

EXTRAORDINARY ADVENTURES:

PIRATES!



OFFICIAL
RULES

BY GLENN DROVER & DON BEYER



In the latitude of Deseada, one of the islands, they took two sloops, which supplied them with provisions and other necessities; and a few days afterwards, took a brigantine belonging to Rhode Island, and then proceeded to Barbados, off of which island they fell in with a Bristol ship of 10 guns, in her voyage out, from whom they took an abundance of clothes, some money, twenty-five bales of goods, five barrels of powder, a cable, hawser, ten casks of oatmeal, six casks of beef, and several other goods, besides five of their men.

- *A General History of the Robberies & Murders of the Most Notorious Pirates*

by Captain Charles Johnson - 1724

GAME OVERVIEW

While playing *Extraordinary Adventures: Pirates*, you will become a pirate captain, sailing three ships through the Caribbean in search of rich merchants to plunder and friendly ports in which to trade their cargo for riches.

You will have one ship on each of the three game tracks representing pathways through the Caribbean Sea. On each turn, you will play three cards from your hand to move your ships. Your cards will have a basic movement number and often a secondary power. You may use one or the other to move your

ships along the track or to perform special actions.

Each of the three tracks winds through the Caribbean islands toward your ultimate goal: the Spanish Treasure Galleon at Trinidad. Along the way, there will be detours that lead to merchant ships that may be plundered and towns that may be visited to cash in the cargo for famous treasures. Plundering merchant ships and visiting towns will allow you to recruit more crewmen (*cards*) for your crew (*your deck*). The better your deck is, the faster that your ships will be able to move. So deciding when to take detours for plunder and recruiting, and when to sail on toward your ultimate goal, is an important decision that every pirate captain must make.

The first pirate captain to reach the Treasure Fleet at the end of any track, ends the game. Each pirate ship scores points based on what place they finished on each track, as well as for the treasures earned by selling plundered cargos.

The richest captain will go down in history as the Pirate King!

CONTENTS

Game Board



Pirate Ships (4 in each player color)



Cargo Crates

(12 Wooden Cubes of each color)



- 12 Red (*representing silks and satins*)
- 12 Yellow (*representing gold and silver*)
- 12 Brown (*representing cocoa and tobacco*)
- 12 Blue (*representing indigo and sugar*)
- 12 Green (*representing gems and jewels*)

Cargo Crate Bag



20 Treasure Tiles



Player Starting Decks (10 cards for each player color)



Six '1' value cards ('Lubber')



Three '2' value cards
(*'Able Bodied Sailor'*)



One '3' value card
(*'Sailing Master's Mate'*)

Port Deck (49 Cards: 32 Basic and 17 Advanced Cards)

There are two kinds of Advanced Port Cards:

- Play-to-Table 
- Discard out of Play 

Advanced Symbols



Merchant Deck (30 Cards)



Pirate Meeples (4 in each player color)

These are only in play if the 'Advanced Gamers' rule is being used. (see below)



SETUP

A Pirate Ships: Each player chooses a color, takes the four pirate ships of that color, and then places one of them on each of the three starting spaces: The towns of Gran Granada, Havana, and St. Augustine, and places the fourth one in front of them to indicate their color.

Start Player: Decide which player will be the start player by placing one Pirate ship in each player color in the bag and drawing one out.

Board: Place all wooden 'Cargo Crates' **B** in the bag. Randomly draw out cubes and place them on each Merchant Ship space on the board equal to the red cargo squares shown under the Merchant Ship.



3 Player Setup Example



2 PLAYER

$$1^{\text{ST}} = 7\text{VP}$$

3 PLAYER

 $1^{\text{ST}} = 12\text{VF}$ $2^{\text{ND}} = 5\text{VP}$

4 PLAYER

 $1^{\text{ST}} = 12\text{VF}$ $2^{\text{ND}} = 6\text{VP}$
$$3^{\text{RD}} = 3\text{VP}$$

5 PLAYER

 $1^{\text{ST}} = 16\text{VP}$ $2^{\text{ND}} = 10\text{VF}$
$$3^{\text{RD}} = 6\text{VP}$$
$$4^{\text{TH}} = 3VP$$


© Treasure Tiles: Shuffle all 20 treasure tiles face down. From the pile, select 3 X the number of players +1 tiles (*2 players = 7 tiles, 3 players = 10 tiles, 4 players = 13 tiles, and 5 players = 16 tiles*), placing them face up near the board. These tiles will be available to be purchased in towns during the game. Set the remaining unselected tiles out of play in the game box. These will be used later.

SETUP (Continued)

D Player Start Cards

Each player gets the ten Player Start Cards in their color and shuffles them before dealing themselves five cards to form their 'Hand'. They then place the remaining five cards to their left facedown to form their 'Draw Deck'.

Player Start Cards are denoted by a 'Ship's Wheel' symbol  in the upper left.

E Merchant Deck

Shuffle the 30 Merchant Cards and place the shuffled Merchant Deck face down on the space allocated for it on the board.

Cards in the Merchant Deck are denoted by a 'Gold Doubloon' symbol  in the upper left.



