



1 pirate ship pawn, 23 track tiles (20 ship tiles, 3 double-sided compass/grappling hook tiles), 18 barrels, 1 rum bottle, 1 game board, Game Rules



GAME OBJECTIVE

ARRR... !! Ahoy Pirates! Set sail to build your own pirate armada! Cleverly navigate the everchanging seas, use your memory to open the right barrels and capture or steal the ships you need to build your fleet, but beware of Blackbeard, whirlpools, exploding barrels or the Kraken! The first pirate to build an armada of 3 ships with the same colour of sails or the same number of sails, wins the game!

SET UP

- Depending on the selected game level, shuffle the required barrels face down and place them on the game board in the center of the table.
 - For the '12 Barrels' Rules, only use the barrels showing the 5 sail colours, the 4 numbers of sails, Blackbeard, the rum bottle and the parrot.
 - For the 'Bonus Barrels' Rules, use the barrels from the '12 Barrels' Rules and add as many of the bonus barrels as you decide.
- Shuffle the 20 ship tiles face down. Then place them face up, with the numbers visible and facing outwards, in a circle (the 'Circle') around the barrels as follows. First place 1 grappling hook tile face up and then place 7 ship tiles on its left and 7 on its right. Then place a compass tile face up next to each 7th ship tile.
- Finally, place the remaining 6 ship tiles to form an outer circle around the barrels.
- Place the pirate ship next to the grappling hook tile on the outside of the Circle.
- Place the rum bottle on the table inside the Circle between the barrels and the ship tiles.



PLAY & ADAPT

'12 BARRELS' RULES (Standard level)

The game is played in turns and play continues clockwise. The youngest player or the player who can say "ARRR!" in the coolest way, starts.

NOTE

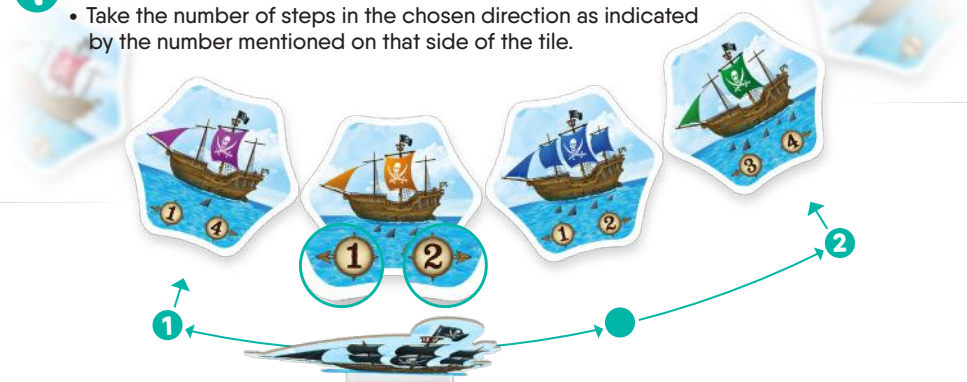
These 12 barrels always stay in the game and can be activated multiple times. After use, flip them back face down and place them back in the same spot between all other barrels.



A TURN CONSISTS OF 3 STEPS:

1 MOVE THE SHIP PAWN TO THE LEFT OR TO THE RIGHT.

- Take the number of steps in the chosen direction as indicated by the number mentioned on that side of the tile.



NOTE Each time you finish next to a compass/grappling hook tile, act according to the tile (see Step 2). When you move away from this tile, you must flip it to the other side.

2 TRY TO CAPTURE A SHIP BY FLIPPING A BARREL.

- If you are next to a pirate ship, in order to capture this ship, you must find the colour of its sails or its number of sails on the bottom of the flipped barrel. If you capture a ship, you must take it from the Circle and put it clearly visible in your armada in front of you. If there is no match, the ship remains in its position.
- If you are next to a compass, you can choose any ship you want from the Circle, move the pirate ship pawn from the compass next to that ship and try to capture that ship as described above.
- If you are next to a grappling hook, you must choose 1 specific ship of another player's armada and try to capture it as described above. If you win that ship, you steal it from the other pirate. ARRR!

