for making change, mix the rest and set aside.

Mix the Main Deck Cards and separate into 3 piles, set these in the center of the table. Players each draw 5 cards from any of the 3 decks. Any Save Cards (Purple Inside Scrolls) are put face up in front of the player who drew them and another card is drawn. Any Play Immediately Cards (Red Inside Scrolls) are set face up in front of the player who drew them and another card is drawn. Players should each have 5 cards in their hands with no Purple or Red Scroll Cards. The player with the most/ least Play Immediately Cards (or the most/ least Gold Cards, or the Hurricane Card, or something that separates one player from the rest) is the player to go first. The Play Immediately Cards (Red Scroll Cards) on the table are then placed in the discard pile. Purple Scroll Cards like Gold Cards are kept by the player.

The Play:

The first player draws a card from any of the 3 piles, then plays a card. If they have no card to play, then they must discard a card. Play continues to next player (clockwise) who draws a card and plays or discards a card. A player should never have less than five cards (until later expansion packs, where it is possible to have less than five cards) it is possible for a player to have more than five cards. A player may NOT discard a card that can be used. Ex 1: Discarding an Open Market Card because they do not want another player to be able to buy something. Ex 2: Discarding a Lazy Carpenter Card, when there is a ship on the table even if it is their own ship the card must be played. Or simply play a different card.

If drawing an Attack Card- see the Attack Examples on P. 13 for how to attack.

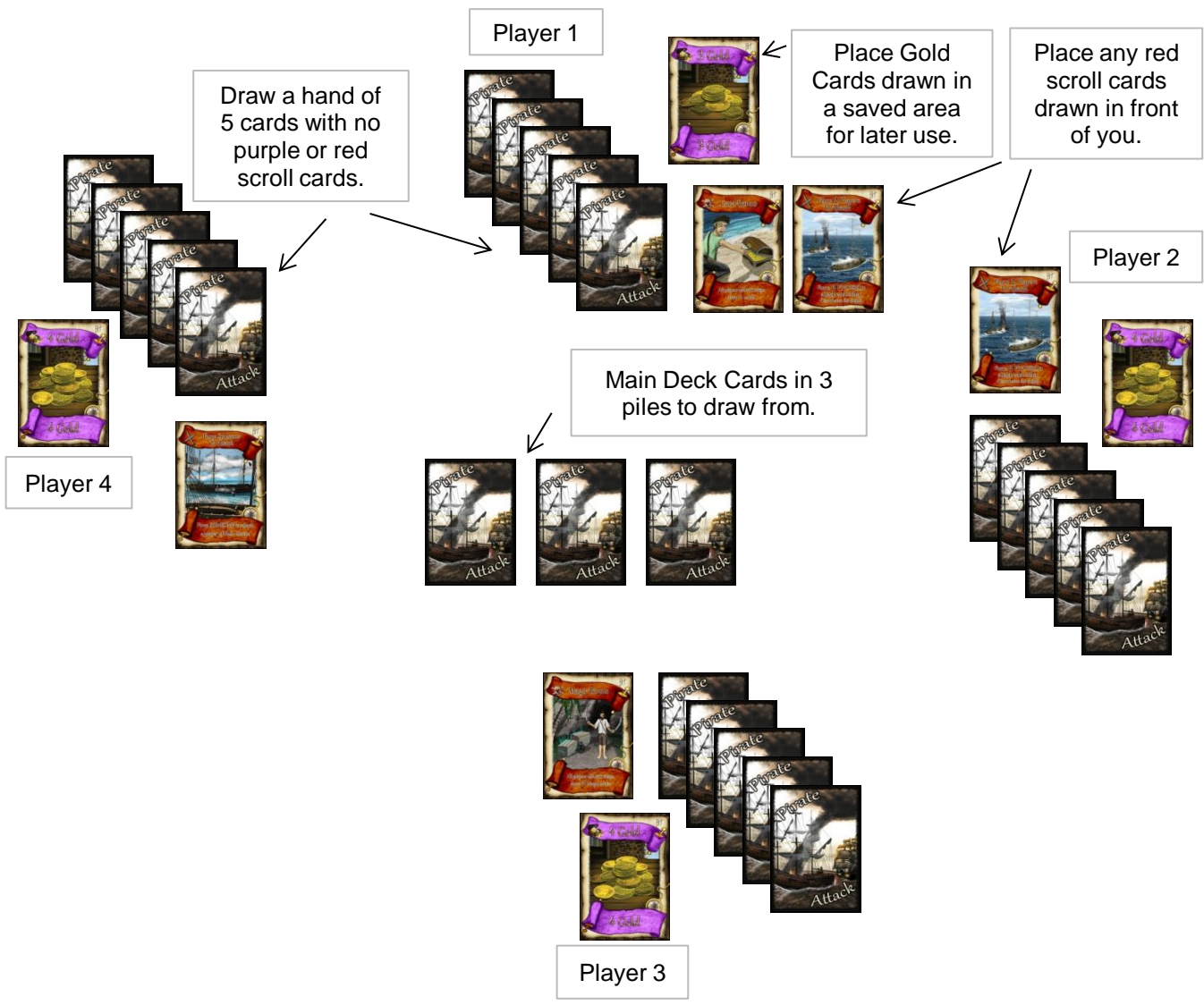
When discarding cards, keep gold aside for making change and ships aside for re-use.

Ending the Game:

When all cards from the deck have been drawn, play continues clockwise to each player who plays a card from their hand. If a player has cards, they must play one. When a player is out of cards, they must attack someone if they have a ship. The player gets to pick the ship they want to attack.

Players who are out of cards and have no ships left, have one last turn to buy and/or play any Magic or Market Cards. If they can do nothing then they are out of the game. A player will still be able to use their Special Ability Card (see expansion pack 6 on P. 30) feature when out of the game, possibly putting them back into the game.

Players continue around the table playing a card or attacking until everyone is out of cards and there is only one player with any ships left. It is possible to have two players, whos ships cannot kill each other, thus ending the game with two winners or two players whos ships kill each other, thus ending the game with no winner.



Card Description Uses:

Ship Cards- Ships are placed face up on the table in front of the player. Once a ship is placed, it must stay in that position. A new ship can be placed to the left or right or between current ships, but existing ships cannot be re-ordered. Ships are shown as Cannons/Strength. So a 3/4 Sloop would have 3 Cannons and 4 Strength. A 7/8 Brigantine would have 7 Cannons and 8 Strength.

Blacksmith & Carpenter Cards- Blacksmith and Carpenter cards are placed face down, under a ship on the table. Plus cards are usually played on yourself and minus cards on other players. There are instances where you would play a minus on yourself or a plus on other players. A plus or minus card may NOT be discarded if there is a ship on the table. A player cannot discard a plus card when they have no ships but an opponent has a ship, they must place it under the opponent's ship or play a different card. There are also times where you may want to build up an opponent's ship to help take on another ship on the board or to even help kill one of that player's own ships, with use of Magic Cards (see Expansion Packs).

The Spy- Used to Spy another player and discard a useful card. Player 1, plays the Spy Card and says they want to spy Player 3. Player 3 gives their hand to Player 1, who picks one card and puts it in the discard pile with their Spy Card. Player 3 then draws a new card from the deck to replace the card taken. **A Spy will block a Spy.** If Player 1, tries to spy Player 3 and Player 3 has a Spy Card in their hand, Player 3 plays their Spy Card to block Player 1, both Spy Cards are discarded and Player 3 draws a replacement card for playing a card from their hand.

The Thieving Monkey- Used to steal a card from another player. Player 2 plays The Thieving Monkey Card and says they want to steal from Player 4. Player 4 puts their hand on the table (face down) and Player 2 picks any card and keeps it. Player 4 gets to see what card was stolen. This is one way a player will have more than 5 cards. Player 4 then draws a new card to replace the one taken. The Thieving Monkey Card is then discarded.

The Knife- The Knife will block The Thieving Monkey. If a player tries to steal a card using The Thieving Monkey and the player being stolen from has The Knife Card, they may play it and block the first player from stealing a card. Both The Thieving Monkey and The Knife are discarded and the player who played The Knife from their hand then draws another card to replace the one they used from their hand. The Knife will also block the Pick Pocket (see Expansion Pack 5).

