

A Tale of Pirates

INTRODUCTIVE GUIDE

You can find a detailed description of the game components and of the rules in the Rulebook. If you can't wait to play, you can start following this Introductive Guide and read the Rulebook after your first game experience!

A Tale of Pirates is an amazing cooperative adventure divided in **10 chapters** to be played one after the other.

Each game a team of players will play a chapter of the story, **divided into rounds** to be played in **real time**.

Every chapter consists in a mission to be accomplished. **Sealed envelopes** provide new components for each chapter.

WARNING! DO NOT OPEN THEM UNTIL YOU ARE READY TO PLAY THAT CHAPTER!

A **companion App** will guide you through the **WHOLE** game, giving you important information about the game setup and about the components you will find in the envelopes. It will also be the timer for each round.

We suggest that you play a complete adventure with the same group of friends, because new chapters will provide even more complex challenges. However, you can play a completed chapter again whenever you want, to play it with different people or to improve your score. A companion App will guide you through the story and register your successes (and failures)!

FIRST OF ALL, LET'S BUILD THE SHIP!

(PUNCH OUT ALL THE COMPONENTS FROM THE PUNCHBOARDS)

- 1** Take the hull and fold the outer parts at a 90° angle.



- 2** Take the deck and insert it into the hull. Each folded part has a corresponding slot in the deck.



- 3** Insert the bow and the stern latch. They fix the structure of the ship.



- 4** Take the lookout, fold the outer parts at a 90° angle, then insert the upper part.



- 5** Take the mast and insert it from the bottom in the central slot of the ship; the longest part must point towards the stern.



- 6** Take the sail and insert it into the slanting slot of the mast. Then take the lookout and insert it into the top of the mast until it is fixed.



Once the ship is built, you can place it back in the box when you put the game away, leaving the bigger part as it is. You only have to remove the lookout, the sail and then the mast.

Prepare the Base Components

place it in the middle of the board (*the bottom of the mast slots in*). Take the **Die**, the **Cannonballs**, the **Corks**, the **Life Points** and all the **Damage Tokens**; place them on the table. In a 4-player game, each player takes a **Sandtimer** and places it in front of them. In a 3-player game, place the unused Sandtimer back in the box. In a 2-player game, each player takes 2 Sandtimers and places them in front of them.



Overview

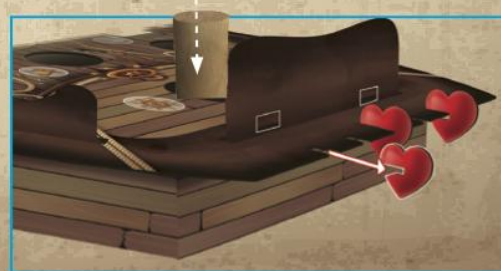
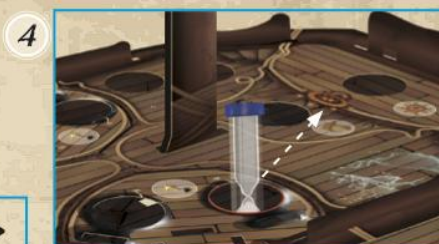
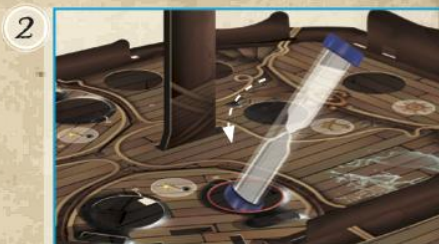
A Tale of Pirates is a **cooperative game in real time**. There are no turns: all players play at the same time! The App will guide you in the setup of every game and it will be the timer for the rounds. Players will perform a **series of actions** on the ship to accomplish a specific goal. The actions are: Sail to change your speed, Helm to move the ship, Lookout to reveal a card, Cannonballs to load your weapons, Cannons to shoot at enemies and Repairs to fix damage (*you can see the explanation of the possible actions in the App or in the Rulebook*). Each action will take some time to be carried out (*a sandtimer of 30 seconds*): coordination, planning and reactivity will be the keys to success. In each round of a game you will have to turn over the **Cards around the board** which are face down (*you can see the explanation of the cards in the App*). **When the ship points towards a sector at the end of a movement, turn over all the cards in that sector.** The gameplay is very easy: during each round, **players place their Sandtimers in an empty action space** (*a hole in the ship*) **to be able to perform the corresponding action** (*each hole is an action, some actions have several holes*).

