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3 - 6 players

~ READ FIRST ~

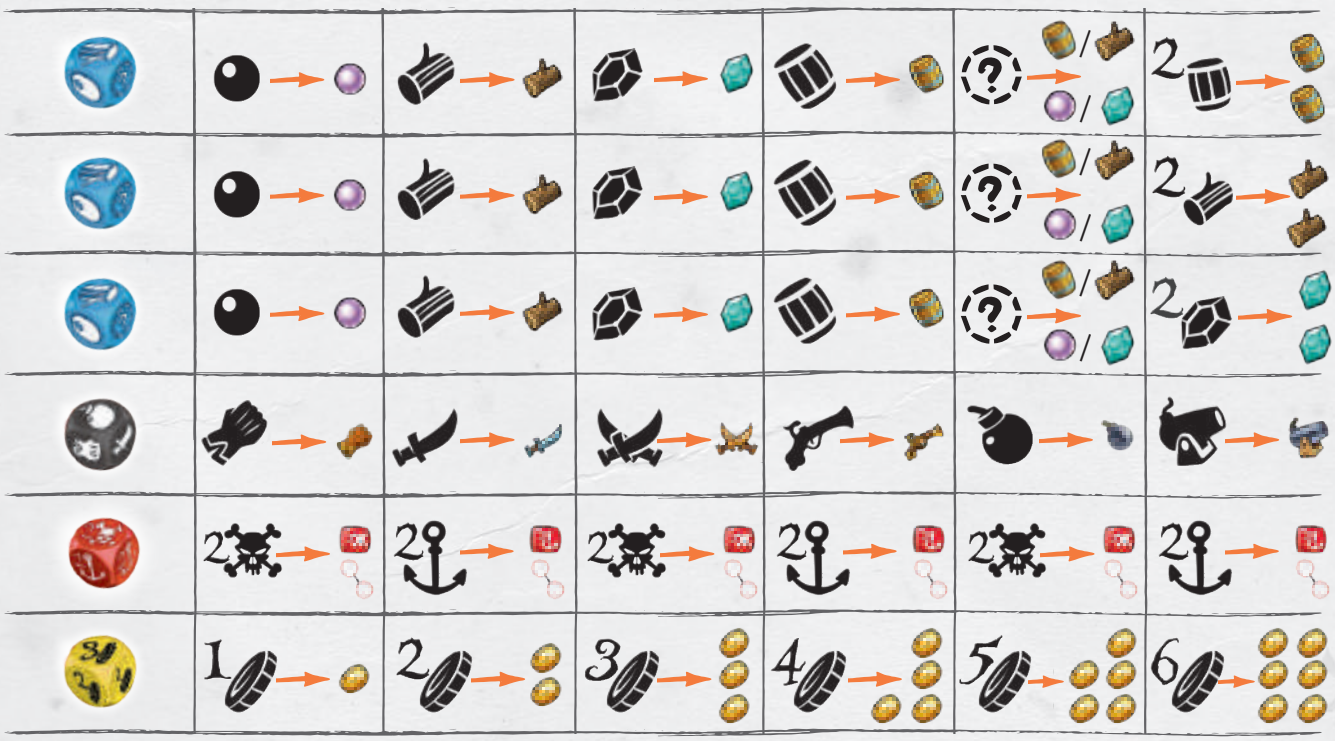
B GAMES

## OBJECT OF THE GAME

You play pirate captains on a quest for Reputation!
During the game, build up a strong reputation before facing off in an ultimate naval Battle. You will do so by accumulating resources and gold, you will adorn yourself with attributes worthy of a legend of the seven seas, you will acquire a strong ship to attack and weaken your rivals before the Naval Battle.
At the end of the game, the most renowned pirate will be declared winner!

## GAME CONTENTS

- 6 dice
- 2 pads of 50 game sheets
- 1 pack of cards to be opened only when you feel the call for adventure
- 2 sealed envelopes with a mysterious content to be opened when the cards in the pack ask you to
- A bag to put the dice away
- A rulebook with the rules for 2-player and solo games
- This rulebook



### JOKER



The equivalent of a single Resource of your choice

# SETUP

Give 1 game sheet and 1 **pen** (not included) to each player, then place 6 dice at the center of the table within reach of everyone.