The Thief- (Steal 1/2 or Steal All)- Used to steal Gold from a player. Player 2 plays The Thief Card on Player 3. If it's the Steal All, then Player 2 gets All of Player 3's Gold. If it's the Steal 1/2, then Player 2 gets 1/2 of Player 3's Gold. For an odd number the stealing player gets the extra Gold. For nine gold Player 2 would get five gold and Player 3 would keep four gold. The Thief Card is then discarded.

The Guard- Used to block the Thief. If a player tries to steal gold using The Thief, and the player being stolen from has The Guard Card, they may play it and block the first player from stealing their gold. Both The Thief and The Guard are discarded and the player who played The Guard from their hand, then draws another card to replace the one they used from their hand.

High Winds- Used to get a new 5 card hand. A player may play The High Winds Card on themselves or on another player. When played on yourself, lay down The High Winds Card and state you are playing it on yourself, discard your entire hand (showing all players the cards you are discarding) and then draw 5 new cards. When playing on another player, lay down The High Winds Card and state who you are playing it on, that player discards their entire hand (showing all players the cards they are discarding) and then draws 5 new cards. If a player had more than 5 cards (from using a Thieving Monkey Card, they would only draw 5 new cards). If there are no cards left in the deck, the player would discard their hand but NOT be able to draw any cards, this can be useful to not allow a player any more cards.

The Armada Card- Used to combine ships together to fight as one. A player plays the Armada Card above their ships they want to combine together. The ships then all fight as one when attacked by another ship. When adding another ship to a player who has an armada, the new ship is placed separate from the ships in the armada and is not part of the armada. The player may add the other ships to his armada by playing another Armada Card, thus removing the first Armada Card. The armada is kept together until all ships are killed by another ship or individual ships are killed off and there is only one ship left. The Armada Card is then discarded. You may NOT play an Armada Card on another player, unless in Team Play.

Move A Witch Doctor Card- Allows a player to move a Witch Doctor from one ship to another ship. A player may play the Move a Witch Doctor Card and move any one Witch Doctor Card on the table to any other ship. They DO NOT look at the Witch Doctor Card when moving it. The Move a Witch Doctor Card is then discarded.

Steal a Fortune Teller Card- Allows a player to steal Fortune Teller Cards from another player. When stealing one from a player that has several, the stealing player takes the card at random without looking, then keeps the card taken. The Steal a Fortune Teller Card is then discarded.

Sea Creatures- Used to attack one ship. Sea creatures come in several different strengths. The level on the card is the size of the attack. If the sea creatures attack is larger than or equal to the ship's strength (including add-on cards under the ship) then the ship is destroyed. If the ship's strength is larger (including add-on cards) then the ship survives. The sea creature attacks only one ship. This is one way to eliminate ships that are in an armada. The Sea Creature Card is then discarded. Do NOT turn over Witch Doctor Cards when attacked by a sea creature. If you kill a Ship with a Sea Creature you collect the Fame Points from the Ship.

Gold Cards (Purple Inside Scrolls- Saved Card)- When drawing a Gold Card from the deck, place it in front of you face up and draw again.

Close Market Card- Used to close The Market. The Market always starts the game open at 5 Gold. This will close The Market so no Witch Doctor or Fortune Teller Cards can be bought until re-opened. Place The Close Market Card next to the Witch Doctor and Fortune Teller Card piles to show it is closed.

Open Market Card- Used to open The Market at different prices. The Market always starts the game open at 5 Gold. This will open the Market at different prices or open The Market which has been closed. Place The Open Market Card next to the Witch Doctor and Fortune Teller Card piles to show cost of the items.

You Must Attack Someone (Play Immediately- Red Inside Scroll)- When you draw a card with a red scroll this is the card you must play, you do not get to play another card for this turn. This is why you always draw first, then play. Lay the card face up on the table. If you do not have a ship, or you have the only ships on the table, then the card is discarded and play moves to the next person. If you do have a ship and there are other players with ships, you must attack ANY other ship you wish. You cannot attack yourself. The Attack Card is then discarded.

Force Someone to Attack Player of Their Choice (Play Immediately- Red Inside Scroll)- When you draw a card with a red scroll this is the card you must play, you do not get to play another card for this turn. This is why you always draw first, then play. Lay the card face up on the table. Choose a player, they must attack someone. They get to pick the ship they use and the ship they are attacking. This player may attack you if you are the ONLY other player with a ship on the table. They must attack someone else if available. They cannot attack themselves. If there is no ship available to attack the card is discarded.

Force 2 Players to Attack Each Other (Play Immediately- Red Inside Scroll)- When you draw a card with a red scroll this is the card you must play, you do not get to play another card for this turn. This is why you always draw first, then play. Lay the card face up on the table. You choose the two ships that will be attacking each other. Ships must be from different players and cannot be one of your ships. The Attack Card is then discarded.

Witch Doctor & Fortune Teller Cards:

Witch Doctor Cards are only looked at by the player who buys them and then placed face down above any ship (you can place a Witch Doctor on yourself). You cannot buy a Witch Doctor Card unless there is a ship to play it on, as they must be played immediately. The Witch Doctor Card is only turned over when that ship is attacked. If used on a ship in an armada, The Witch Doctor affects only the one ship it was placed on, not the entire armada. Do NOT turn over Witch Doctor Cards when attacked by a sea creature. Witch Doctor Cards cannot be placed on ships in port.

Fortune Teller Cards can be bought and saved for use when needed. The buying player looks at the card then sets in their saved area face down. When a ship you have is attacked and has a Witch Doctor on it, if you have the Fortune Teller Card that counters it, you may play it and remove the Witch Doctor Card. Both The Fortune Teller Card used and the Witch Doctor Card are then discarded.

The Black Plague- The Black Plague will kill the ship it is placed on and kill the ship it is attacking.

Poison- The ship with the Poison Card placed on it will die and the attacking player wins the battle.

Mutiny- The attacking player gets the ship with the Mutiny Card played on it. Do NOT look at the cards under the ship.

Fire- The ship loses 1/2 of its strength. Take the ship's original strength, add in all the add on cards under the ship, then take off 1/2. If an odd number like 15 strength, then lose 8 strength, ship would then be fighting with 7 strength. Always round up.

Storm- The ship loses 1/2 of its cannons. Take the ship's original cannons, add up all the add on cards under the ship, then take off 1/2. If an odd number like 11 cannons, then lose 6 cannons, ship would then be fighting with 5 cannons. Always round up.

Vaccine- The Vaccine will block The Black Plague. This card can be used by the attacker or the attackee. If the player with The Black Plague on their ship has The Vaccine, they use it and remove The Black Plague, saving both players, who then battle as normal. If the player being attacked by someone with The Black Plague has The Vaccine, they may use the card to save themselves only. The person with The Black Plague dies.

Antidote- Blocks the Poison. Used by player with The Poison Card only.

Talking Parrot- Blocks the Mutiny. Used by player with The Mutiny Card only.

