Ignacy Trzewiczek

Rattle Battle Grab the Loot

Take to the high seas as the captain of your very own pirate ship. Seek out valuable merchants and merciless navy ships, then raid them for their goods! Hire new crew, upgrade your ship, and give your treasure to the Pirate King... for fame and glory!

Rattle, Battle, Grab the Loot is a dice and card game for 2 to 5 players. Each round, a new adventure is drawn and the players contribute their ships (dice) to the battle. The starting player shakes the dice, tosses them into the game box, and the battle is resolved. Take your loot back to port and trade it in to upgrade your ship, hire new crew members, or give it to the Pirate King for victory points! Each ship upgrade and crew member gives unique abilities at sail to help you outwit and outlast your opponents in this game of high seas piracy!

Goal of the game

The objective of the game is to become the most glorious and infamous pirate by defeating the navy, plundering merchants, upgrading your own ship, hiring the best crew, and grabbing valuable loot. Each game is a series of Adventures. There are various ways of scoring Victory Points in each scenario. At the end of the game, the player with the most Victory Points wins!

Skip the text
Watch the tutorial!

You can skip over the rules and learn the game with our video tutorial!
Scan the QR Code or visit our website: http://portalgames.pl

38 custom dice, including:

20 Player Ship dice

4 Player Ship dice in each of the 5 player colors: yellow, blue, green, red, and white. All Player Ship dice are opaque with black engravings.

These dice represent your ships and are used every game.

5 Captain Ship dice

All Captain Ship dice are black. Each die has the engravings in one of the 5 player colors.

These dice represent your special ships and are only used in a 2 player game or if the scenario requires them. Captain Ships are used the same way as your other dice, but have different strength values.

13 Non-Player Ship (NP Ship) dice

3 dice in each of the 3 colors: yellow, green, and red. 2 orange dice, 1 blue die, 1 violet die. All NP Ship dice are transparent with white engravings.

These dice represent the different types of ships (merchant, naval, fishing, pirate) or obstacles (storm, whirlpool, reef) you will face during your sea adventures.

Particular NP Ship dice will only be used when required by the Adventure rules.

Cards (63x88 mm):

27 Sailor cards

44 Adventure cards

8 Victory Points cards

6 Port boards:

Market, Tavern, Shipyard, Workshop, The Pit and Guild.

1 Market token

35 coins:

20 silver coins 15 golden coins

20 Upgrade cards and corresponding 20 Upgrade tokens

1 ruler (Baron token)

1 Wanted token

5 double-sided Captain tokens

7 Introductory Adventures

5 Bow pieces 5 Mast pieces 5 Stern pieces

45 Part pieces:

Sails: ready side and exhausted side

Cannons: ready side and exhausted side

Hold: regular side and hamster side

1 Sea Box (the game box bottom)

Icons in the game

🪙 **Coin**

🧑 **Sailor**

⚫ **Exhaust** – this icon marks Parts and Upgrades which must be Ehxausted when used.

🔫 **Cannon** – one of the results on a Player Ship die

🎁 **Loot:**
🍺 **Rum** 💎 **Valuables**
🌶 **Spices** 🧵 **Fabrics**

1 Loot bag

56 Loot tokens

11 Spices 18 Rum 16 Fabrics 11 Valuables

11 Ocean tiles

Scenario order board

2 Mini-expansions

1st Loot pack

8 Special Loot tokens and 8 Special Loot cards

1st Crew pack

6 Sailors

3

Before starting, decide which scenario to play. Some scenarios may change the game preparation rules described below or the general rules of the game.

First game

The base game provides 2 scenarios (described on page 18). However, we recommend you start your first game with the introductory scenario. Use the setup rules described below but skip the last step about setting up the scenario. Instead, take the 7 Introductory Adventures and place them in order with #1 on top, to form your scenario deck. These cards will guide you through the rules of the game. They contain regular rules on their fronts and additional explanations on the back.

1. Place the Sea box in the middle of the table.

2. Place the Port boards one next to the other in the following order: Market, Tavern, Shipyard, Workshop, The Pit, Guild.

3. Place the Market token below the Market board.

4. Shuffle all Sailor cards and place them face down near the Tavern, creating the Sailors deck.

5. Divide all Part pieces by their type (Sail, Hold and Cannon) and place near the Shipyard.

6. Shuffle all Upgrade cards and place them face down near the Workshop. The Upgrade tokens should also be placed nearby.

