

Piratoons

Rules

At the « 4 Great Seas » inn, rum and mead flows as sailors daydream about tales of long lost treasure. One mystery in particular has the attention of the pirates and is raising tensions... The legend of Pelican's Tooth promises glory and wealth to anyone involved, mark these words! Mercenaries and pirates, women and men, all would give their lives to be employed on board the ship. It is the night before what will become the greatest pirate epic ever experienced at sea. This is no time for negotiating. It is time to act quickly to carefully deceive the others and earn one's place aboard the pirate ship... and even a better one!

Objective of the game

Self-control and speed will allow you to recruit the most efficient crew and assemble the fastest, most extraordinary and beautiful ship.

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act in games

Components & set up

Components

- **2 double-sided boards :** one bottom of the chest side (with walls) and one chest lid.
- **48 Equipment tiles :**
  - **12 Sail tiles**



  - **36 tiles of 4 different kinds :**

9 Deck tiles



9 Gun port tiles



9 Porthole tiles



9 Quarter tiles



- **24 Boat tiles :**
  4 1-storey tiles 6 2-storey tiles
  7 3-storey tiles 7 4-storey tiles



- **24 crew-pieces** of 4 different colours



- **40 Doubloons**





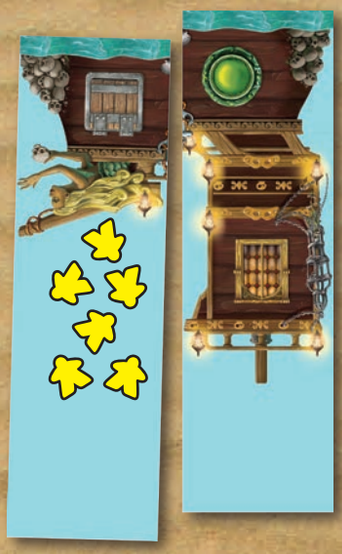
- **32 score tokens, depicting bombs including 12 tokens worth +5 and 20 tokens worth +2/-2**

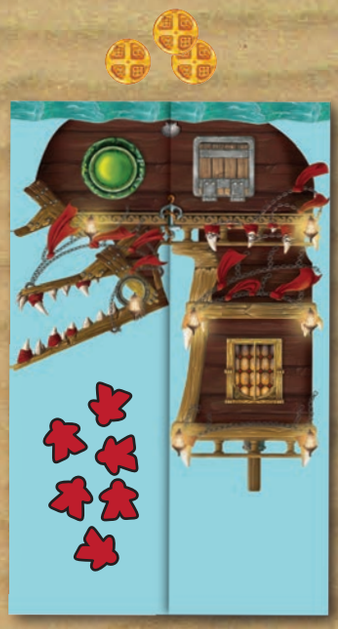


- **1 15 seconds sand timer**
- **2 player aids**
- **1 rule book**



- **4 Bow and 4 Stern tiles**







Set up

1. Each player chooses a pirate and 6 crew-pieces of one colour, which he places in front of him, in his stock.
2. Each pirate connects the bow and stern tiles corresponding to his crew in front of him.
3. Each pirate gets 3 doubloons. Each player chooses whether his personal doubloons stock is left visible or hidden.
4. The remaining Doubloons are placed next to the chest.
5. Shuffle the Boat tiles and place them in a face down stack next to the chest.
6. Shuffle the Equipment tiles and place them face down next to the chest in 8 6-tile stacks (you will use one stack per round).
7. The chest is placed in the middle of the players.

Put the bombs aside, you will use them for the final count.

The player who has most recently been on a boat will be the first player, he is named captain for the first round. Turn clockwise for the next captain.





Game sequence

One game comprises 8 rounds represented by the 8 Equipment tiles stacks.

Each round is divided into 6 phases:

1. Treasure supply
2. Treasure plundering
3. Unemployed sailor pay
4. Loot distribution
5. Auction
6. Tiles connection and placement

Phase 1 : Treasure supply
- by the captain

1. Place the bottom of chest board in the middle of the players.



2. Place 6 Equipment tiles (1 stack) and 3 Boat tiles face down on the corresponding spaces. Close the chest with the "chest lid" board.



3. Close the chest with the "chest lid" board.



4. Turn over the chest. The tiles are now face up but hidden by the chest lid.

You're ready to plunder the treasure !