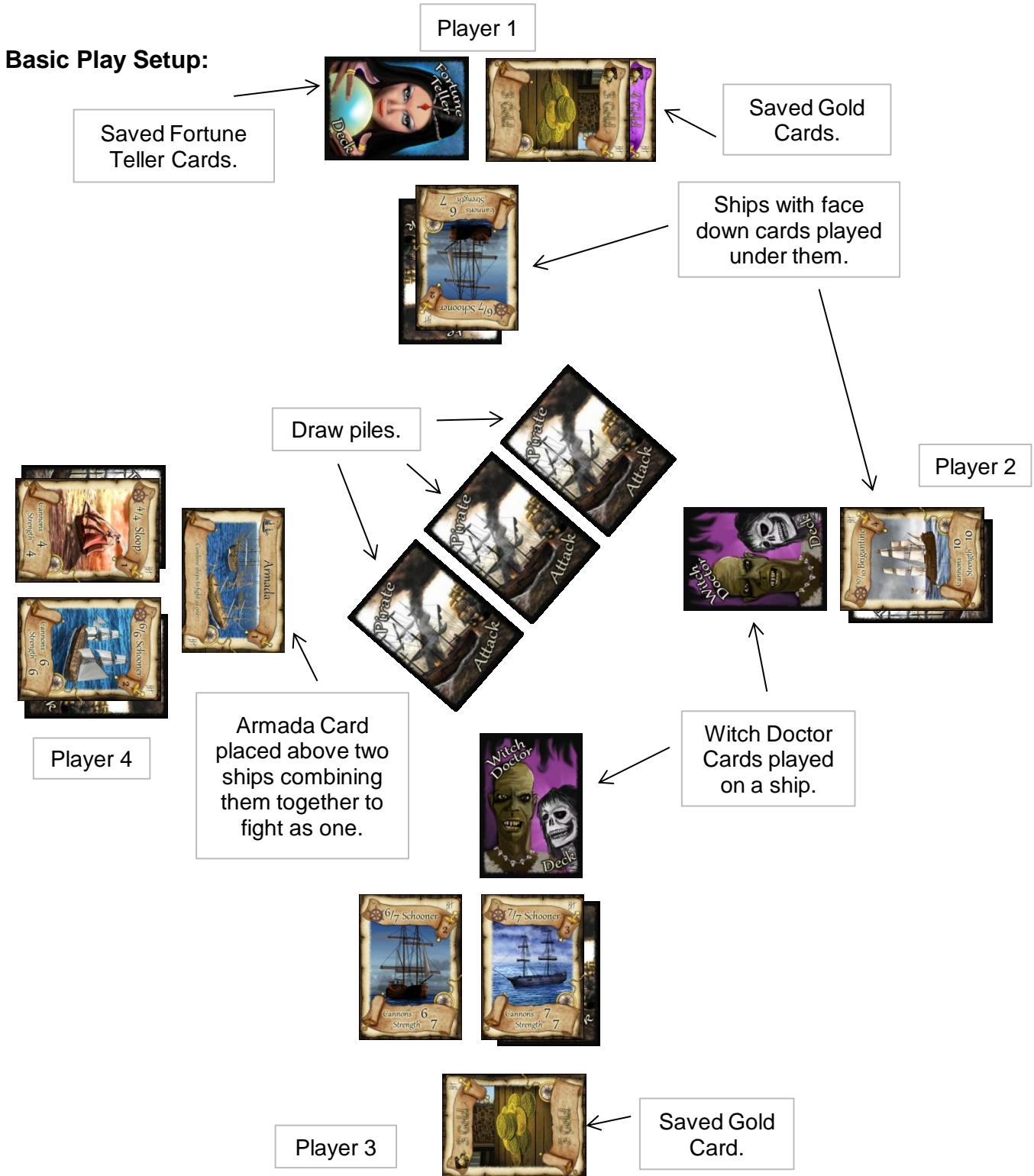
Water Bucket- Blocks the Fire. Used by player with The Fire Card only.

Navigator- Blocks the Storm. Used by player with The Storm Card only.

Note- Do not turn over Witch Doctor Cards when attacked by a Sea Creature.

Note- When attacked by a ship, turn over the Witch Doctor Cards first, if it is a Mutiny, do not show the cards under the ship, just give ship (with under cards) to attacking player. The new owner does not get to see what is under the ship.

Spending Gold- Gold can only be spent on your turn, usually before drawing your card or after playing your card (unless you are changing the Market or Magic Shop prices). If drawing gold or stealing gold with a Thief Card, the gold may be spent at the end of your turn, before the next player starts their turn. Gold that is won from a battle or from Ship Insurance cannot be spent until your next turn.



Attack Example 1: Player 1 has a 7/8 Brigantine with a -2 Cannon Card, a +1 Strength and a -4 Strength under it making it a 5/5 (5 Cannons/5 Strength). Player 2 has a 5/6 Schooner with no cards under it. Player 1 has 5 Cannons, Player 2 has 6 Strength, Player 2 lives. Player 2 has 5 Cannons, Player 1 has 5 Strength, Player 1 dies. Player 2 receives a Gold Card and Fame Points.

Attack Example 2: Player 1 has a 6/7 Schooner with a +2 Cannon Card, a -2 Cannon Card, a +1 Cannon Card and a -4 Strength Card under it making it a 7/3 (7 Cannons/3 Strength)(the -2 Cannon Card and the +2 Cannon Card can be discarded). Player 2 has a 10/10 Brigantine with a -3 Cannon Card, a +4 Cannon Card and a -1 Strength Card under it and a Fire Witch Doctor on it, which makes it an 11/4 (10 Cannons -3 Cannons +4 Cannons = 11 Cannons)(10 Strength -1 Strength = 9 Strength, then The Fire takes 1/2 of 9 (always round up), so -5 Strength = 4 Strength). Player 1 has 7 Cannons, Player 2 has 4 Strength, Player 2 dies. Player 2 has 11 Cannons, Player 1 has 3 Strength, Player 1 dies. Both ships have died, no gold or Fame Points are given. The ships and add-on cards are all discarded.

Attack Example 3 (with 1 Armada): Player 1 has four ships in an armada, Player 3 has one ship. Player 1's first ship is a 5/5 Schooner with a -3 Cannon Card under it, which makes it a 2/5. His second ship is a 6/7 Schooner with a -1 Strength under it and a Fire Witch Doctor on it, which makes it a 6/3. His third ship is a 3/3 Sloop with a -4 Strength under it, which makes it a 3/0. His fourth ship is a 9/9 Brigantine with a Poison Witch Doctor on it. Player 1 does NOT have The Antidote Fortune Teller Card, so his 9/9 ship dies. He has left a 2/5, a 6/3 and a 3/0 which adds to 11/8. The 3/0 ship will die at the end of the battle whether player wins or loses battle because its strength is 0, but he does get to use the cannons for his attack. Player 3 has a 8/8 Brigantine with a +4 Cannon Card and a +5 Strength Card, making it a 12/13. Player 1 has 11 cannons, Player 3 has 13 strength, Player 3 lives. Player 3 has 12 cannons, Player 1 has 8 strength, Player 1 dies. All of his ships are dead and discarded. Player 3 gets four Gold Cards for sinking four of Player 1's ships. Since two of the ships killed themselves, Player 3 still gets Gold and Fame Points for them because he is left alive and Player 1 has lost all ships.

Attack Example 4 (with 2 Armadas): Player 1 has an armada of three ships, Player 2 has an armada of four ships. Player 1's first ship is a 6/6 Schooner with a -4 Strength Card, a -3 Strength Card, a -1 Strength Card, a +5 Cannon Card, a +5 Cannon Card and a +4 Cannon Card under it, making it a 20/0. This ship will sink because it has no strength left. His second ship is a 6/7 Schooner with a -3 Cannon Card under it, making it a 3/7. His third ship is a 7/8 Brigantine with a +4 Strength under it, making it a 7/12. So he has a total of 10/19. Player 2's first ship is a 3/3 Sloop with a -2 Strength, making it a 3/1, it's second ship is a 10/10 with a -4 Strength under it, making it a 10/6. His third ship is a 9/9 Brigantine, with a -2 Strength and a -4 Cannon Card under it, making it a 5/7, his fourth ship is a 7/7 Schooner with a Mutiny Witch Doctor Card on it. Since he has no Talking Parrot Fortune Teller Card, he gives this ship to Player 1. Player 2 has a total of 18/14. Player 1 has received the 7/7 Schooner from Player 2 but does not use it in the battle. He gets to keep the ship, but it is not included in his armada, it is now a separate ship he has. Player 1 has 10 cannons, Player 2 has 14 strength, Player 2 lives. Player 2 has 18 cannons, Player 1 has 19 strength, Player 1 lives. Player 1 has lost his first ship because it had no strength left, but he did not lose the battle. No Gold Cards are given as both players have ships that lived, but Fame Points are given.

Living ships have their add-on cards put back face down under them, all dying ships have the ship and add-on cards put in discard pile.



Add-on cards are flipped over and original ship's values adjusted.

Player 3

Player 1

The Armada Card is combining all four ships to fight as one.



Witch Doctor Cards are flipped over first.



Add-on cards are flipped over and original ship's values adjusted.

