*A game by*
*Paolo Mori & Remo Conzadori*

*Illustrated by*
*Jonathan Aucomte*

# CAPTAIN FLIP

2-5 | 8+ | 20'

## Ahoy, Captain!

***Hoist your flag, recruit a crew, and fill your coffers with shiny, gold coins.***

## GOAL OF THE GAME

**Play as Pirate Captains, recruit a crew, and collect coins.**

**The Captain with the most coins at the end of the game wins.**

## COMPONENTS

- **72 Character tiles** *(double-sided)*
  - *Each tile features a different Character on either side.*
  - *There are 9 unique Characters, each appearing 16 times across the tiles.*



- **58 Coins**

*16 x*  *15 x*  *14 x*  *13 x* 

- **1 large Treasure Map token**
- **1 cloth bag**
- **3 player aids**
- **1 rulebook**
- **10 Adventure boards** *(double-sided)*





## SETUP

- **Place all the Character tiles in the bag.**
- **Place the Coins and Treasure Map in the center of the table.**
- **Randomly give an Adventure board A to each player.**



*Make sure to include the board with a Pirate Flag (upper-left corner). It will be used to identify the player who starts the game.*



*In future games, agree on which Adventure board (A, B, C, or D) all players will use.*

- **Place a Player Aid between each player.**
  *The 9 Characters are explained on one side, and the effects of each board on the other.*



# GAMEPLAY OVERVIEW

Take turns clockwise, **starting** with the player holding the board with **the pirate flag.**

On your turn, follow these 4 steps in order:

1. Randomly draw 1 Character tile from the bag, making sure you can **only see one side.**

2. **Keep this Character or choose to flip it** *(i.e. turn the tile over).*
   *Note: If you decide to flip the tile, you must keep this new Character!*

3. Then place this Character **on the lowest empty space** of any column on your board.

4. **Apply the Character's immediate effect**, if any.
   Then, if your Character is on the highest space of any column, apply their **immediate bonus,** if any.
   *Example: Lily places the Parrot on her board. She immediately draws and plays a new tile (which she may or may not flip, depending on the rule).*



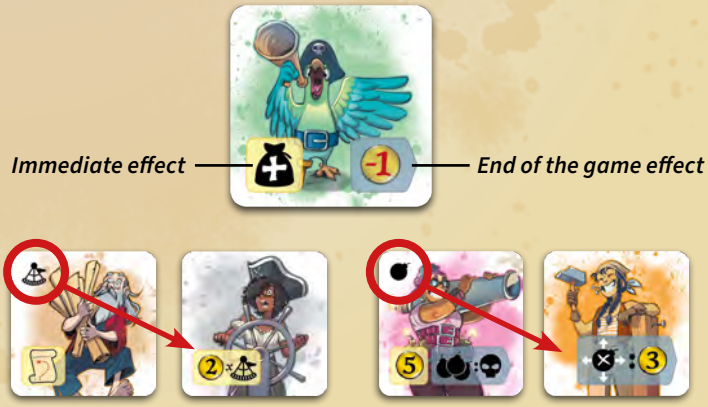
## Tile Anatomy

The 9 Characters have either an immediate effect, an Endgame effect, or both.

If the box is **yellow,** apply the effect **immediately** after placing the tile.

If the box is **gray,** apply the effect at the **end of the game.**

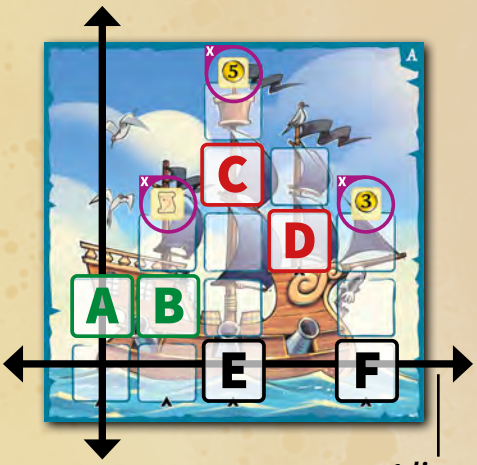
The Cartographer and the Gunner both have a symbol *(sextant or bomb )* to remind you that they interact with the effects of the Navigator and Carpenter, respectively.



## Board Anatomy

- Spaces **A & B** are adjacent.
- Spaces **C & D** are not adjacent since they are diagonal.
- Spaces **E & F** are not adjacent because there is a space between them.
- You can have an empty space in a row.
- Columns are not required to begin on the bottom row.
- **X** are immediate bonuses.

