

Peppers of the Caribbean

Emanuele Ornella



Hot-tempered pirates are roaming the Caribbean, on the lookout for mischief. These pirates only want one thing after a day of pillaging ships and raiding harbours ... and that is a peppery meal with lots of spices. Collect the hottest dishes and put together your menu so that the crew rewards you with extra points. Show those landlubbers that you are the best chef of the Caribbean!

Components

102 playing cards:



← point value and colour

← dish (stew, fish, bread and ham)

96 pirates

(in four colours with values 1-4 and one of the 4 dishes)



← point value

← bottle of rum
(two colours)

6 rum bottles

(in two colours with value 6 and a bottle of rum)

18 bonus cards:



← victory points (2-4)

← bonus set (A-F)

Note: Some bonus cards are part of a two card set. Both cards in a set are marked with the same character (A-F).

Setup

Shuffle all the bonus cards. Draw bonus cards and put them at the top corner of the playing area. If you draw a bonus card with a bonus set character (A-F) already drawn, discard that card and draw another card. Draw bonus cards until there are 8 bonus cards in the playing area. Place the remaining bonus cards back into the box. Shuffle all the playing cards and put these in a face down draw pile in the centre of the table. Deal 4 cards to each player. The players take these cards in hand and keep them secret from the other players. Then draw 6 cards and put them face up in a row next to the draw pile. This row is called the supply. The player who last had a "spicy" meal is the starting player.

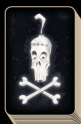


8 bonus cards

Example setup:



6 open cards (supply)



draw pile

Object of the game

The players take cards from the supply until they can play a set of 3 or 4 cards. Only one or two cards from these sets will be kept and score points at the end of the game. The rest is "thrown overboard". By collecting certain cards in your score pile, you can also earn bonus cards. The player with the most points at the end of the game is the winner.

Gameplay

The game is played in turns. The starting player goes first. When it's your turn, you perform one of these actions:

A) Take cards

B) Score cards

You must perform an action. It is not possible to pass. Then the next player in clockwise order takes a turn.

A) Take cards

- Place 1 card from your hand on the discard pile. Either choose the dish on the discarded card OR the colour of the discarded card. Say what you have chosen out loud. Then add all cards with the chosen dish or colour from the supply to your hand.

Rum cards have two colours. A player can take Rum cards from the supply when he chooses any colour on those cards. In the unlikely case a Rum card is discarded, the player **must** choose one of the two colours on this card.

- Fill the supply with cards from the draw pile until there are 6 cards in the supply again.
- If a player has more than 7 cards in hand he must discard cards until he has 7 in hand. It is allowed to discard cards that were just taken.



Example: Jack has 5 cards in hand and places a Green fish card from his hand on the discard pile. Then he says "green". He adds the 3 green cards from the supply to his hand. Jack now has 8 cards in hand so he is forced to discard 1 card.

B) Score cards

- Play a set of 3 or 4 cards from your hand.
Important: All cards in a set have to have different colours AND different dishes.
Important: A player has to have at least 1 card in hand after playing a set. It is not allowed to play all the cards from your hand as a set.
A rum card has 2 colours. So, a set with a rum card can contain at most 3 cards. It is not possible to create a set with 2 rum cards.
- Place 2 cards from the played set on the discard pile. Place the remaining card(s) open in front of you. Each card in front of you earns you as much points as the value of the card at the end of the game.
Note: When you play a set of 3 cards, you place 1 card from the set in front of you. When you play a set of 4 cards, you place 2 cards from the set in front of you.
- If the player meets the conditions of a bonus card they can take it and place it in front of him. No other player can take this bonus card any more.
Important: A player can only take 1 bonus card each turn.
Note: It is allowed for a player to take different bonus cards using the same cards in front of him during the game.



Examples:

All colours and all dishes in this set are different. This set may be played. The player places 1 card from this set in front of him (probably the Blue ham 4 because has the highest score). The other cards go to the discard pile.



Here as well, all colours and all dishes are different. This set is also good. Now the player can place 2 cards in front of him. The player decides to keep the Green fish 4 as it gives the most points, and the Yellow stew 1 (because this allows to score bonus cards).



This set contains all four colours and also three different dishes. The player may place 1 card from this set in front of him; the rest goes to the discard pile.



This set is not allowed to be played because both red and ham appear twice. If the player of this set removes the red ham 2 card, the set will be correct.

End of the game

When the last card from the draw pile is drawn, all players get one last turn. Then the game is over. If there are bonus cards in the game which have to be scored at the end of the game, these cards are scored now.

Note: You can recognize a Bonus card which is scored at the end of the game by a big star symbol with the gray number inside.

Now the players count the points of the cards in their score piles (both the playing cards and bonus cards). The player with the highest total amount of points wins the game.

Overview bonus cards



Scored during the game:

- Be the first to have 3 pirates of a certain colour in front of you (4x) *
- Be the first to have 3 dishes of a certain type in front of you (4x)
- Be the first to have 4 pirates of different colours in front of you *
- Be the first to have 4 different dishes in front of you
- Be the first to have 3 rum cards in front of you
- Be the first to have 8 cards in front of you

Scored at the end of the game:

- Have the most pirates of a certain colour in front of you (4x)
- Have the most dishes of two types in front of you (4x) **

* = Rum cards cannot be used to score this bonus

** = any card of the depicted dishes will count for determining the majority

Dedicated to Barbara Pivetta for her love for games and cooking, who helped me on this and all my other games.
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