The golden rules for using a Sandtimer are the following:

- 1 Each player can **only** touch and **use their own Sandtimer**.
(In a 2-player game, each player uses 2 Sandtimers at the same time.)
- 2 To select an action, **put your Sandtimer in a free action space** and turn it upside down (*the sand must be in the upper part, so it will start to fall*).
- 3 Once you have placed your Sandtimer, you can't touch it until the sand has finished falling.
- 4 Once all the sand has fallen, you can **perform your chosen action** (*you may have to wait for some time to perform the next action, if you need another player perform their action first*).
You may decide not to perform your action.
- 5 Each player can only perform the action selected by their own Sandtimer.
- 6 Then, you can remove your Sandtimer to select the next action.

You can never perform the same action twice in a row. This rule also applies to those actions that have two action spaces. So you can't remove your Sandtimer and place it back in the same action space or in the other action space of the same action. (*Left and Right-hand Cannons are considered to be 2 different actions, so you can shoot on one side and then shoot on the other side.*) In a 2-player game, a player can perform the same action twice in a row but only using a different Sandtimer.

At the end of the round all enemies left on board will shoot you. When you receive damage, place a Cork in an action space of the sector where you have been hit (*the ship is divided into sectors, like the board*). If you cannot do so (*because there are no Corks left in the supply or because that space is already damaged*), you lose a Life Point.



Download and Launch the App

In the following pages we will describe the App step by step, following the screens you will find in the first chapter. (You will find the same screens in all subsequent chapters.)

Scan the QR code on the box to download the App for A Tale of Pirates. You only need one device to play! Put the device on the table and launch the App.



Tap the OPTIONS button to open the main options menu.

ATTENTION!
The Erase your progress button will cancel ALL your scores and progress.



TAP THE PLAY! BUTTON TO START!

Choose the Chapter

In this **Map** screen you have a visual track of your adventure. You can **select the chapter** you want to play by tapping on an **island**.



At the beginning of the game, you can only select the first island. If you successfully complete a chapter, the next island will become selectable.

You can never select an unshaded island, but you can always select a shaded island or an island you have already played (you may decide to play a completed chapter again, if you want to play it with other friends, or if you want to set a higher score).

In the upper left-hand corner you can see your **total score**. For every chapter the App will register your highest score.

TAP THE ISLAND TO SELECT IT!

Game Settings

This is the first screen of the chapter. You can see the title of the chapter and the **number of rounds** you have to play to complete it.



You must select the **number of players** and the **level of difficulty** by tapping the corresponding buttons (more difficult levels give higher scores).

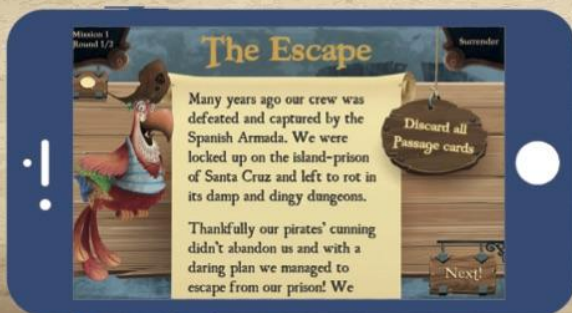
We suggest that you start the game with a Normal level of difficulty. Easy is for more relaxed players, Hell is for more daring groups.