**Who starts?** The player who last got on a boat is the active player for the first turn.

Each of you begins the game with at least 3 Gold Pieces ( ) and 3 Pirates (1 has Strength , 1 has Strength and 1 has Strength ). as already circled on your sheet.

In 4-5-or-6-player games, complete with the following: the 4th player circles an additional 1 upon setup, the 5th player circles 2 additional and the 6th player circles 3 additional .




**At the end of each turn**, the active player changes (clockwise).

# END OF THE GAME

The game continues turn after turn until one of the players reaches one of the end of game conditions:

- 1 player has participated in 5 boarding battles.
- A player obtains a second command bonus.
- 1 player circles the last GP on their sheet.


Attributes
Command for 4 acquired Attributes
(→ page 8)
Chest containing
the Resources
The Gold Pieces (GP)
Strength of the
Pirates for each line
Pirate crew
(→ pages 8 and 10)
Total of the circled
but not filled in
Strengths for the
endgame Naval
Battle (→ page 13)
Bonus that can be obtained on the Attribute track (→ page 9)
15 / 7 / 5 / 0


Attribute track (→ page 9)
Boats
Boat track (→ page 9)
ne of your Captain
Name of your future ship
12 / 7 / 3 / 0
6 / 3 / 0
6 / 3 / 0
+1
+1
-5
0
7
Bonus for boarding battles (→ page 10)
Command bonus for 4 acquired boats (→ page 8)
Elements to circle if the bonuses have been reached on the Boat track
Place to write the Strengths of the attacker (→ page 10)
Grapple hook to circle when you are attacked (→ page 11)
Place to write the Strengths of the defender (→ page 10)
Circle if you are the attacker
Circle if you are the defender
Boarding chart
Place to write the name of the opponent

# GAME TURN

A game turn is composed of the following 3 phases, in that order.

1) Loot phase *(→ page 7)*
2) Command phase *(→ page 7)*
3) Boarding phase *(→ page 10)*

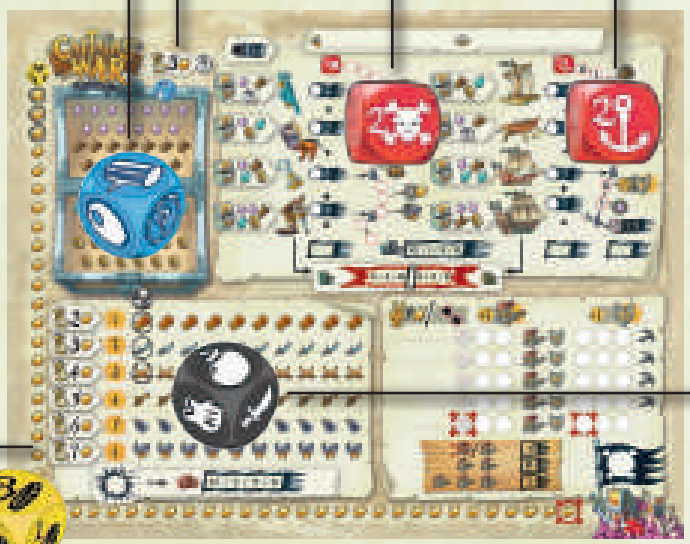
## WHAT ARE THE DICE FOR?



In this chest, Resources are listed in decreasing order of need for acquisitions.
Thus, pearls are highest in demand in order to carry out acquisitions and barrels lowest.



With 3 you can buy any Resource. Once you've picked your 2 dice, you can fill in 3 to purchase 1 Resource, at any time and as many times as you want. Circling the Resource of your choice.



**Track:** Depending on the result, the red die enables you to fill in up to 2 red circles on one of the tracks represented on the right of the game sheet. You must go through each step one by one form top to bottom. You may not skip any of the red circles on either of the tracks.

**Pirates:** With the black die you can recruit Pirates for free by circling them on your game sheet. Any Pirate participating in a boarding battle in phase 3, whether as attacker or defender, will have its circle filled in.



**Gold & Resources:** Yellow and blue dice provide you with Resources (in your chest) or (around your sheet). The circled Gold, Resources and Pirates are available to carry out acquisitions or boarding battles against one opponent.
If you decide to use Gold and/or Resources to carry out an acquisition or to recruit pirates, fill in those same circles.