Team Play Rules:

Team play is best with 6 or 8 Players. The two players per team must sit opposite each other. All cards play same as normal game. Players must play ships on themselves but every other card can be played on themselves or their partner. A player (on his turn) may play an Armada Card on his partner. If an opposing team is spying or stealing gold from your teammate, you may play the Spy or Guard to block them. When spending gold at a market, you may use some of your partner's gold (providing you have some to start with) the cards bought would be yours to play.

You will want to help build up your partner's ships as well as your own. When drawing Attack Cards, teammates can end up attacking each other. If you draw a You Must Attack Card and your teammate is the only one with a ship, you must attack him. If someone gives you a Force Someone to Attack Card, you can attack your partner. A person can use the Force 2 People to Attack to make each member of a team attack each other. The best part of attacking your teammate is that one of you will get gold if you lose a ship. Fame Points are NOT given when killing your partners Ships.

Players attack as normal at the end of the game, once a team has the only ships left, they are the winners. Partners do not need to battle once they are the only ships left.

The Magic Shop

Expansion Pack 1 Includes: 50 Cards

Play Cards

- 1- Hurricane (Play Immediately)
- 2- Royal Navy 8/8 (Play Immediately)
- 6- Armada
- 5- Master Navigator
- 5- Close Magic Shop
- 1- Open Magic Shop for 2 Gold Each
- 1- Open Magic Shop for 3 Gold Each
- 3- Open Magic Shop for 5 Gold Each
- 1- Open Magic Shop for 10 Gold Each



Royal Navy will attack all ships on the table.



Hurricane will sink all ships at sea except those with the Master Navigator under them.

Magic Shop Cards

- 5- Double Ship's Cannons
- 5- Double Ship's Strength
- 5- Reincarnation
- 5- Confusion Left
- 5- Confusion Right

Close the Magic Shop or open it at new prices.



Double your ship's original cannons or strength. Reincarnate a ship back to life and confuse the ship to shoot at someone else.

Magic Shop Cards may be placed during your turn, or anyone can play them between any player's turns. You may only play Magic Cards that give you a ship on your turn. Cards cannot be played after an Attack Card has been drawn to help/hurt a ship about to be attacked.

Note- At end game when you have no hand cards left, you may only place Magic Cards under ships between other player's turns or at the beginning of your turn, not at the end of your turn.

Card Description Uses:

The Hurricane Card (Play Immediately- Red Inside Scroll)- Kills all ships at sea. When the Hurricane Card is drawn, it is placed face up on the table and all ships on the table are killed, except those with The Master Navigator Card under them or ships in port (Expansion Pack 4) those ships will survive.

The Royal Navy 8/8 (Play Immediately- Red Inside Scroll)- Attacks each ship as it goes around the table until it is killed. When The Royal Navy Card is drawn, it is placed on the table face up to the right of the player that drew it. It starts with that player moving around the board clockwise attacking each ship one at a time or an armada. It has 8 Cannons and 8 Strength. Each ship turns over its add-on cards and alters its values as needed. If The Royal Navy kills the player's ship, his ship is discarded and The Royal Navy moves onto the next ship. If a player's ship survives The Royal Navy but does not kill it, he lives and The Royal Navy moves to the next ship. If a player's ship kills The Royal Navy, it is removed from the board and its attack has stopped. If the player dies with The Royal Navy, both ships die. If the player kills The Royal Navy and lives, he get a Gold Card, Fame Points and The Royal Navy Card is discarded. Do NOT turn over Witch Doctor Cards when attacked by Royal Navy.

The Armada Card- See Main Game Instructions.

The Master Navigator Card- Used to survive The Hurricane and The Whirlpool (Expansion Pack 3). The Master Navigator Card is placed face down under any ship. The Master Navigator is kept under the ship until it is sunk or removed by The Eliminate All Add Ons Card (Expansion Pack 2).

Close Magic Shop Card- Used to close The Magic Shop. The Magic Shop always starts the game open at 5 Gold. This will close the Magic Shop so no Magic Cards can be bought until re-opened. Place the Close Magic Shop Card next to the Magic Shop Card pile to show it is closed.

Open Magic Shop Card- Used to open The Magic Shop at different prices. The Magic Shop always starts the game open at 5 Gold. This will open the Magic Shop at different prices or open The Magic Shop which has been closed. Place the Open Magic Shop Card next to the Magic Shop Card pile to show cost of the items.

Magic Shop Cards:

Double Ship's Cannons- Play face down under a ship, it will double the ship's cannons. This is done first, +/- cards are added/subtracted second.

Double Ship's Strength- Play face down under a ship, it will double the ship's strength. This is done first, +/- cards are added/subtracted second.

Reincarnation- Play face down under a ship. If the ship is killed in battle or by a sea creature, you will get the ship back; only the ship, any add-on cards will be gone. The ship is still considered killed so an opponent would get gold and Fame Points for killing it in battle.

Confusion Left- Good for making a player attack his own ship or someone next to them. This is one way to reduce an armada. Play this card face down under a ship. This causes the ship to attack the ship to its left instead of the ship it was intending to attack. The ship attacking it still attacks. This card is removed and discarded after use. It is also removed if attacked by a sea creature.

Confusion Right- Good for making a player attack his own ship or someone next to them. This is one way to reduce an armada. Play this card face down under a ship. This causes the ship to attack the ship to its right instead of the ship it was intending to attack. The ship attacking it still attacks. This card is removed and discarded after use. It is also removed if attacked by a sea creature.

Note- If a ship has Confusion Left and Confusion Right under it, the ship will attack both to the left and to the right with 1/2 of its cannons to each side. Both cards are then removed after the battle.

Note- If a sea creature is placed on a ship with Confusion Left and/or Right, both the Confusion Left and Confusion Right Cards would be discarded.

Raise The Dead

Expansion Pack 2 Includes: 50 Cards

Ship Cards

- 1- 15/15 Flying Dutchman
- 1- 15/15 Black Beard
- 1- 15/15 Ghost Ship



Three new bigger ships.

Play Cards

- 1- Steal All Magic Shop Cards from All Players
- 1- Steal All Magic Shop Cards from 1 Player
- 1- Steal 1 Magic Shop Cards from Each Player
- 2- Steal 1 Magic Shop Card from 1 Player
- 1- Sea Creature Level 7
- 1- Sea Creature Level 8
- 2- Open Market for 4 Gold Each
- 2- Open Magic Shop for 4 Gold Each
- 4- Close All Markets
- 1- You Must Attack Someone (Play Immediately)
- 2- Force Someone to Attack Player of Their Choice (Play Immediately)
- 2- Force 2 Players to Attack Each Other- You Choose Ships (Play Immediately)
- 2- Royal Navy 12/12 (Play Immediately)



Steal Magic Shop Cards from other players.



Close Witch Doctor, Fortune Teller and Magic Shop Markets all at once.

Magic Shop Cards

- 5- Raise the Dead
- 5- Duplicate
- 5- Spirit of Good Fortune
- 5- Eliminate All Add On Cards
- 5- Sails of Invisibility

Bigger Royal Navy Ships to fight.



More magic cards to defeat your enemies with.



Card Description Uses:

The Flying Dutchman, Black Beard and The Ghost Ship- Large 15/15 Ships.

Steal a Magic Shop Card- Allows a player to steal Magic Shop Cards from another player. When stealing one from a player that has several, the stealing player takes the card at random without looking, then keeps the card taken. The Steal a Magic Shop Card is then discarded.

Sea Creatures- See Main Game Instructions P.8.

Open Market Card- See Main Game Instructions P.9.

Open Magic Shop Card- See Expansion Pack 1- The Magic Shop Game Instructions P.16.

Close All Markets Card- Used to close The Magic Shop and The Market.

You Must Attack Someone (Play Immediately- Red Inside Scroll)- See Main Game Instructions P.9.

Force Someone to Attack Player of Their Choice (Play Immediately- Red Inside Scroll)- See Main Game Instructions P.9.

Force 2 Players to Attack Each Other (Play Immediately- Red Inside Scroll)- See Main Game Instructions P.9.