F Port Deck

Shuffle the 49 Port Cards. Cards in the Port Deck are denoted by a 'Port' symbol  in the upper left.

There are two types of Port Cards:

- **Basic Port Cards** that have no symbol in the lower right.
- **Advanced Port Cards** that have a symbol in the lower right.

There are two types of Advanced Port Cards:

- 'Discard out of Play' 
- 'Play to Table' 

Place the shuffled Port Deck face down on the space allocated for it on the board and then draw the top three cards and place them face up next to the deck so that all three are visible. These cards are the offering.

Beginner Gamers (Optional)

If you are playing with new or young captains, remove the 17 'Advanced Cards' (*those with the skull-and-crossbones or the cards symbols in the bottom right corner*) from the deck and place them out of play in the game box. Then shuffle the 32 Basic Port Cards.

Advanced Gamers (Optional)

If you are an experienced captain and would like a more strategic adventure, use the Pirate Meeples. Before the game begins, each player will take a turn placing one of their four Pirate Tiles in a port of their choice until all players have placed all four of them. Only one Pirate Tile may be placed in any given port.



During the game, if a player is able to move one of their ships into a port that contains one of their Pirate Tiles AND is able to immediately trade in cargo cubes for a treasure tile, then they will place that Pirate Tile on that treasure tile. At the end of the game, all treasure tiles that have a Pirate Tile on them will be worth DOUBLE the victory points shown on the tile.

If a player moves one of their ships into a port containing a Pirate Tile belonging to another player, they 'capture' that tile and place it in front of them. If they 'rescue' their own Pirate Tile, but cannot immediately purchase a Treasure Tile, then they place it in front of them with the captured tiles. At the end of the game, they will get 1 victory point for each captured and rescued Pirate Tile.

Start Bonuses: The following bonuses are awarded before play begins:

Player Position	Bonus Action
Start Player	None
2nd Player	Take 1 Cargo Crate (<i>cube</i>) drawn randomly from the bag.
3rd Player	Take 1 Cargo Crate (<i>cube</i>) of the player's choice from the bag.
4th Player	Take the top card (<i>face down</i>) from the Merchant Deck and place it in their discard pile.
5th Player	Take the top card (<i>face down</i>) from the Port Deck and place it in their discard pile.
6th Player	Select one of the face up cards from the Port Deck offering and place it in their discard pile.

GAMEPLAY

Rounds and Turns

Each round, beginning with the Start Player and going clockwise around the table, each player will take a turn. On their turn, the player will play three cards from their hand and move their Pirate Ships accordingly.

After they have completed their turn, they will place the cards that they played into a discard pile to their right. They will then re-draw from their draw pile (on their left) so that they have five cards in their hand. Whenever the draw pile has no remaining cards, they will shuffle their discard pile and place those cards to their left to form a new draw pile.



Player Draw Pile



Player Hand



Player Discard Pile

Play then proceeds clockwise around the table to the next player and so on, proceeding this way until the end of the game.

Playing a Card



When playing a card, the player will often have a choice whether to use the movement portion at the upper right of the card OR the Secondary Action

to the left of that. When the player finishes playing three cards, they are placed in that player's discard pile and replacements are drawn from the player's draw deck so that the player has five cards in their hand at the end of their turn.

NOTE: Cards that are drawn as a result of playing a card are also placed in that player's discard pile.

'Discard out of Play' Cards

Cards that have the Skull and Crossbones symbol on them must be discarded out of play when their secondary action is performed. Place the card in the game box so that it is not used again.

If the movement portion of the card is used instead of the secondary action, then the card is not discarded out of play, but rather is placed in the player's regular discard pile.

NOTE: You may never have fewer than 10 cards in your deck. If discarding a card out of play would result in fewer than 10 cards in your deck (draw pile + hand + discard pile), then you may not perform the secondary action/ discard it out of play.

'Play-to-Table' Cards

Cards that have the Cards symbol on them are 'Play to Table' Cards. When selecting the secondary action instead of the movement on the card, the player places the card face up in front of them. As long as that card remains face up in front of them, that player benefits from the special power on the card.

If the card says 'discard', then it is placed in the player's discard pile once the ability is used. If it does not say 'discard', then it remains in front of the player and they get the benefit of it for the rest of the game.

Movement:

When players play cards for movement, they move one of their own Pirate Ships one space for each movement point on the card played. A player's Pirate Ship may be moved forward or backward on the track, according to the player's desire.

NOTE: Some cards specify that a ship is to be moved backward. Ships that are on a 'spur' (the parts of the track that lead to merchant ships and ports), may not ever be selected for backward movement.

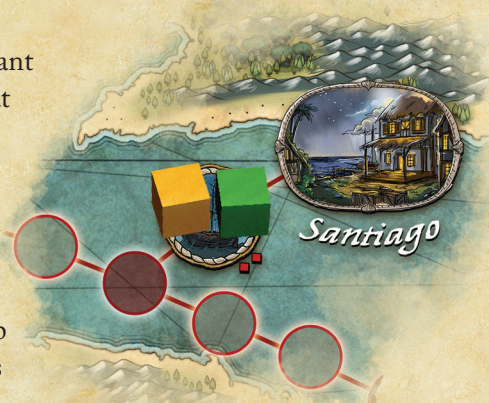
NOTE: Two ships may occupy the same space.