7. Place all the coins near The Pit.

8. Place all the VP cards in a deck near the Guild. Arrange the cards in an ascending order with the highest value card on the bottom and the lowest value card on the top.

9. Put all the Loot tokens in the Loot bag and place it aside.

10. Place all the NP Ships near the Sea Box, creating their general pool.

11. Construct your Galleon out of 1 Bow, 1 Stern and 1 Mast. (see more about the Galleon on page 7). Return unused pieces to the box.

Originally constructed to combat piracy, it was quite humorous that the pirates of the Barbary Coast valued the Galleon over all other ships. The low hull and fast Bow gave the ship great stability and maneuverability. Most believe that the British wish they had never invented it.

As it were, there was more to the pirate life than simply raiding merchants and fighting the Royal Navy. With a group of sailors gathered in a tavern, stories of exploits, riches, and conquests would flow as quickly as the rum. When the score could not be decided by story alone, it was often that the pirates would take to various tests of strength and cunning. The games they played were as serious as the pirate life itself, and some even earned their riches from the pirate games without ever raiding a single vessel. These games, with their intricate rules and champions may be considered to be one of the first professional sports leagues.

12. Add appropriate Parts to your Galleon according to the table below.

Player Ships and Parts for different number of players:

number of players	Player Ships per player	Parts per player
2	4 + Captain die	1 chosen
3	4	1 Sail + 1 chosen
4	3	1 Sail + 1 Hold + 1 chosen
5	3	1 Sail + 1 Hold + 1 chosen

13. Choose the color you wish to play and take the corresponding Captain token. Return unused Captains to the box.

14. Take the Player Ship dice of your color based on the table. Return unused Player Ships to the box.

15. Randomly select a Baron (the first player) and give them the ruler (Baron token).

Note! We recommend that the Baron be the player who has already played the game or knows the rules the best. That player should guide the other players through the subsequent phases of the game.

It is considered a great honor to be selected Baron of an adventure amongst the pirates of the Mediterranean. As Baron, you were granted control of the fleet and awarded the first take of the loot earned. It is also common knowledge amongst these very same pirates that none were to be trusted!

16. Sort the Adventure cards for the chosen scenario by type (color), shuffle them separately, and place face-down in separate decks near the Scenario order board.
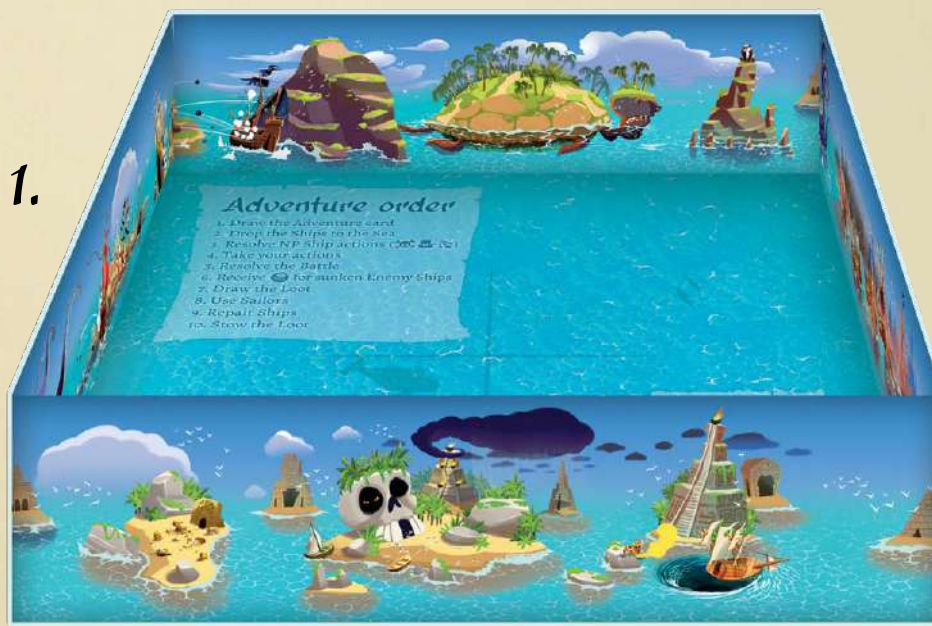
Note! Crazy Adventures are universal for all the Scenarios.

Now you're ready to hit the seas!

2.

Market — Tavern — Shipyard — Workshop — The Pit — Guild

3. One of:

4.