The Royal Navy 12/12 (Play Immediately- Red Inside Scroll)- Attacks each ship as it goes around the table until it is killed. When The Royal Navy Card is drawn, it is placed on the table face up to the right of the player that drew it. It starts with that player moving around the board clockwise attacking each ship one at a time or an armada. It has 12 Cannons and 12 Strength. Each ship turns over its add-on cards and alters its values as needed. If The Royal Navy kills the player's ship, his ship is discarded and The Royal Navy moves onto the next ship. If a player's ship survives The Royal Navy but does not kill it, he lives and The Royal Navy moves to the next ship. If a player's ship kills The Royal Navy; it is removed from the board and its attack has stopped. If the player dies with The Royal Navy, both ships die. If the player kills The Royal Navy and lives, he get 1 Gold Card, Fame Points and The Royal Navy Card is discarded. Do NOT turn over Witch Doctor Cards when attacked by Royal Navy.

Magic Shop Cards:

Raise the Dead- Play face up on the table. Take one of the last three ships killed from the discard pile and put it in play. If choosing a ship with an ability, you get that ability. (See Expansion Pack 6).

Duplicate- Play face up on the table. This will duplicate any ship on the table. You must declare which ship to duplicate, it can be a ship of yours or another player's. It can be used on any ship, but will not get a ship's special ability. The Duplicate Ship is the same size as the ship duplicated, only the main ship, not any add-on cards. The Duplicate Ship can have add-on cards placed under it. If the ship it duplicates dies for any reason, then the Duplicate Ship dies too. Reincarnation Cards can be used as long as the original ship is still alive.

Spirit of Good Fortune- Play face down under a ship. The ship will automatically win the battle. A 3/3 Sloop can kill a 15/15 ship with this card. If both attacking ships have The Spirit of Good Fortune Card, they are both killed. If used against an armada, it will kill the largest ship only (largest on main ship, not with add-ons). This is a one time use card and is discarded after use. The card is removed if attacked by a sea creature.

Eliminate All Add-On Cards- Play face down under a ship. This will eliminate ALL add-on cards under a player's ship when it is attacked, making it the basic ship again. This takes effect before any of the cards under the ship are used. This does not remove Witch Doctor Cards or The Bounty Cards (See Expansion Pack 5 on P.27).

Sails of Invisibility- Play face up on the table, then place a ship face down under it. This ship is invisible to everyone else. You are the only one who can play any cards on it. No +/- cards may be played on it by other players, no Witch Doctor Cards and no Sea Creature Cards. The Royal Navy does not attack it. Other players cannot attack it unless it attacks them. You cannot be forced to use the ship in an attack. If you draw a You Must Attack Card, you can use this ship or another ship you have. If this is your only ship then you must attack with it. If the ship is killed in battle, then this card is discarded with the ship. When the play deck is gone and the cards in your hand are gone, then The Sails of Invisibility Card is removed and the ship is seen as normal. Sails of Invisibility cannot be used on 12/12, 15/15 or 20/20 Ships, only Brigantines and smaller ships. If used on a Special Ability Ship, you DO NOT get that Special Ability.

Note- When a Spirit of Good Fortune is under your ship with a Confusion Left or Right, it will kill that ship automatically, no matter of the strength of the ship. If it's under your ship with Confusion Left and Confusion Right, it will kill both ships automatically.

Note- When a Sea Creature attacks a ship with Spirit of Good Fortune, Confusion Left or Confusion Right, these add-on cards would be discarded.

Miss-Direction

Expansion Pack 3 Includes: 50 Cards

Ship Cards

2- 12/12 Galleon

Play Cards

- 5- Master Navigator
- 5- Stranded On An Island
- 1- Sea Creature Level 9
- 1- Sea Creature Level 12
- 1- Sea Creature Level 50 (The Kracken)
- 5- Whirlpool (Play Immediately)
- 3- Wind Storm (Play Immediately)
- 1- Wind Storm Left (Play Immediately)
- 1- Wind Storm Right (Play Immediately)
- 2- 1 Gold (Save Card)
- 2- 2 Gold (Save Card)
- 2- 3 Gold (Save Card)
- 2- 4 Gold (Save Card)
- 2- 5 Gold (Save Card)

Magic Shop Cards

- 5- Exploding Cannons
- 5- Miss-Direction
- 5- Force An Attack



Card Description Uses:

The Master Navigator Card- Used to survive The Hurricane and The Whirlpool. The Master Navigator Card is placed face down under any ship. The Master Navigator is kept under the ship until it is sunk or removed by The Eliminate All Add-Ons Card.

Stranded On an Island- Lose A Turn. Give to any player, who loses their next turn.

Sea Creatures- See Main Game Instructions P.8.

The Whirlpool Card (Play Immediately- Red Inside Scroll)- Kills all ships of the player who draws the card. Ships with a Master Navigator Card under them will survive.

Wind Storm Card (Play Immediately- Red Inside Scroll)- The player who draws this card, must trade hands with any player of their choice.

Wind Storm Left Card (Play Immediately- Red Inside Scroll)- All players give their hands to the player on their left.

Wind Storm Right Card (Play Immediately- Red Inside Scroll)- All players give their hands to the player on their right.

Magic Shop Cards:

Exploding Cannons- Good for making a player attack his own ship. This is one way to reduce an armada. Play this card face down under a ship. This will cause the ship to attack itself, using its cannons against its strength, instead of the ship it was intending to attack. The attacking ship just sails away. If it's sunk the attacking ship gets a Gold Card and Fame Points. This card is then removed. This card is also removed if attacked by a sea creature.

Miss-Direction- Forces a player to play a card as you want (with some exceptions). You do not look at the card (if it is a face down card). You just get to move it to another location. As soon as a player plays a card, you lay Miss-Direction down and state where it is to be played instead. It must be used on the card that was just played, not a card from several turns ago. This card can be used on discarded cards, but cannot be used against a Steal A Magic Card, Steal A Fortune Teller Card, Or Steal Gold Card. See full list of cards it can and cannot be used on page 36 in the back of the booklet.

Forced Attack Card- Used to force any two ships to attack. Ships cannot be from same person, they must be from different players. One of the ships may be the person who plays the card. Play this card face up and declare which two ships should attack.

Walk The Plank

Expansion Pack 4 Includes: 100 Cards and 2- 6 sided Dice

Play Cards

- 1- 20/20 Floating Death Ship
- 2- 3 Gold (Save Card)
- 2- 4 Gold (Save Card)
- 6- 5 Gold (Save Card)
- 5- Walk The Plank
- 5- The Trap
- 5- Smoke Screen
- 5- Power Play
- 5- The Magician
- 5- Damn Pirates!
- 10- Insurance
- 8- You Must Attack Someone (Play Immediately)
- 6- Force Someone to Attack Player of Their Choice (Play Immediately)
- 6- Force 2 Players to Attack Each Other- You Choose Ships (Play Immediately)
- 2- Ship Bonus (Play Immediately)
- 2- Card Bonus (Play Immediately)
- 2- Into The Sea (Play Immediately)
- 2- Davy Jones' Locker
- 1- End of the World

Make someone walk the plank, trap them in a battle, escape from a battle and play your entire hand.

The biggest ship in the game.



Magic Shop Cards

- 5- Force Field
- 5- Vision
- 5- Return To Port
- 5- The Gambler

Move cards from under a ship, steal entire ships and insure your ships.

Get a bonus for having the least amount of stuff.

Remove entire piles from the game.



Dice

- 1- Green 6 sided die
- 1- Red 6 sided die



Gamble items, return to port, see invisible ships and put a force field on your ship.

Card Description Uses:

Walk The Plank- Play on yourself or another player. Player does NOT draw on their turns, and just plays one card per turn until all their cards are gone. Then discard Walk The Plank and draw a new five card hand and play as normal.

The Trap- Play on yourself or another player who has a ship. All attacks must include this player, until all their ships are dead or another Trap Card is played on another player. Then this card is removed.

Smoke Screen- Play from your hand when attacked, before under cards are turned over and flee battle. Attacking player turns over their under cards and removes any special cards and attacks left/right, etc. if needed.

Power Play- Play on yourself or another player. Player must play all the cards in their hand now, then draw a new 5 card hand.

You Must Attack Someone (Play Immediately- Red Inside Scroll)- See Main Game Instructions P.9.