If you have already played this chapter, you can also see your **high score** for each level. Higher levels of difficulty allow you to increase your total score.

TAP THE START MISSION! BUTTON TO GO ON.

The Story

This screen shows the **story** of the current chapter.
Your faithful parrot Beak, will be the story-teller of this adventure.



*"We are finally back on our beloved Ellen!
This fabulous ship can survive any storm and battle!
Let's take our places on board and show everybody
how to manage a vessel!"*

In the plaque on the right you can see the **goal** of the chapter mission.

TAP THE NEXT! BUTTON TO GO ON.

The Equipment

In this screen you can see the **list of the components** you will need for the current chapter. You can now **open the envelope Chapter 1**, you will find all the cards listed inside. Take **all** the components (*if the App shows a card, take all the cards of that type*), divide them into decks according to their title and place them face upon the table as a supply.



If you tap a single component, you will open its **description** and rule pop-up.



ATTENTION!

Read every pop-up carefully to find out how every card works!
The components rules are explained only in the App!

TAP THE NEXT! BUTTON TO GO ON.

The Ship

This screen tells you everything you need to know about the **setup of the ship** for this chapter.



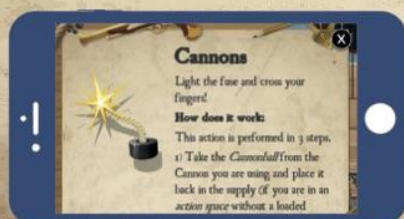
- Place the Sails at the indicated level: this is your starting speed.

- Insert the indicated **Life Points** in the stern: this is your total amount of Life Points for this chapter, you won't get any more...

ATTENTION!

If during the round you lose all your Life Points, you sink and must play the chapter again.

- Place the **Corks** in the indicated action spaces (*if there are two holes in an area, you can decide which space to use*). An action space with a Cork in cannot be used.



If you tap the symbol of an action, you will open a pop-up with a description of the rules of that action! Read them carefully! You can find a detailed description of the actions in the Rulebook.

TAP THE NEXT! BUTTON TO GO ON.

The Cards

This screen is divided into **3 steps**. Each step gives you important information regarding the **setup of the cards for this round**.



1/3 Here you see which card you have to place **face up in front of your ship** (in this case, a *Brigantine*). Take this card from the supply and place it outside the board in the same sector of your bow. It doesn't matter where the ship is pointing.

TAP THE > BUTTON TO GO ON.



2/3 Here you see which cards will form the **round deck**. Take the exact number of cards shown from the supply and shuffle them face down.

Here you can also tap a card to open its description pop-up.

TAP THE > BUTTON TO GO ON.



3/3 Here you see how to **deal the cards around the board**. Starting with the space next to the face up card, proceed clockwise and place the cards face down until you have placed all the cards.

ATTENTION!

Do not place any face down cards in the sector the ship is pointing at. Only the face up card must be there!

Each sector may contain up to 3 cards.

(In the example, there will be two cards in 2 of the sectors.)

TAP THE NEXT! BUTTON TO GO ON.



Here you can see the setup for the first round at Normal level.

The Goal

Here you have a reminder of the mission **goal** for this chapter.



Now the Next! button becomes a Start! button. If you tap it, **the round will start**.

Before playing, you can always go back to previous screens if you want to check something, by tapping the icon buttons on the left.

BEFORE PLAYING READ THE FOLLOWING PARAGRAPHS TO SEE WHAT WILL HAPPEN DURING THE TIMER-PHASE AND AT THE END OF THE ROUND. FOREWARNED IS FOREARMED!

Playing your first Round

Choose your action! While you are waiting until your Sandtimer is empty, use that time to talk with your crew and decide together what to do next!

ATTENTION!

When the ship points towards a sector at the end of a movement, turn over all the cards in that sector.

A sound effect and a music change will inform you that the final minute is starting. When the time is up, you absolutely **MUST** take your hands off the Sandtimers.