Phase 2 : Treasure plundering

1. The captain turns over the sand timer and lifts the treasure lid, disposing of it as quickly as possible. *By putting it on your lap for example. Oh yes, opening a chest can be a difficult task!*

2. As soon as the treasure is opened, all players can **simultaneously** place their crew-pieces on the desired *Equipment* and/or *Boat* tiles appearing in the treasure.

3. Once the sand timer runs out, any player can shout "stop", immediately putting an end to the plundering phase. At this point, players must stop adding crew-pieces. As long as no one shouts "stop", the plundering carries on. The sand timer therefore indicates a minimum, and not a maximum, duration of the plundering phase.

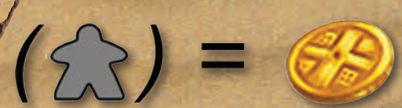


Good conduct rules enacted by the P.I.C. *(Piracy International Code)*

- Once a crew-piece is placed, it can't be moved any more. Therefore, it is forbidden to :
  - take it back into one's stock
  - move it to another tile
  - put it back on a tile when it fell off.
- Pirates can only use one hand to place his crew-pieces (most of you only have one hand anyway, the other being a hook).
- The crew-pieces can be stacked on top of one another.
- Taking several crew-pieces in one's hand and distributing them on various tiles – is prohibited *(you might incur the wrath of the other pirates for blocking their view inside the chest for too long).*
- It is forbidden to leave one's hands above the chest. It would prevent the other pirates from seeing the treasure. *You have a shred of honour, blistering barnacles !*
- If a tile contains one or more opponent's crew-pieces, a player may try to (re)gain majority (or to force a tie) on this tile by placing his own crew-pieces on it. The players can outbid their opponents several times.
- Any clumsy or malevolent pirate, who would knock an opponent's crew-piece off a tile is automatically excluded from the current round and immediately stops placing crew-pieces during the plundering. He will benefit neither from the unemployed sailor pay, nor from the loot distribution. *No one ever said that a pirate's kindness was infinite !*
  - His opponent's knocked out crew-pieces are replaced on their tiles.
  - All the clumsy pirate's crew-pieces previously played are not taken into account during the "Loot distribution" phase (see Phase 4).

  The clumsy pirate is aware that he has narrowly avoided banishment, and therefore he neither protests, nor grumbles, but rather thanks the other pirates for their mercy.
  - A clumsy pirate who knocks out his own crew-pieces can continue to play. His fallen crew-pieces remain where they fell, but are not taken into account during the Loot distribution.

Phase 3 : Unemployed sailor pay



Each pirate receives one doubloon per crew-piece not played in the plundering phase.

Note 1 : Pieces in a player's hand when the plundering phase ended are considered to be in his stock.

Note 2 : When there are not enough doubloons for everyone to collect unemployement, each player must put back half of his fortune, rounded in his favour. Next the players can collect their unemployment.

Phase 4 : Loot distribution

1. Any crew-piece overlapping two tiles (on contact with the top of 2 tiles), or in contact with the chest, is invalid and is not taken into account during the loot distribution count (nor during the unemployed sailor pay).

2. Ties cancel each other out. When different players placed the same number of *crew-pieces* on a tile, they cancel each other out… optionally, another player who placed less crew-pieces on the tile may become the winner.

3. Each player takes the tile(s) on which he is present and has a **strict** majority.

4. The tiles that were not plundered are left in the bottom of the chest for the auction phase (see phase 5)

EXEMPLE : RED wins 2 Equipment tiles, 1 Flag and 1 Barrel.

GREEN wins the 1-storey Boat tile, the Cannon tile, and the helm Equipment tile (because of the tie between Red and Blue).
BLUE wins the 3-storey Boat tile and the quarter Equipment tile.
YELLOW wins the pirate-porthole Equipment tile.

YELLOW wins 1 doubloon for the crew-piece that did not engage in the plundering.



Example: RED wins the tile thanks to the draw between YELLOW and GREEN.