5.

6.

6.

7.

8.

9.

1. Adventure order
1. Draw the Adventure card
2. Drop the Ships to the sea
3. Resolve NP Ship actions
4. Take your actions
5. Resolve the Battle
6. Resolve for sunken Enemy Ships
7. Draw the Loot
8. Use Sailors
9. Repair Ships
10. Stow the Loot

10.

11.

12.

13.

14.

15.

16.

Scenario Order

Quest	Adventures		Boat
1			
2			
3			
4			
5			

Adventure card overview

Adventure cards have their corresponding scenario identified by the mark in the upper right corner of the card. The Adventure type (difficulty level) can be identified by the color at the top of the card as well as the number of crossed sabers beneath the scenario mark: 1 Soft, 2 Hard, 3 Final. Crazy Adventures have the mug symbol.

The Adventure card shows the number and type of NP Ships used in that Adventure. The fleet characteristics shows the effects of a symbol result on NP Ships. The bottom of the card shows how many Loot tokens you receive for participating in the Adventure, and any special Loot rewards.

Some Adventure cards show a picture of the Sea Box with various tiles and dice in them. These should be set up before beginning the Adventure.

Captain overview

Each Captain has a color, and spaces to place sunken Ships from Adventures.

The color of the Captain card represents your player color. Captains are double-sided, so each player may chose for their Captain to be male or female.

There are 3 spaces for ships on the Captain card: any number of ships may be placed on each space.

Sailor cards overview

Each Sailor has a name, type, and skill.

There are 3 types of Sailors:
- Sailors active during Adventures (blue top, icon: 🐟)
- Sailors active during the Port Visit (red top, icon: 🏰)
- Sailors active at the end of the game (yellow top, icon: ⭐)

The Skills provided by your Sailors are only used during the phases they are active.

Upgrade cards overview

Each Upgrade card has a name, picture of the corresponding Upgrade token, and an ability. Add Upgrades you purchase to your Galleon.

The ability lets you know what the Upgrade does. Some Upgrade tokens are Exhausted when used and are marked with an exhaust icon 🔄. As long as the Upgrade is ready (face up), its ability may be used. When used, flip the token face down to the Exhausted side.
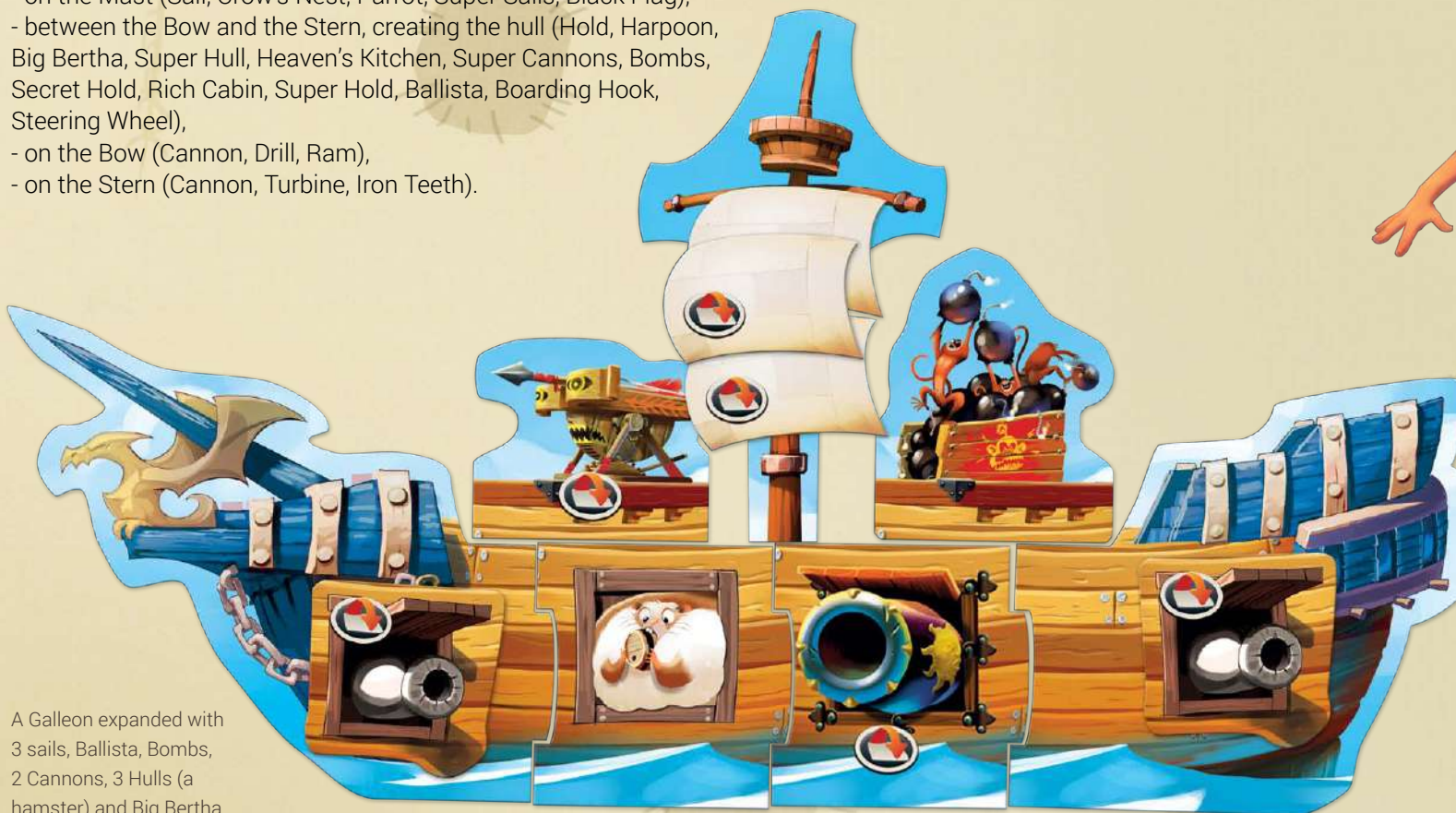
Galleon