Force Someone to Attack Player of Their Choice (Play Immediately- Red Inside Scroll)- See Main Game Instructions P.9.

Force 2 Players to Attack Each Other- You Choose Ships (Play Immediately- Red Inside Scroll)- See Main Game Instructions P.9.

Ship Bonus (Play Immediately- Red Inside Scroll)- All players draw one card for every ship they have at sea (ships in port are not at sea).

Card Bonus (Play Immediately- Red Inside Scroll)- All players with NO ships draw two cards (ships in port count as ships).

Into The Sea (Play Immediately- Red Inside Scroll)- All players must play all ships in their hand, then draw replacement cards for every ship played. Replacement cards that are ships are NOT played.

Insurance- Place under a ship, if it sinks you get 10 Gold for it. Limit one per ship. Insurance gold cannot be spent until your next turn.

Davy Jones' Locker- When drawn, the entire pile this card was drawn from is discarded. For longer games, you can remove these cards or just ignore them when drawn.

End of the World- When drawn, this card can remove all piles or just the entire pile this card was drawn from (same as Davy Jones' Locker Card). For longer games, you can remove these cards or just ignore them when drawn.

The Magician- Look at the under cards from ANY two ships, swap ANY one card from one ship with any one card from the other ship. Can be Magic or normal cards. Can be your ships or other players. Can be two ships from same player. Cannot be used on Invisible Ships or Ships in port.

Damn Pirates!- Steal any one ship from another player. Cannot be used on Invisible Ships or Ships in port.

Magic Shop Cards:

Force Field- Attacking ship's attack bounces back to itself. From an armada, all attack bounces back to all strength. It is possible to destroy an entire armada. (One time use) This card will protect your whole armada if played on one ship in the armada. You do not attack. If attacked by a sea creature the Force Field Card is removed. If both players have The Force Field under their ships, then both will have their attack sent back to themselves.

Vision- Removes Sails of Invisibility Card from any one ship on the table, player of the card chooses the ship. Ship is now viewable by all.

Return To Port- Give to another player or yourself. All of the player's ships go back to port (slide back away from normal play area and turn sideways). Ships must return to play one at a time at the beginning or the end of that player's turn (does not count as the player's turn). Return To Port will eliminate The Armada Card. The Witch Doctor Cards may be removed, in port only, for a fee of 5 gold per Witch Doctor Card removed. Ships in port cannot attack or be attacked and cannot have any cards placed under or on them. If returning to sea at the beginning of your turn, you may play a card on that ship for your turn. If returning to sea at the end of your turn, you may not play a card on the ship. No cards can be played on a ship while in port. You cannot bring a ship out of port if you are stranded or if drawing a Play Immediately Card, unless you bring it out before drawing your card at the beginning of your turn.

The Gambler- Pick a gold value or a number of ships. Every player that has that amount of gold or ships must play. The person playing the card picks the ships to be used and must state this before the roll. Each player who has items to gamble rolls a die, the highest roll gets all items. If you don't have items in the gamble, you do not get to roll the die. You cannot gamble Fame

The Tavern

Expansion Pack 5 Includes: 100 Cards and 1 Chip

The Tavern- Go to The Tavern to bribe a drunk sailor into telling you tricks and info.

The Tavern costs 10 gold each and is always open. All cards are played immediately, if they're unusable then they must be discarded. You may have to play a bad card on yourself or a good card on others.

Play Cards

5- Smallest Ship Bonus (Play Immediately)

5- Magic Bonus (Play Immediately)

Tavern Cards

- 3- Double Play
- 3- Sneak Thief
- 3- Super Spy
- 3- Pick Pocket
- 3- Bounty
- 3- Extra Magic
- 3- Free Fortunes
- 3- Free Witch Doctors
- 3- Fire Sale
- 3- The Mix Up
- 3- Empty Chest
- 3- Share The Magic
- 3- Bermuda Triangle
- 3- Sloop Bonus
- 3- Schooner Bonus
- 3- Evil Witch Doctor
- 3- Copy Cat
- 3- Give Away
- 3- The Auction
- 3- Repossession
- 3- Apprentice
- 3- Journeyman
- 3- Master
- 3- Rats
- 3- Rats & More Rats
- 3- Rat Infestation
- 12- Remove Tavern Card

More bonus cards for having least amount of stuff.



Add cannons and strength to all of your ships, lower cannons and strength on other ships.

Get free Fortune Teller, Witch Doctors and Magic Cards.

Steal cards from other players.

Have a ship repossessed, lose a ship to the Bermuda Triangle or place a Bounty on another player's ship.



The Chip of Power- The Chip is placed in front of the person whos turn it is. When they are done with their turn, they pass it to the next person. You may place Magic Cards on your turn or in between other player's turns. You cannot play a Magic Card during someone elses turn. The Chip helps to remember whos turn it is. Since there are so many things going on at this point, it is very easy to lose track of whos turn it was. By passing The Chip you are saying that your turn is over. This also stops players from trying to play a Magic Card and to avoid having it stolen when the next player is using a Steal Magic Card.

Card Description Uses:

Smallest Ship Bonus- Draw two Tavern Cards, there may be more than one ship to get these. Play immediately starting with player who drew the card working around the table clockwise. Ships that are in port DO NOT get these cards.

Magic Bonus- Each player with NO ships gets two Magic Cards, even if shop is closed. There may be more than one ship to get these. If you have ships that are in port, you DO NOT get these cards.

Tavern Card Description Uses:

Double Play- Draw and play two cards per turn. Keep until removed. Draw one/ play one, draw second/ play second. If a Play Immediately Card is drawn it must be played as the card for that draw.

Sneak Thief- At the end of your turn, you also take at random a card from any player and play it now. They draw a replacement card. Keep until removed. This card is removed when player is out of cards at end game.

Super Spy- Spy all players and discard one card from each player (one time use). Other players draw a replacement card. A Spy can block this. Go around table clockwise.

Pick Pocket- Draw one card at random from every player and use it now (one time use). Other players draw a replacement card. A Knife Card can block this. Go in order clockwise around the table.

Bounty- Place face up, half way under an opponent's ship. Whoever kills it in battle and survives gets 10 Gold. This is a Tavern Card and can be removed with a Remove Tavern Card. An Eliminate All placed under this ship will NOT remove it.

Extra Magic- Draw five Magic Cards.

Free Fortunes- Draw three Fortune Teller Cards.

Free Witch Doctors- Draw up to three Witch Doctors. Cards must be able to use now, place on opponent's ships. You must draw the cards if there are opponent's ships to use them on.

Fire Sale- Use to buy items at The Market, The Magic Shop or The Tavern for half price. If the Market is closed, use the last open price. One time use, keep until used.

The Mix-Up- Take all player's cards, shuffle them and deal out five cards to everyone, starting with the player to your left. All players get five cards, any extra cards are discarded. If there is not enough cards, draw so everyone gets five cards.

Empty Chest- Give to any player who immediately loses all of their gold to the bank.

Share The Magic- Take all the Magic Cards from all players. Without looking at them, mix them and deal out clockwise to every player starting with yourself. Some players may end up with less than other players or even none.

Bermuda Triangle- All players lose one ship, except for the person playing the card. Player of the card chooses the ships that are lost. Only Ships at sea can be lost, not Ships in port.

Sloop Bonus- All Sloops at sea get two Tavern Cards. Cards are dealt and played clockwise from the person that drew the card. Ships that are in port DO NOT get these cards.

Schooner Bonus- All Schooners at sea get one Tavern Card. Cards are dealt and played clockwise from the person that drew the card. Ships that are in port DO NOT get these cards.

Evil Witch Doctor- Every ship on the table gets a Witch Doctor Card, even the player of the card. Nobody looks at The Witch Doctor Cards. Deal out starting with player of the card and continue clockwise. The Doctor gets to play them if it is in use (See Expansion Pack 6 on P.33).

Copy Cat- Place between yourself and any player. Whenever that player buys cards from any Market, or The Tavern, you also get the same number of cards from the same Market or Tavern at no cost. Keep until removed. You can Copy Cat someone who is Copy Cating someone else, but DO NOT get cards when they get cards from a Copy Cat, only when they buy cards. May be used on The Money Master (See Expansion Pack 6 on P.34) to get the same cards they get. This card is only good for when the player buys a card and does not work when the player gets free cards.