If you lose all your Life Points during a round, you must tap the We're sinking! button to stop the timer in advance.



There is always a confirmation tab when you are about to fail a mission.

Round End Phase

When the timer stops, put your hands up! This screen shows what you have to do as a **Round End Phase**.



ATTENTION!

Follow the indications step by step. Numbered indications are general and you will find them at the end of each round. Underlined indications are specific for each round.

1 - All Pirates perform their actions. You can choose in which order.

All players who placed their Sandtimers before the timer ended can perform the selected action, as if the sand had already completely fallen. Choose the order of the actions together. Then, remove all Sandtimers from the ship.

2 - Turn all the Cards on the board face up. Discard all Rocks and Fog Cards.

If there are any Cards face down around the board, turn them face up. Discard any indicated Cards.

3- Enemy Cards shoot at you.

If there are any enemy Cards around the board (in this example, a Corvette with 1 Damage Token), each Card shoots at you.

For each one, roll the Die and apply the result:



Place **1 Cork** in the action space (or in one of the 2 action spaces) in the sector where the enemy Card is.



Place **2 Corks** in 2 action spaces of the same sector where the enemy Card is.



If you cannot place a Cork, because there are no Corks left in the supply, or because that area is already completely damaged, lose 1 Life Point. (In this example, you cannot place a second Cork because the only action space in the Helm area is already damaged.)



Nothing happens.

Then, leave those Cards face up where they are.

If there are any Damage Tokens on those Cards, leave them where they are.

(In the example above, leave the Corvette in the sector where it is, and do not remove its Damage Token.)

If there are any Passage Cards left on the board, put them to one side. They will be added to the deck for the next round.

"It is important to discard both Passage Cards (or at least one of them) during the first round, otherwise you will have to face them again in the second and final round!"



IF YOU LOSE ALL YOUR LIFE POINTS AFTER THIS PHASE, TAP THE MISSION FAILED! BUTTON. OTHERWISE, TAP THE CONTINUE BUTTON.



Now you can put away this rubbish and grab your Sandtimers!
Let's start the timer and play the first round of this adventure...
Break a wooden leg!

Playing the Next Round

You can now prepare the **next round**, following the App instructions.

After the first round of a chapter, you won't find the screens Prepare the components (since you will have already prepared everything you need for the current chapter) and Prepare the ship.

ATTENTION!

From one round to the next, leave the ship in the condition it was in at the end the previous round. You will have the **same number of Life Points** and the **same speed**, you will have any **Corks and Cannonballs on board**, and the ship will be pointing in the **same direction**.

Final Round End Phase

After you have completed the Round End Phase of the **final round**, check if you have achieved the chapter goal.



ATTENTION

As for the previous round, follow the indications step by step.

IF YOU HAVEN'T ACHIEVED YOUR GOAL, TAP THE MISSION FAILED! BUTTON.

You must play the current chapter again.

IF YOU HAVE ACHIEVED YOUR GOAL, TAP THE CONTINUE BUTTON.

You can see your results.

Mission Results

You will only see this screen if you have survived all rounds and you have achieved the chapter goal. Now you have to tell the App your current conditions, by selecting the following parameters:



Life Points

Select the number of Life Points you have on your ship.

Ship damage

Select the number of Corks you have on your ship.

NOW, TAP THE COMPLETE MISSION! BUTTON.



"The App will show your results with a range of shining stars, from 1 to 3. Let's collect as many stars as we can!"



TAP THE BACK TO MAP BUTTON TO GO TO THE CHAPTER SELECTION.

And now... Enjoy your Adventure!



You are now back at the Map screen.

If you have successfully completed the previous chapter, you will see its island is now colored. A new island will be selectable. If you have failed, try again! You can also select an easier level of difficulty...

Now you can continue playing the next chapter! Have a look at the Rulebook to see a detailed explanation of every rule!

"We have a great story to tell, are you read to be part of it?"