Your Galleon consists of 3 pieces: 1 Bow, 1 Stern and 1 Mast. Assemble your Galleons as shown in the picture on page 5. You will add new Parts and Upgrades as you obtain them.

There are 4 places where the Parts and Upgrades are designed to be placed:

- on the Mast (Sail, Crow's Nest, Parrot, Super Sails, Black Flag),
- between the Bow and the Stern, creating the hull (Hold, Harpoon, Big Bertha, Super Hull, Heaven's Kitchen, Super Cannons, Bombs, Secret Hold, Rich Cabin, Super Hold, Ballista, Boarding Hook, Steering Wheel),
- on the Bow (Cannon, Drill, Ram),
- on the Stern (Cannon, Turbine, Iron Teeth).

We here, at Portal Games, do not wish to insult pirate enthusiasts with our use of a single-mast depiction of the Galleon. We ask that you set aside your anger with us in the spirit of enjoying our simple game. We are aware that our ship more closely resembles a Sloop, but we chose not to use that term due to its propensity to induce much giggling. Besides, what self-respecting pirate would admit to owning anything less than a Galleon?

A Galleon expanded with 3 sails, Ballista, Bombs, 2 Cannons, 3 Hulls (a hamster) and Big Bertha.

Hi. How are you? Good. Have a seat. We need to talk.

Thank you for purchasing our crazy little dice game. We had tons of fun making it and we really hope that you have fun playing it. Here's the thing, though: it is a dice game. It is very random. I hope you understand. Sometimes, you are going to have terrible luck with the dice. You might get all your ships destroyed every battle. You might never roll a cannon. You might fail at every Crazy Adventure while your friends mock you. Please don't be mad at us. We've tried to pack as many fun moments into the box as possible. When fortune is not in your favor, we suggest you give a mighty "har har mateys!" to your fellow players, take a deep breath, and try again. Who knows, maybe next game you'll crush those filthy land lubbers! Arrrrrg!

Each game is a series of Quests which make up a Scenario. Quests are made up of alternating between an Adventure, and a Port visit.

Scenario order

A Scenario consists of 2 repeating stages:
- **Quest stage**
- **Port Visit stage**

During the Quest stage, you complete each Adventure, one at a time, until the Quest is complete. Then, you have a Port Visit. After your Port Visit, you go on another Quest, and so on, until you complete the Final Adventure and have one last Port Visit.

Both scenarios in the base game consist of 5 Quests. After each Quest there is a Port Visit. After the fifth Port Visit, the game ends and the players total their collected Victory Points to determine the winner.