Give Away- Give every player one of your cards, then draw a new five card hand. If you do not have enough cards for everyone, draw the extra cards you need first, then give out your hand. If you have more cards than the number of players, then discard the rest after giving one to every player. You then draw a new five card hand.

The Auction- Place on any ship, whoever pays the most gets that ship.

Repossession- Place on any ship. Everyone rolls the die, highest roll gets the ship. The player with the ship gets to roll twice and use the higher roll.

Apprentice- All of your ships get +3/+3. Play face up, keep until it is removed or all your ships on the board are dead. You can place on yourself or someone else. You must use it now, if you can't then discard. See Note 1.

Journeyman- All of your ships get +4/+4. Play face up, keep until it is removed or all your ships on the board are dead. You can place on yourself or someone else. You must use it now, if you can't then discard. See Note 1.

Master- All of your ships get +5/+5. Play face up, keep until it is removed or all your ships on the board are dead. You can place on yourself or someone else. You must use it now, if you can't then discard. See Note 1.

Rats- All of your ships get -3/-3. Play face up, keep until it is removed or all your ships on the board are dead. You can place on yourself or someone else. You must use it now, if you can't then discard. See Note 2.

Rats & More Rats- All of your ships get -4/-4. Play face up, keep until it is removed or all your ships on the board are dead. You can place on yourself or someone else. You must use it now, if you can't then discard. See Note 2.

Rat Infestation- All of your ships get -5/-5. Play face up, keep until it is removed or all your ships on the board are dead. You can place on yourself or someone else. You must use it now, if you can't then discard. See Note 2.

Remove Any Tavern Card- Remove any Tavern Card from the table.

Note 1- Only one per player, new card will replace an existing one. Must use if anyone has a ship. Cannot be placed on a player that has all their ships in port.

Note 2- Only one per player, new card will replace an existing one. Must use if anyone has a ship. Existing ships stay and can be improved, new ships must be higher in strength to be played. Cannot be placed on a player that has all their ships in port.

Note 3- Apprentice, Journeyman, Master, and Rat cards replace each other.

Note 4- Tavern Cards must be bought before or after you play your turn. You cannot draw your card, then buy a Tavern Card, then play your card. Because of this, if you buy a Tavern Card first, like the Double Play and Sneak Thief, then you can use them on that turn. If you play your turn first, then buy a Tavern Card, the Double Play and Sneak Thief do not take effect until your next turn.

Note 5- Tavern Cards must be played immediately, in order of who received them (clockwise around the table). Some cards are one time use cards, other cards are multi-use and kept until removed.

Special Abilities

Expansion Pack 6 Includes: 50 Cards and 2- 20 sided Dice

Player must decide if they want a Special Ability before the start of the game. If they do, they draw a Sell Your Soul Card to find out what they will lose, then draw a Special Ability Card to see what they will gain. Both cards are placed up in front of the player so everyone can see what they lose/gain. Players who do not want a Special Ability Card, play as normal.

If the Special Ability Card is the opposite of the Sell Your Soul Card, then the player draws a new Special Ability Card.

Try some variations- Get one card only, roll the green and red dice, the higher roll is the card you draw from, green- good ability, red- bad ability.

Special Ability Cards

- 1- Sharks
- 1- Size Limit
- 1- Bad Customer
- 1- Broken Wand
- 1- Banned From The Bar
- 1- Twins Reunite
- 1- Easy Target
- 1- Over Charged
- 1- Bad Math
- 1- No Free Gold
- 1- Magic Master
- 1- Black Market
- 1- The Doctor
- 1- Good Math
- 1- The Vault
- 1- Bone Yard
- 1- Re-use The Spell
- 1- Re-Direction
- 1- Raid The Shop
- 1- Money Master

Get kicked out of The Tavern, Magic Shop or Market. Be limited to small ships only or pay twice the price for everything.



Dice

- 1- Red 20 sided die
- 1- Green 20 sided die

Control all Witch Doctor and Magic Cards, buy at closed Markets, re-direct attacks made at you, get ships back that were just sunk.

Special Ability Ship Cards

- 1- 6/6 Armada Ability Ship
- 1- 6/7 Armada Ability Ship
- 1- 6/6 Raise The Dead Ability Ship
- 1- 6/7 Raise The Dead Ability Ship
- 1- 6/6 Insured Ability Ship
- 1- 6/7 Insured Ability Ship
- 1- 6/6 Master Navigator Ability Ship
- 1- 6/7 Master Navigator Ability Ship
- 1- 6/6 Extra Gold Ability Ship
- 1- 6/7 Extra Gold Ability Ship
- 1- 6/6 Invisible Ability Ship
- 1- 6/7 Invisible Ability Ship
- 1- 6/6 Extra Magic Ability Ship
- 1- 6/7 Extra Magic Ability Ship
- 1- 6/6 Self Remove Ability Ship
- 1- 6/7 Self Remove Ability Ship
- 1- 6/6 Opponent Remove Ability Ship
- 1- 6/7 Opponent Remove Ability Ship
- 2- X/X Unknown Size Ability Ship

10- The Blockade

Get a ship with an ability built in. It can Armada with other ships, have Insurance, able to Raise a Dead Ship, gets Magic or Gold Cards, have Invisibility included or even the Mystery Size Ship.



Use The Blockade Card to stop almost any card from being played.

The Blockade- This is a saved card and cannot be stolen. When drawn from the main deck place in your saved area and draw again. Card may be used at any time to stop MOST cards from being played during the game, use it as soon as the card is played. Cannot be used on Ships, Witch Doctors, Sea Creatures, Open or Close Magic or Market Cards, Attack Cards or Special Ability Starter Cards. Can use on another Blockade Card. A Blockade Card CAN NOT be Mis-Directed.

Card Description Uses:

Armada Ability Ship- This Ship has the ability to armada itself with any other ship during an attack and then go back to a single ship again, without an Armada Card. If you use an Armada Card and include this ship, it is stuck in that armada. You can leave this ship by itself and it can go in and out of the armada at will.

Raise The Dead Ability Ship- When this ship is played, you get to raise a dead ship (from the last three ships killed) and put it in play. If the ship is killed and someone raises it from the dead, they get to use its ability again and get another ship. If this ship is Reincarnated, you DO NOT get to use its ability again to get another ship. If this ship is transferred to another player by some reason, they DO NOT get to use its ability again.

Insured Ability Ship- This ship has Insurance built in. If the ship is killed you receive 10 Gold.

Master Navigator Ability Ship- This ship has Master Navigator.

Extra Gold Ability Ship- When this ship is played, you get three Gold Cards. If this ship is killed and someone raises it from the dead, they get to use its ability again and get three Gold Cards. If this ship is reincarnated, you DO NOT get to use its ability again to get gold. If this ship is transferred to another player by some reason, they DO NOT get to use its ability again.

Invisible Ability Ship- This ship has Sails of Invisibility with it and it CAN NOT be removed. You get all the features of the Sails of Invisibility. When all your cards are gone, the ship becomes visible to everyone.

Extra Magic Ability Ship- When this ship is played, you get three Magic Cards. If this ship is killed and someone raises it from the dead, they get to use its ability again and get three Magic Cards. If this ship is reincarnated, you DO NOT get to use its ability again to get Magic Cards. If this ship is transferred to another player by some reason, they DO NOT get to use its ability again.

Self Remover Ability Ship- When this ship is attacked, after flipping over the under cards, you MAY remove any one card from under this ship to help you out.

Opponent Remover Ability Ship- When this ship is attacked, after flipping over the under cards, you MAY remove any one card from under your opponent's ship to help you out.

Unknown Size Ability Ship- When this ship is attacked, you roll the 20 sided red and green dice to determine its size. Red die is the Cannons, green die is the Strength.

Special Ability Cards:

Selling Your Soul:

Sharks- You collect NO gold when sinking a ship.