Pirate Ships that plunder a merchant ship (*get cubes*) or visit a port may not move any further that turn. Pirate ships may move into a merchant ship space and choose **NOT** to plunder that merchant in order to continue moving.

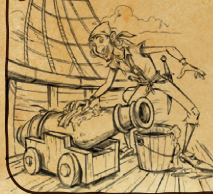
Plundering Merchant Ships

When a player's ship lands on a merchant ship space with Cargo (*cubes*) on it, that player 'plunders the merchant ship' and takes those cubes and places them in front of them. Cubes may be used later to purchase Treasure Tiles.

When a player plunders a merchant ship, they also draw a card from the top of the Merchant Deck. The new card is placed in that player's discard pile.



PIRATE HISTORY



Pirates not only stole cargo and riches from merchant ships, they very often took crewmen. They needed large crews to board and overwhelm ships, and the pirate life could be dangerous. Replacements for lost crewmen were as important as food and water.

Once a merchant ship space has been plundered, no cubes or cards may be drawn from that space (the merchant is gone) unless new Cargo Crates are placed there as a result of card play.

Pirate Ships that plunder a merchant ship may not move further that turn.

Ports and Treasure Tiles

When a player's ship lands on a port for the first time, they may select one of the three face up Port Cards or the top face down Port Card and place it in their discard pile. As soon as one of the three face up cards is taken, replace it from the top of the deck so that there are always three face up Port Cards available in the offer.

Pirate Ships may not visit the same port twice in a game.

Hint: To avoid confusion, face the pirate ship toward the port as they are moving toward the port and away from the port when they have already visited the port.

Pirate Ships that visit a port may not move further that turn.

When a player's ship lands on a port for the first time, they may also trade their plundered Cargo Crates (cubes) for Treasure Tiles. When doing this, the player pays the correct number and color of cubes shown on a Treasure Tile, returns these cubes paid to the bag, and places the purchased Treasure Tile in front of them.

Players may purchase as many Treasure Tiles as they can afford in a single turn.

PIRATE HISTORY

Ports that would purchase pirated cargos and allow pirate crews to spend their ill-gotten gains were essential to the pirate culture. Without them, pirates would not be able to turn their plunder into money, or to buy provisions for their next expedition.

Friendly ports were also a great source for recruiting hard-to-find specialists like carpenters, doctors, and navigators.



As soon as the last Treasure Tile is claimed, draw new treasure tiles equal to the number of players (or all remaining tiles if that is not possible) and place them faceup near the board. These tiles are now available to be purchased. This re-draw is performed only once in the game. Once this second draw of Treasure Tiles has been purchased, no more Treasure Tiles will be drawn.

ENDING & SCORING

As soon as any player's Pirate Ship lands on the Trinidad space (capturing the Spanish Treasure Fleet), the game ends immediately and that player may claim one Treasure Tile for free from those available.

Each player now totals the Victory Points (VP's) shown on all of their Treasure Tiles and treasure cards.

If using the optional **ADVANCED GAMER** rules, Treasure Tiles with a Pirate Tile on them are worth 2X their printed value, and each 'captured' and 'rescued' Pirate Tile is worth 1 Victory Point.

Each Cargo Crate (cube) is worth $\frac{1}{2}$ Victory Point.

Players also gain Victory Points for each of their Pirate Ships based on the number of players in the game and where their ships finished on each track as follows:

2 PLAYER

1ST = 7VP

3 PLAYER

1ST = 12VP

2ND = 5VP

4 PLAYER

1ST = 12VP

2ND = 6VP

3RD = 3VP

5 PLAYER

1ST = 16VP

2ND = 10VP

3RD = 6VP

4TH = 3VP

For purposes of scoring, Pirate Ships that are on 'spurs' are considered to be on the space on the main track that lead into that spur.

Pirate Ships on the same space (tied) both score the points for finishing in that place (ties are friendly), and the next ship(s) will score the points for that next place.

Example: In a five player game, the Red Player finished 1st on the Black Track and receives 16 VP's. The Black and Yellow Players both finished 2nd and receive 10 VP's. The Blue Player finished 3rd and receives 6 VP's. The Green Player finishes 4th and receives 3 VP's.

The player with the most Victory Points wins.

If two or more players have the same amount of Victory Points, the winner is the tied player with the Treasure Tiles that are worth the most VP's. If they are still tied, the winner is the tied player with the most Cargo Crates.

Q&A

Q: Can two pirate ships share the same space?

A: Yes. (But they must exchange a typical Pirate greeting... 'Yarrrr!')

Q: Can a player move their ship backward?

A: Yes. But they may only visit each port once.

Q: Can a player move through a Merchant Ship space without plundering the Merchant Ship?

A: Yes. Sometimes pirates are in a hurry.

CREDITS

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