Phase 5 : Auction

- Add all tiles that were thrown overboard in previous rounds to the bottom of the chest (see below).
- It is possible that no tiles were **thrown overboard** during the previous round and no tiles were left in the treasure chest at the end of the *loot distribution*. In this case, the players skip this phase.
- There is only one auction turn, during which the players will try to get one tile remaining in the chest.
- A "Chinese auction" will then take place. Each player hides a number of doubloons in his hand. All the players stretch their arms with their hands closed above the chest and reveal their contents simultaneously.
- A player with no doubloons in his hand cannot win tiles. *He was probably bluffing !*
- Ties cancel each other out. In other words, the players who bet the same number of doubloons as one or several opponents will not play in the auction. In this case, each tied player takes his wagered doubloons back.
- The player who bet the most doubloons is the first to take a tile of his choice. He then pays all the doubloons wagered.
- Next, the player who bet the 2nd highest amount of doubloons chooses a tile among the remaining tile(s), pays the doubloons he bet, and so on.
- When a player has won an auction, he must take a tile provided that at least one tile remains and pay for it - even if the tile he wanted is no longer there.
- If no tiles are left, the player just takes back his doubloons.

Tile overboard!

Any tiles remaining in the bottom of the chest are thrown overboard.

The Boat tiles immediately sink and are permanently removed from the game.

The Equipment tiles are now floating on the edge of the chest and will be added to the new tiles at the beginning of the following auction phase.



Phase 6 : Tiles connection and placement

Placing an Equipment tile is submitted to the following rules :

- One *Sail or Deck* tile on a mast.
- One *Deck* tile on a deck space
- One *Porthole* tile on a porthole space.
- One *Gun port* tile on a gun port space.
- One *Quarter* tile on a quarter space.



Up to 3 *Sail* tiles can be placed on top of each other on a 1-storey *Boat* tile. Up to 2 *Sail* tiles can be placed on top of each other on a 2-storey Boat tile. Only 1 *Sail* tile can be placed on a 3-storey *Boat* tile.

It is forbidden :

- to place a *Sail* tile on a 4-storey *Boat* tile. *There is no mast anyway.*
- to place a *Deck* tile on a deck space if a *Sail* tile has already been put on the mast.
- to place a *Sail* tile on a mast if a *Deck* tile is already present on the deck space.

A player can switch an Equipment tiles anytime (especially to optimise a space by making it available for a Sail or Deck Equipment).



An *Equipment* tile that can't be placed on the boat (because no corresponding space is free) is thrown overboard. It will float there until the following auction.

Boat tiles connection : players must link their Boat tiles as wisely as possible, that is, they try to properly connect the symbols on each storey: anchor on the 1st storey / compass rose on the 2nd storey / coat of arms on the 3rd storey / buoy on the 4th storey).



Once a player has acquired a Boat tile, he must connect it to his boat, even when no proper connection is possible. *But don't panic yet, you may be able to move them later and hopefully find a better connection.*

Any connection or placement modification is always allowed anytime until the end of the game.



End of the game

The game ends after the 8th round (at the end of the last auction). After everyone has taken enough time to optimize their boat (last changes in the connection and/or placement of tiles), the players count their points with the bomb tokens. The pirate with the most points after the final count wins the game and becomes part of great pirate legend.

Scoring

1. The majority

For the following titles, the player with the majority wins 5 points and takes the corresponding bomb token. The second wins 2 points, the rest of the players don't score. In case of a tie between several players, they all receive their warranted points.

- **The fastest boat** (with most *Sail* tiles) wins 5 points, the second gets 2 points.
- **The richest pirate** (with most doubloons) gets 5 points, the second gets 2 points.
- **The biggest boat** (with most barrels in the water) gets 5 points, the second gets 2 points.



2. The connections

Each correct storey connection is worth 2 points.
Each incorrect storey connection is worth -2points.

To easily verify that a connection is okay, you can use the shells on the *Boat* tiles, located just above the water, to see if the colours correspond or not.



3. The empty spaces

For each one of the 5 following elements, count the number of empty spaces. The player(s) with the most empty spaces get -2 points.
The aim is not to build a ghost ship !

- Deck spaces.
A Sail on a mast counts as an equipped deck.



- Gun port spaces.



- Porthole spaces.



- Quarter spaces.



- Largest total of empty spaces added together.



4. Sets of tiles

- The players win 5 points for each set of 3 matching *Equipment* tiles.



- The players win 4 points for each set of 3 different *Equipment* tiles placed on a same kind of space.



- The players win 2 points for each pair of identical *Equipment* tiles.



Note 1 : The *Sail* tiles do not count as sets, they are only taken into account for the fastest boat.
Note 2 : Each tile can be used in only one set.

Many thanks

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