When we set sail for the Barbary Coast, we had no idea what to expect. Having spent most of our sailing days in the Eastern Mediterranean, we were ill prepared. Thankfully, there were many ports along the way to rest our weary bones and repair our ragged ships.

General rule

Cards and scenarios may override the rules in this booklet.

Quest stage

During a Quest, you will face many Adventures that will reward you with coins and Loot. Each Quest is made up of 1 or more Adventures which is divided into 10 phases:

1. Briefing
2. Ship Drop
3. NP Ship Actions
4. Player Actions
5. The Battle
6. Coins reward
7. Loot
8. Sailor Activation
9. Ship repairs
10. Stow Loot

1. Briefing

The Baron consults the Scenario order and draws the top card from the appropriate Adventure pile.

He reads it aloud, collects the NP Ships shown, and arranges any required Ocean tiles in the Sea Box.

For the first Adventure, draw from the top of the pile listed next to Quest 1 in the scenario order. After each Adventure, draw from the next pile listed and so on.

Example: During the Admiral Norrington Scenario, the first Quest Adventures will both be drawn from the Soft pile. For the second Quest, draw the first Adventure from the Soft pile, the second Adventure from the Crazy pile, and the third Adventure from the Soft pile. Repeat this process for all 5 quests.

Note! In case of a Soft, Hard and Final Adventure follow the 10 steps described below. Crazy Adventures have their own rules described on their cards (more on the Crazy Adventures on page 9).

Our maps were never to be trusted. What was drawn only a year past may have shifted by many miles upon our return.

Starting with the Baron, each player decides how many Ships to send on the Adventure. You may send any number of Ships, including zero! Give your chosen Ships to the Baron.

🏴 If you choose a Ship that has Loot on it, discard the Loot back into the bag.

Note! In the first Adventure Ships have no Loot assigned.

The Baron, had the added responsibility of sending their ships out first. This was supposed to be a way of reassuring the other captains that they would not be left alone, at sea, to battle for themselves. Surprisingly, the Baron almost always behaved reasonably and the other captains followed in suit. For a bunch of unruly sea dogs, pirates can be surprisingly orderly at times.

5 player game rule for experienced players

The last player (to the Baron's right) may decide at the start of the Player Actions step to drop 1 Ship that was not assigned to the Sea during Briefing.

Crazy Adventures

Crazy Adventures do not take place at Sea and are instead resolved as mini-games with their own unique rules.

Resolve Crazy Adventures as instructed on the card, collect coins, then draw and stow Loot.

In Addition, the following rules apply:

🏴 All players must participate.

🏴 Your Ships are used like normal dice.

🏴 Use all your dice.

🏴 Do not discard Loot assigned to your ships.

🏴 NP Ships are not used.

🏴 Do not take actions or use Parts, Upgrades, or Sailors.

🏴 If there is a tie, all winning or loosing players are rewarded or punished equally.

🏴 After the Adventure everyone draws the number of Loot shown on the card and must stow it (more in the Loot and Stow Loot section on page 15).

The value of a 🔫 result depends on the number of Cannons on your Galleon (both ready and exhausted). See the table:

number of 🔫	🔫 value
0	2
1	3
2	4
3	5
4+	6

2. Ship Drop

When rolling dice in the taverns of Barbados, it was common practice that if the dice left the table, the offending pirate was obliged to buy the next round. We have provided a convenient box to roll your dice into to avoid such travesties.

Once all dice have been assigned, the Baron should take all of them (both NP Ships and the Player Ships) into his hands, shake them, and drop them into the center of the Sea box.

Ship Drop rules

🏴 During a ship drop, never roll the dice into the box. They should be dropped into the center of the Sea. You will roll or throw the dice in a certain way only if the Adventure card instructs you to. For example, in the Crazy Adventure "Bombs" players are tossing their dice into the Sea Box and may hit other dice.

When it may happen that a pirates dice rolled an unfavorable result, it was not unknown for them to employ many methods of trickery to sway luck to their favor. One common method was striking the table with a solid fist while proclaiming that the throw of the dice was unfair. It was never to be remarked upon, however, that this act, in itself, was also quite unfair.

🏴 If any die stops on its edge (leaning against another die or against a side of the box) the Baron should hit the table with his fist, so all the dice will lay flat their sides. Do not move the dice on your own or change their values.