## 1) LOOT PHASE

The active player rolls the 6 dice, then sets one aside: no other player will be able to select that loot result.
Then, all the players choose **2 loot results** among the dice rolls: the active player chooses among any of the 6 dice, while **the other players are forbidden the die that the active player set aside**. Any of the 5 dice not set aside can be picked by more than one player.

Each of you then fills in the red circles (if you picked the result of the red die ) or circle the elements indicated on the dice that you picked (Gold for the yellow die , various Resources for the blue dice , Pirates for the black die ).

## 2) COMMAND PHASE

During this phase, every player can buy Resources, carry out 1 acquisition and use Gold to recruit Pirates.

### 2a) Progress through acquisition



Attributes and boats are ordered from top to bottom and must be acquired in that order. For example, you need to acquire a parrot before purchasing a captain's hat, or a raft before a real ship.

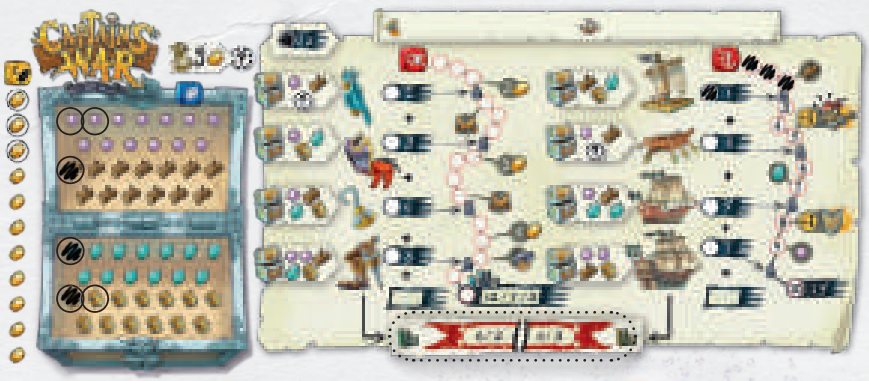
Each player may carry out **only 1 acquisition** among the following:

- Adorn yourself with Pirate Attributes.
- Change boats.

In order to do so, fill in the necessary Resources in your possession (in other words, previously circled), then fill in the flag for that acquisition.

**Reminder:** *at any time, you can pay 3 to acquire the Resource of your choice. It may enable you to carry out an acquisition.*
Each acquisition costs Resources and earns you Reputation points (RP).

**Example:** *in order to acquire a raft, you need to spend the following Resources: 1 , 1 , 1 . You fill in that boat's circle, after filling in these Resources on your sheet. You immediately gain 1 RP.*



### 2b) Recruiting Pirates

Recruitable Pirates are represented on the game sheets by a weapon and are tagged with a value from 1 to 6 called « Strength ». Their recruitment cost is indicated to their left

Every player who wishes to can **now** spend their  to recruit Pirates .

For each Pirate you wish to recruit, fill in the required  you own and circle the icon of the appropriate Pirate, starting with the leftmost available one on its line.




## Command Bonus

The first player to fill in 4 acquisitions of the same kind (either Attributes or Boat) immediately scores a 6 RP bonus, writes them down on their game sheet, then scratches out the second lower bonus. The other players scratch out the higher bonus. They can however win the lower bonus if they obtain the same 4 acquisitions before the end of the game. While the 6 RP bonus can only be won by one player, the second bonus can be won by all the other players.



All players must **wait until all have finished resolving this phase before announcing** whether they complete the levels on one of the two command acquisitions. When several players obtain the same first command bonus (Attributes or Boat), they each win 6 RP.



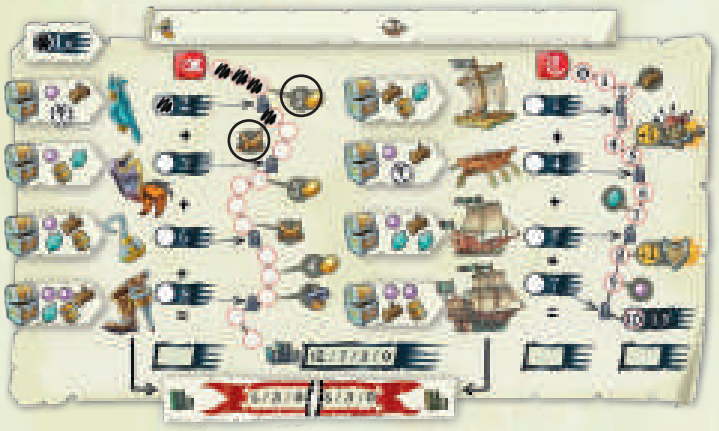
# SPECIFICITIES OF THE TRACKS

The red circle tracks hold two kind of marks: locks and gains.