NOTE: If no other player has a ship that you want to win, it is better to avoid the grappling hook or you will waste a turn!

3 END YOUR TURN.

- Flip the opened barrel face down again and put it back between the barrels in the same spot.

IMPORTANT

- If you won a ship or flipped Blackbeard, you must swap that barrel's position with 1 other barrel of your choice.
- Play then moves to the next player.
- In case a player just won a ship from the Circle, the next player decides if they want to move the pirate ship pawn to the tile 1 step left or right from the empty space created by removing the won ship. Then that player's turn begins by moving the pirate ship pawn according to the steps indicated on the chosen tile (See Step 1).



SPECIAL BARRELS

THESE BARRELS HAVE THE FOLLOWING EFFECTS:



BLACKBEARD

If you flip Blackbeard, you must choose and attack 1 specific ship of another player's armada who must protect this ship by finding its correct colour or number of sails on a barrel. If no other player has a ship yet, nothing happens.

For example: if a player attacks a ship with 2 red sails, the defending player must flip either the '2 sails' barrel or the 'red sail' barrel to protect his ship.

- If the defending player succeeds to protect his ship, nothing happens.
- If the defending player doesn't succeed to protect his ship, this ship goes back to the Circle. The attacking player decides where to place it.



RUM BOTTLE

If you flip this, you must spin the rum bottle on the inside of the Circle and move the pirate ship pawn next to the track tile the rum bottle points to. Then act according to the track tile as described above.



PARROT

If you flip this, you must flip 1 other barrel and show it to all players without activating it.

END OF THE GAME - THE WINNER!

When you complete your armada with 3 ships that have the same COLOUR of sails or the same NUMBER of sails, you immediately win the game!



IMPORTANT NOTE

If a player has 2 ships in his armada and wins a third ship that does not make him complete his fleet with 3 ships of the same colour or the same number of sails, this player must add this new won ship to his armada and must return one of his other 2 ships to the Circle anywhere he wants. So you can only add a 3rd ship to your armada, if this makes you win the game.

'BONUS BARRELS' RULES (Advanced level)

The game is played the same way as the '12 Barrels' Rules, but in this level, you can add as many of the below barrels as you decide, in addition to the barrels from the '12 Barrels' Rules.

NOTE

To make the game even more challenging, players can agree in advance if the Bonus barrels should be put back amongst the other barrels in the same spot or anywhere the players like.

THE BONUS BARRELS AND THEIR EFFECTS:



SPYGLASS

If you flip this, you can peek at 1 other barrel without showing it to the other players and without activating it. To finish your turn, flip the spyglass barrel back and put it back amongst the barrels.



BOMB

The game includes 2 bomb barrels. If you flip this, the ship tile or the grappling hook tile that the pirate ship pawn is next to, explodes and is removed from the game. If you flip a bomb when defending against Blackbeard, the ship you are defending goes out of the game. If you flip a bomb, it always goes out of the game, unless when you flip it (without activating it) with Parrot or Spyglass.



MERMAID

If you flip this, you can keep this barrel and can use the help of the mermaid once during any of your next turns to take 1 additional step in any direction (so +1 step or -1 step) whilst moving the pirate ship pawn. After use, put the mermaid barrel back between the barrels face down.



WHIRLPOOL

This barrel is only activated if all players have at least 1 ship. The player that flips this must shuffle all the won ship tiles from the armadas of all the players (including his own) face down and must randomly give back to each player the number of ships they had already won. Each player then flips their ships face up again. After use, the whirlpool barrel goes out of the game. If not activated, just flip the barrel back to finish your turn.



KRAKEN

This barrel is only activated if all players have at least 1 ship. If you flip this, every player loses 1 ship of their own choice from their armada. The player who flipped the Kraken decides where to put all those ships back in the Circle. After use, the Kraken barrel goes out of the game. If not activated, flip the barrel back to finish your turn.



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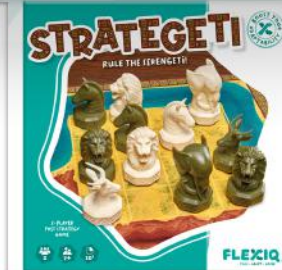
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