Size Limit- You may use Sloops and Schooners only. You cannot use any Brigantines, Galleons, 15/15 or 20/20 Ships (you may duplicate ANY size ship). If you have large ships to play, you do not simply throw them away, you play it on your turn as usual. If someone has the Twins Reunite Card and you are able to take their ship, you do so, then the large ships are discarded.

Bad Customer- You cannot buy any Witch Doctor or Fortune Teller Cards. You may get them in other ways, such as a Tavern Card.

Broken Wand- You cannot buy any Magic Cards. You may get them in other ways.

Banned From The Bar- You cannot buy any Tavern Cards. You may get them in other ways.

Twins Reunite- When anyone plays a size ship that matches yours, they get your ship. The newer ship can be played out of the player's hand or from a Raise the Dead, not from a Reincarnate Card. Special Ability Ships cannot be taken as there is only one of each size with its ability. You can lose more than one ship at a time with this card.

Easy Target- When anyone Spies, Thieving Monkeys, Steals Gold, Magic or Fortune Teller Cards from another player they also do you. You can block if you have the blocking card.

Over Charged- All markets are double price for you, including The Tavern.

Bad Math- Any plus card under your ship becomes a +1, any minus card under your ship becomes a -5. Do NOT discard opposite cards any more when someone has this ability incase the ship changes owners.

No Free Gold- Any gold you get from the draw piles is discarded, you can only get gold by winning battles or stealing it.

Special Ability:

Magic Master- You may look at every Magic Card when played and place it where you want to. You may only relocate the face down cards, not alter how a face up card is played. Someone using a Miss-Direction can move the Magic Card to another location after you have placed it.

Black Market- All Markets are half price for you including The Tavern, closed markets are still open to you at last listed price. Getting a Fire Sale half price card from the Tavern is useless for you.

The Doctor- You may look at every Witch Doctor Card when played and place it where you want to. Someone may relocate it with a Miss-Direction Card now or move it with a Move The Witch Doctor Card (on their turn). When The Evil Witch Doctor Tavern Card is played, this player gets to look at and place all the Witch Doctor Cards.

Good Math- Any plus card under your ship becomes a +5, any minus card under your ship becomes a -1. Do NOT discard opposite cards any more when someone has this ability incase the ship changes owners.

The Vault- You cannot be Spied or Thieving Monkeyed and NO Gold, Magic or Fortune Teller cards can be stolen from you. Also blocks the Empty Chest, Sneak Thief, Pick Pocket, Super Spy and Share The Magic Tavern Cards.

Bone Yard- For five gold you can get any ship that was just killed. You must use when the ship is killed, not several turns later. You get to use the ability with any Special Ability Ship.

Re-Use The Spell- You may take any Magic Cards from under a ship that is killed in battle and use them or put in your saved cards. You also get cards from ships killed by Sea Creatures, but NOT cards that are used by the ship.

Re-Direction- If someone attacks you from an Attack Card, you may say NO and pick someone else that they must attack, unless no one else is available. You CAN NOT say NO to a You Must Attack Card. Only works with attack cards and at end of game. You CAN NOT re-direct to attack a different one of your ships, it must be the one chosen by the other player. You CAN NOT re-direct a Forced Attack Magic Card.

Raid The Shop- When a Market is closed you get a card from that Market. Close Magic Shop- You get one Magic Shop Card. Close The Market- You get one Witch Doctor Card (must be an opponent's ship to use it on) and one Fortune Teller Card. Close All Markets- You get one Magic, one Witch Doctor and one Fortune Teller Card. If a shop is closed and another closed card is played, you get to Raid The Shop again.

Money Master- Anytime anyone spends gold you also get to spend the same amount. You must spend the gold now and the market must be open. You may add your gold to get more items. The Copy Cat Card from the Tavern may be played on this player to get the same cards that this player gets. In team play, you may use your partner's money to add to your spending.

Order of Play for Multiple Cards Under a Ship

Multiple Magic Cards Under one ship: If a ship has Confusion Left, Confusion Right, Exploding Cannons, Force Field, Spirit of Good Fortune, Eliminate All Add-Ons or any combinations of the these under it, the results would be:

- 1). Eliminate All
- 2). Exploding Cannons
- 3). Confusion Left and/ or Right
- 4). Spirit of Good Fortune
- 5). Force Field

1). Eliminate All Add-Ons always takes place first and would remove all the other cards when the battle takes place.

2). Exploding Cannons- Ship attacks itself, Confusion Left and Right, Force Field and Spirit of Good Fortune would be discarded. Attacking ship does not attack.

3). Confusion Left and/or Confusion Right- Ship attacks to its Left or Right. If both cards, then ship will attack both left and right with half of its cannons to each side. Both cards are then removed after the battle. If Spirit of Good Fortune is with one of these, the ship to the left or right is killed. If Spirit of Good Fortune is with both of these then both the right and left ships are killed. If Force Field is with these, it is discarded.

4). Spirit of Good Fortune and Force Field- Spirit of Good Fortune is used on the attacking ship to win the battle and Force Field is discarded.

5). Force Field is the last one to take place.

During an attack when one player has a Spirit of Good Fortune on their ship and the other player has a Force Field on their ship. The ship with the Spirit of Good Fortune breaks through the Force Field to kill the ship.

During an attack when both players have a Spirit of Good Fortune on their ships, both ships would kill each other.

Note - If a Sea Creature attacks a ship with Spirit of Good Fortune, Confusion Left, Confusion Right Exploding Cannons or Force Field, all of these would be discarded.

Add/ Subtract, Double and Witch Doctor Cards

- 1). Double Ship's Cannons/Strength is done first off of main ship's numbers.
- 2). Plus/minus cards are added in second.
- 3). Fire/Storm Witch Doctor Cards are then taken off third from above totals.

Miss-Direction Card can be used on the following:

Any face down card under a ship (including Magic Cards)
Armada
Move a Witch Doctor Card or when placing a Witch Doctor (re-direct to another ship)
Stranded on an Island
High Winds
Walk The Plank, Power Play and The Trap (re-direct to another player)
Damn Pirates (you must pick a new ship to use)
Forced Attack Magic Card (may re-direct to two ships you want)
Face up Magic Cards (Vision- re-direct to another Sails of Invisibility or to the discard pile)
Face up Magic Cards (Return to Port- re-direct to another player only)
Face up Magic Cards (The Gambler- can re-direct which ship is being used of any one player)
Keep Tavern Cards (+/- bonus Cards)
Keep Tavern Card (Double Play, Copy Cat, Sneak Thief)
Tavern Cards (Remove a Tavern Card- re-direct to any other Tavern Card, if none then cannot)
Tavern Cards (The Auction and Repossession- re-direct to a different ship on the table)
Tavern Cards (The Bounty- re-direct to a different ship on the table)
Tavern Cards (The Empty Chest- re-direct to another player who has gold)
Tavern Cards (The Bermuda Triangle- re-direct to a different ship of yours, if none then cannot)
You may Miss-Direct a card that has just been Miss-Directed
You may Miss-Direct a card that has just been discarded

Miss-Direction Cards can NOT be use on the following:

Ships
Spy
Thieving Monkey
Thief
Guard
Steal Gold
Sea Creatures
Steal Magic Shops or Steal Fortune Teller
Close or Open Market or Magic Shop
Attack Cards
Hurricane or Whirlpool
Royal Navy
Smoke Screen
Windstorm, Windstorm Left or Windstorm Right
Face up Magic Cards (Raise the Dead, Duplicate, Sails of Invisibility)
Any other Tavern Card not listed above
The Blockade

Note- When rolling the die, if there is a tie for highest roll, only those players roll again to decide winner.

Main Game and Expansion Packs

This instruction booklet includes instructions for:

The Main Game: Pirate Attack- The Beginning

Expansion Pack 1: The Magic Shop

Expansion Pack 2: Raise the Dead

Expansion Pack 3: Miss-Direction

Expansion Pack 4: Walk The Plank

Expansion Pack 5: The Tavern

Expansion Pack 6: Special Abilities

Quick Guide for Multiple Cards, Ships Add/Subtract Guide, and Miss-Direction Card uses.

Questions

Most questions can be answered from this Instruction Booklet or by watching videos of the game played online at:

www.WhatTheFun.com

You can also email us at:

questions@WhatTheFun.com

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