- The **locks** indicate impassable positions. As long as the facing acquisition has not been filled in during phase 2), you cannot mark off any more circles down the track. For example, you cannot fill in the 4th red circle of the boat track if you haven't purchased a raft **first**.

- There are different kinds of **gains**. Resources , gold , Pirates or Boarding Bonus (see page 10). Once you fill in a red circle with a gain attached, circle that gain on the game sheet, as you would have for a loot die in phase 1.

**Example:** *Marie fills in the 3rd and 4th red circles on the Attributes track.*
*She gains 3 and 1 Strength Pirate, all of which she circles on her sheet. She then circles the 3 and the in their respective sections.*

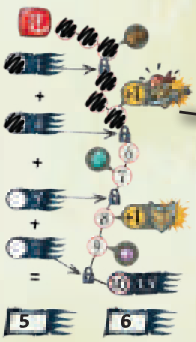


- **Attributes track:** at the end of the game, the player who filled in the most circles on this track wins 12 RP, the second 7 RP and the third 3 RP. The others win no RP. Tied players win the same number of RP. Please note: a player who filled in no circle wins no RP, even at 3rd place.

**Example:** *at the end of the game, 4 players have respectively filled in 8, 6, 6 and 1 circles on their Attributes tracks. The first (8) therefore wins 12 RP, the next two (6 and 6) both win 7 RP and the last one (1) 3 RP.*



- **Boat track:** at the end of the game, each player wins as many RP as the first circle that is **still visible** on this track.



**Example:** *David fills in 6 Boat circles: he wins 6 RP. Whatever happens, from now on he receives a + 1 bonus when attacking during boarding battles. He circles that bonus at the top of his boarding chart.*



## 3) BOARDING PHASE

When all the players have finished recruiting, **the active player**, and no other, **can attack** an opponent.

As the active player, when you attack an opponent, circle the attack symbol while the defender circles the symbol on the first available boarding line. Both write down the name of the other on the dotted line.

- Secretly choose from 1 to 3 Pirates **from the ones circled** on your sheet and secretly copy their Strengths inside the circles on the left side of the boarding chart (hide with your other hand).
- Simultaneously, the defending opponent does the same inside the circles on the right.
- Contrary to you who needs to attack with at least 1 Pirate, your opponent can choose to assign no defending Pirate during the boarding battle.

Once you both made your choices, simultaneously reveal them by removing your hands from the sheets. The player totaling the highest Strength wins, and chooses a reward:



- Steal these 5 in priority from the opponent who fills them in. If the defeated player does not have 5 , as many as possible are filled in and the winner still wins 5 . The loser gains nothing.

  **Example:** Mary attacks Sebastian. She wins and chooses the 5 reward. Sebastian has only 2. He fills in their circles. Marie still circles 5 .



- Fill 2 red circles on one chosen track (provided no lock blocks this progress). The loser gets nothing.

**In case of a tie,** the defender wins, unless one of the participants has become Arms Master during the adventure (see cards).
**Then both of you fill in the circled Pirates that you used.** They are no longer part of the crew**.**

## NO MERCY!



When you fill in the red circle on this gain's track, you gain a permanent + 1 in Strength. This bonus is added to the total Strength of the Pirates you commit to a boarding attack.

**This bonus allows you to attack with no Pirate**. In which case, your attack Strength is 1.



When the red circle on the track associated with this gain is filled, the player gains a permanent +1 defense bonus. This bonus is added to the total of the Strength of the Pirates engaged by the defender during a boarding.

## NO VICTORY FOR COWARDS?

Pirate captains are used to challenging each other. There is no respect to be had for opponents who never engaged in a single boarding action (even a ridiculous one like a man charging on foot a raft about to beach on the sand) in their lives. To represent this, the battle chart shows the Reputation adjustments based on the number of attacks (and not just battles in which one can be attacker or defender).