🏴 If any dice land outside of the Sea box, the Baron should gather all the dice again and repeat the entire drop.
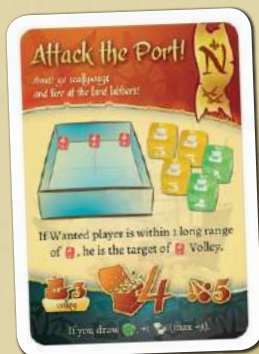
🏴 Many Adventures show a picture of the Sea box with NP Ships inside. Before the normal Ship Drop, the Baron should first drop only those dice into the Sea Box and then arrange them without changing their results. Then, the normal Ship Drop is performed including any NP Ships that are not shown inside the Sea Box.

For example, in the Attack the Port! Adventure the Baron should first take 3 red NP Ships, drop them into the Sea Box and then move into the designated spots without changing their values.

3. NP Ship Actions

Search the Sea for NP Ships and check the results shown on top. At this phase of the Adventure only consider the symbol results. These results and dice represent various actions depending on the die and the particular dice depicted in the fleet characteristics. Resolve these actions first.

Note! If there are no symbol results rolled on the NP Ships, skip this phase of the Adventure.

The Adventure card shows the meaning of all symbols on the NP Ships. Detailed description of all possible actions of the NP Ships is presented on the next page.

In most Adventures, symbol results trigger an action and also count as a Strength value during the Battle. The Strength is shown next to the symbol on the Adventure card.

Action Order

Resolve all the possible actions in the following order:

1. Escape
2. Explode
3. Move away/towards
4. Volley

In case of the actions of the same type (especially Volley) the actions are always resolved starting from the NP Ship and Player Ship which are closest to each other. After each action, search for the next pair of Ships which are closest to each other. Repeat this process until all NP Ships actions are resolved. Each NP Ship action is only resolved once.

🏴 Actions are only resolved between NP Ships and Player Ships.
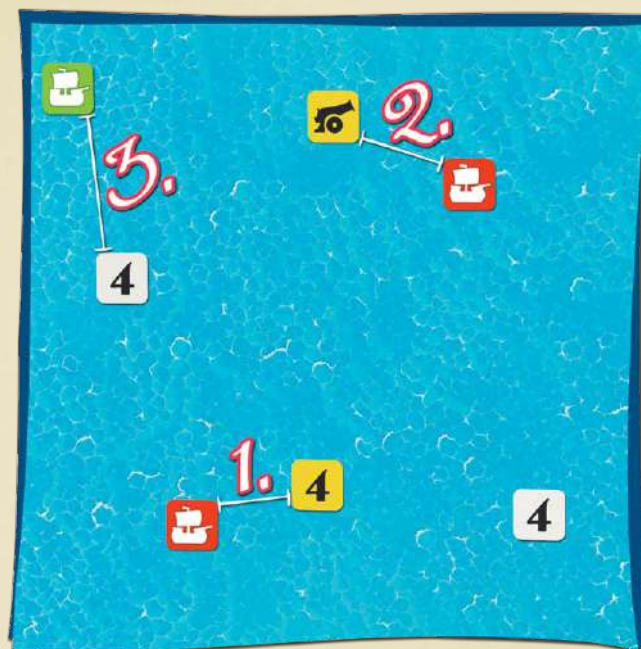
🏴 If you can't agree which Ships are the closest use the ruler to measure the distance.

Note! It is the Barons duty to measure the distance and resolve any disputes.

🏴 If there is more than one pair of Ships with the same distance between them, their actions resolve at the same time.
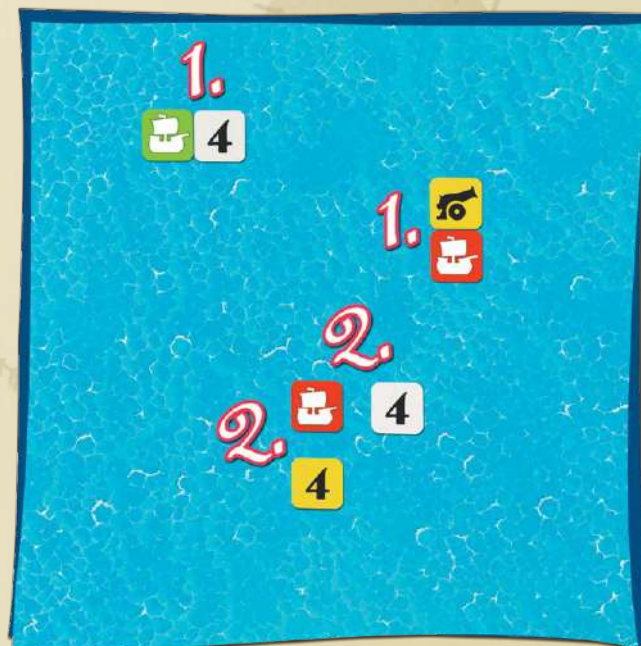
⚓ If there is more than one Player Ship with the same distance from the NP Ship, the NP Ship will interact with all of them at the same time and in the same way.