*1 column*




*1 lign*



# END OF THE GAME

**When someone completes four columns on their board, finish the round.**

- *The first player has the Pirate Flag on their Adventure board. The last player is therefore seated to their right.*
- *If the last player is the one who completed their fourth column, the game ends immediately.*

**Apply the endgame effects of each of your Characters, if any.**

- *If you are playing board C, also apply the endgame bonuses of covered spaces.*
- *To avoid making mistakes, score one column at a time, from left to right.*

**The player with the most coins wins the game.**

**In case of tie, if one of the tied players has the *Treasure Map,* they win. Otherwise, tied players share the victory.**

*Example: During the game, Lily has collected **13 coins.***

*She gains **15 additional coins** at the end of the game by scoring her crew:*

- *Swabbies: 3 columns contain at least one Swabby. **9 coins.***
- *Carpenters: Only one of the three Carpenters is worth **3 coins.** The other two have a Gunner in their row or column.*
- *Lookouts: Only one of the two Lookouts is worth **4 coins.** The other has a Character above them.*
- *Parrot: **-1 coin***



# F.A.Q

- *Do I have to place my Monkey adjacent to another tile?*

  **No. If you do not place the Monkey adjacent to another tile, simply do not apply its Flip effect.**

- *Can I place a Cartographer on my board if I already have the Treasure Map?*

  **Yes. This is still a good strategic move, since you gain 2 coins per Cartographer with the Navigator effect.**









# CREDITS AND THANKS


**Captain Flip**

**is a game published by**
**PlayPunk**
**Rue Saint-Leonard, 511**
**4000 Liege, Belgium**

Designers: **Paolo Mori and Remo Conzadori**

Developer & Publisher: **Antoine Bauza and Thomas Provoost**

Project Manager: **Gabriel Durnerin**

Illustrator: **Jonathan Aucomte**

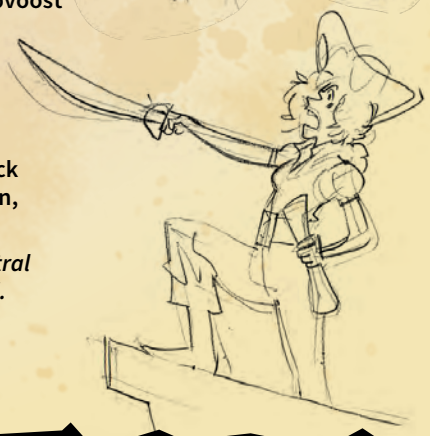
Graphics Design: **Alexis Vanmeerbeeck**

Proofreader: **Danni Loe**

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***At PlayPunk, we write the rules using gender neutral pronouns to make sure every player is included.***





# Player Aid

*Immediate effect*

*Endgame effect*



## CARTOGRAPHER

**Take the Treasure Map and place it near your board.**

*"Oops, I was holding it upside down!"*



## TREASURE MAP

**If you have the Treasure Map at the end of your turn, take 1 coin.**

*"X marks the spot…"*



## NAVIGATOR

**Take 2 coins per Cartographer on your board.**

*"These maps are really confusing!"*



## PARROT

**Draw and play a new tile.**

End of the game: Lose 1 coin.

*"Polly want a cracker?"*



## COOK

**Take 1 coin per Character in their row, including the Cook themself.**

*"Save me some dessert!"*



## SWABBY

Endgame: Take [1/4/9/16/25] coins if you have at least 1 Swabby in [1/2/3/4/5] columns.

*"Strength in numbers!"*



## GUNNER

**Take 5 coins.**

Endgame: If you have 3 or more Gunners on your board, you lose the game.

*"Get ready for the BOOM!"*



## CARPENTER

Endgame: Take 3 coins if there is no Gunner in their row or column.

*"What a bunch of blockheads."*



## MONKEY

**Take 1 coin then flip one adjacent tile. Apply the effects of the revealed Character.**

*"Anyone wanna play with me?"*



## LOOKOUT

Endgame: Take 4 coins if there is no Character above this tile, in this column.

*"Get down! I can't see anything!"*

*Immediate effect*

**End of the game?**
**4 columns completed → last turn!**

*Endgame effect*

## The pirate ship



Take 3 coins.

Take 5 coins.

Take the Treasure Map.

## The Kraken



The first player who places a Character on this space does not take any coins.
**All subsequent players** who place a Character on this space take 2 coins.

The first player who places a Character on this space takes X coins.
**All subsequent players** who place a Character on this space take Y coins.

## The raft



Take the Treasure Map.

At the end of the game, take 6 coins if all Characters in this column are IDENTICAL.

At the end of the game, take 4 coins if all Characters in this column are DIFFERENT.

## The desert island



Take 3 coins.

Take 2 coins for each completed column on your Board, including this one.

Take 1 coin for each different Character in this column.

To place a Character on this space, you must pay 1 coin. If you have no coins, you cannot place a Character here.