At the end of the game, a player who did not **attack** at all or only once loses 5 RP. A player who attacked twice loses no RP. A player who attacks at least 3 times wins 7 additional RP.

**A defender circles the** Grappling Hook next to **the boarding line on your sheet.** It indicates that, at the end of the boarding phase, the defender is protected against other attacks from other players until the attacker becomes the active player again, at which time the defender fills in the circle around the Grappling Hook. However, if a player that has a circled Grappling Hook chooses to attack another, the immunity is lost.
In other words, a defender has a full round of the table to recruit Pirates before receiving another boarding attack, as long as no hostile action is undertaken. It is to ensure this precise rule that the Grappling Hook next to the just-concluded boarding line is circled. Writing down the name of your opponent on the boarding line enables you to keep track of this crucial rule..



**Example**: *after defending against two attacks, Alexander launches his first attack. He writes the name of his opponent on the third line of the boarding chart. His Pirate crew is composed of: 2 ( 5 ) and 1 ( 3 ). Their total Strength is 13 or less. He decides to attack Mary whose crew Strength is no more than 6 with 1 ( 5 ) and 1 ( 1 ).Alexander believes she will use neither her , nor her because she is sure to lose them against his Pirates. He guesses she will commit Strength 0 and chooses to attack with a single Pirate: 1 ( 3 ). In the meantime, Mary writes down the Strength of her own Pirates. Both announce they've made their decisions.*
*Mary actually decided to defend with 1 !*
*Alexander has lost this boarding battle.*




*Alexander's sheet*




*Mary's sheet*

## 4) End of the turn

After the Boarding phase, if that battle was the 5th boarding battle for either the active player or the defender, a final great Naval Battle takes place in which all players and all remaining Pirates participate (see the "Naval Battle" section). That Naval Battle concludes the game.
Otherwise, the next player in turn (clockwise) becomes the new active player and resolves a full turn as the previous one did.

*Everyone should carefully select which Pirates to commit in the 5 allowed boarding battles. It might actually be more interesting to save some for the Naval Battle.*

# BEFORE THE END OF THE GAME

The game ends when one of the following conditions is met:

- A player has participated in 5 battles;
- A player gains a second Command bonus;
- A player circles the last  on their sheet.

## NAVAL BATTLE

**As soon as one of these conditions is met**, the players finish the active player's turn with a Naval Battle involving all the players. **There can be no recruitment**. It pits all the recruited but as yet unused Pirates (circled but not filled in) against each other.
Players total their Strengths and write that sum in the explosion circle at the bottom of the Strength column.

Players total their Strengths and write that sum in the explosion circle at the bottom of the Strength column.




## WAR BONUS

The player with the highest total wins a 15 RP bonus, the next one 7 RP and the third 5 RP. If there is a tie between two captains, break the tie by comparing the Strength of their strongest Pirates, Strength value after Strength value. If their crews are exactly identical, both players receive the same number of RP.



**Example:** *at the end of the game, Mary's total Strength is 24, Sebastian's is 20 and Manuel's is also 20. Mary takes first place (15 RP) while Manuel and Sebastian compare their strongest Pirates. Sebastian has as many*  *(*  *) as Manuel but one more 1*  *(*  *) So he comes out 2nd in the Naval Battle (7 RP) and Manuel 3rd (5 RP)*



*In order to remember that Attribute tracks allow ties and not war, notice that the podium steps for the Naval Battle are reddish, referring to a strict ranking (save for an exactly identical crew)*

## WHO IS THE MOST RENOWNED CAPTAIN?

Once the Naval Battle has been resolved, all the players total their Reputation points. Whoever has the most wins the game. In case of a tie, the ranking in the Naval Battle (remaining Pirates) breaks the tie. If players are still tied, they win the game together.

All and **Resources** are lost during the Naval Battle. Whatever their quantity, they provide no RP. For each total flag, players write the total of their RP:

- Players total the RP of the various acquired Attributes;
- Attribute track: the player who has filled in the most circles wins 12 RP, the next one 7 RP, and the following 3 RP (the other players win no points);
- Players total the RP of the various acquired Boats;
- Boat track: the first circle that is not filled in indicates how many RP are won. If all circles are filled in, the player wins 15 RP.

**Attacks initiated:** players win or lose RP based on the number of attacks (not just battles) they initiated during the game ( for none or one, for 2 attacks, for 3 or more attacks). They can fill in flags that do not represent their situation.

**War Bonus:** Players win a number of RP that depends on their ranking in the Naval Battle (see chart on page 13).

**Final Score:** players total all the RP in the various flags, Command Bonuses included (6 or 3 RP if all have been obtained, 0 otherwise), and write the result on their treasure chest. In case of a tie, total Strength during the Naval Battle breaks the tie. If the tie remains, victory is shared: a pirate alliance is born!



# Example of a game turn

*Alexander becomes the active player. He has already attacked earlier in the game. He rolls all the dice and gets the following results. He chooses to set aside the black die .*



**1) Loot phase**

*Alexander must choose 2 results. He thinks about how he can push forward and hinder his opponents at the same time. So he checks their progress on the Attribute track. He is ahead by 3 filled-in red circles. He then hesitates between , and . No other player has access to the black die , so Alexander chooses the red die and fills in two steps on the Attribute track. His second choice is , because these will enable him to purchase 1 for 3 .*

**2) Command phase**

*Using the Resources he already has, Alexander acquires the last boat. He also recruits 1 ( ). with his remaining 2 .*
*Meanwhile, his opponents make their decisions.*
*Finally, Alexander makes sure all the players have nothing more to play during this phase.*
*By acquiring the last boat, Alexander now has all 4. He informs his opponents of the fact. He scores a 6 RP Command bonus, which he circles on his game sheet while his opponents cross theirs out.*

**3) Boarding phase**

*Alexander takes a look at his opponents' sheets. He decides to go after Mary whose Pirate Strength total is 11 with 2 ( ) and 1 ( ). On the other hand, Alexander has a maximum total Strength of 12 with 1 ( ), 1 ( ) and 1 ( ).*

*Both ponder their strategies and secretly select the Pirates they commit to the boarding battle.*
*Alexander decides to rely on no more than 1 Strength Pirate in order to save troops. He believes Mary will not sacrifice several Pirates with the naval battle so close.*

*They both reveal their decisions.*
- *Alexander commits / 0 / 0.*
- *Mary defends with / / 0.*

*Alexander's boarding attack fails. He fills in the committed Pirate after circling and writing "Mary" on his game sheet. Mary writes the Strength of the Pirates she committed, the name of her opponent and circles . Having won the fight, she collects the reward of her choice (5 , of which some or all are stolen from Alexander, or fill in 2 red circles on the track of her choice), then circles to indicate that she cannot be challenged until Alexander becomes the active player once more or she attacks on her turn.*

# GAME TURN

A game turn is composed of the following 3 phases, in the following order.

**1) Loot phase:** The active player rolls the 6 loot dice, then sets one aside: no other player will be able to select that loot result. Then, all the players choose 2 loot results among the dice rolls. (page 6)

**2) Command phase:** During this phase, every player can buy Resources, carry out 1 acquisition and recruit Pirates with Gold. (page 6)

**3) Boarding phase:** When all the players are done recruiting, **the active player**, and no other, **can attack** an opponent. (page 10)



- The winner steals up to 5 from the loser. In any case, the winner wins 5 (See page 10).
- The winner fills in 2 red circles on the track of their choice, provided no lock prevents this progress (see page 9-10).

# END OF THE GAME

The game continues turn after turn until one of the players reaches one of the end of game conditions:

- 1 player has participated in 5 boarding battles.
- A player obtains a second command bonus.
- 1 player circles the last GP on their sheet.

# NO MERCY!

When you fill in the red circle on this gain's track, you gain a permanent + 1 in Strength. This bonus is added to the total Strength of the Pirates you commit to a boarding attack.

**This bonus allows you to attack with no Pirate**. In which case, your attack Strength is 1.

When the red circle on the track associated with this gain is filled, the player gains a permanent +1 defense bonus. This bonus is added to the total of the Strength of the Pirates engaged by the defender during a boarding.

The author would like to thank the Bragelonne team for their trust and commitment. Olivier for the quality of his work. Marie and her family for their support. Benoit and Théo for all their advice, and of course the MALT (Yoann, Jérémy, Alexis...) and all the friends who spent hours on this game.

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Game components may differ slightly from those shown

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