Some NP Ship actions may affect multiple Player Ships.

For example, in the Neptune's Anger Adventure the blue NP Ship represents a storm and the Explode action which sinks the number of closest Player Ships equal to the result on the top side of the die. In the given example there result on the die is 3, so 3 closest Player Ships are sunk.

4. Player Actions

After all NP Ship actions are resolved, you have an opportunity to take actions.

Starting with the Baron, each player performs one action at a time or passes. Once you pass, you may not take further actions this Adventure. Continue taking actions until everyone has passed.

⚓ There is no restriction on the order of actions you may take and you may take the same action multiple times if you have the required Parts ready as long as you take each action one at a time.

There are 2 available actions:

1. Move (only if you have a Sail ready),

2. Fire (only if you have 2 Cannons ready on your Galleon or 1 Cannon ready and a Ship with a 🔫 result),

NP Ship actions

explode — Sink the number of closest Ships (both NP Ships and Player Ships), ignoring Strength and distance. Sink all required Ships before resolving any other effect. Afterwards remove this Ship from the Sea Box. The number of Ships to sink is equal to the result on the die or indicated next to the Explode action.

escape — Remove this Ship from the Sea Box.

volley — Sink the closest Player Ship ignoring Strength and distance.

move towards... — Move this Ship towards the indicated Ship up to the distance of 1 long range. Move action rules apply.

move away... — Move this Ship away from the indicated Ship up to the distance of 1 long range. Move action rules apply.

surrender — The player who sinks this Ship receives +1 Loot instead of a Coin for sinking it.

re-drop — Drop this Ship again into the Sea Box and resolve any new symbol results.

Note!

ally — This is a friendly Ship. Players cannot attack it in any way and should treat it like any other Player Ship. If an Ally has an opportunity to attack (for example, a Volley action), it attacks NP Ships only.

short range

long range

Move

You may move your ship up to 1 long range, in any direction as long as you have a Sail ready. Flip your Sail to the exhausted side. You may move any Ship (even one that was previously moved) as long as you have a Sail ready.

Be careful not to shift any other Ship during your Move.

Unless stated otherwise Ships and Ocean tiles do not block movement, but you may not end your Move on top of another Ship.

You may not rotate your Ship during its Move.

Fire

You may sink 1 NP Ship, as long as you have ready Cannon(s). You may Fire at any NP Ship, in any direction, as long as it is within 1 short range distance.

If you Fire with a Ship showing a 🔫 result, you must exhaust 1 Cannon. You can fire with a ship showing any other result by exhausting 2 Cannons. You must have enough ready Cannons, or you may not take a Fire action. Any of your Ships may fire (even one that previously fired) as long as you have enough Cannons ready.

When setting the gun sights on an enemy vessel, the pirates of the Caribbean Seas employed many clever methods of determining the range to their target. One favorite method was to hold a playing card at arm's length so that the gunner could sight down the short side of the card. This is possibly the origin of the term „an ace up his sleeve."

line of sight is not blocked

🏴‍☠️ Unless stated otherwise Ships and Ocean tiles do not block the line of Fire.

Take the sunken Ship and place it in the appropriate space on your Captain token. Later, sunken Ships bring you coins (see more on page 15).

You may only fire at NP Ships.

Measuring the Distance

There are 2 ranges in the game: short and long.

Any card in the game can be used to measure distance. The shorter side of the card equals the short range and the longer side equals the long range. Both ranges are also marked on the ruler – short range in black and long range in white.

To measure distance, place one edge of the card (or ruler) against the front-most part of the die you want to take an action with. The opposite edge of the range determines the maximum distance of the action.

- Ships may not Move further than the distance measured.

- Ships may only Fire at another Ship as long as it touching the opposite edge of the range or lies within the maximum distance.

long distance

right that's the max. distance

wrong! too far away

wrong! start from the edge

short distance

right that's the max. distance

too far away to sink

wrong! start from the edge
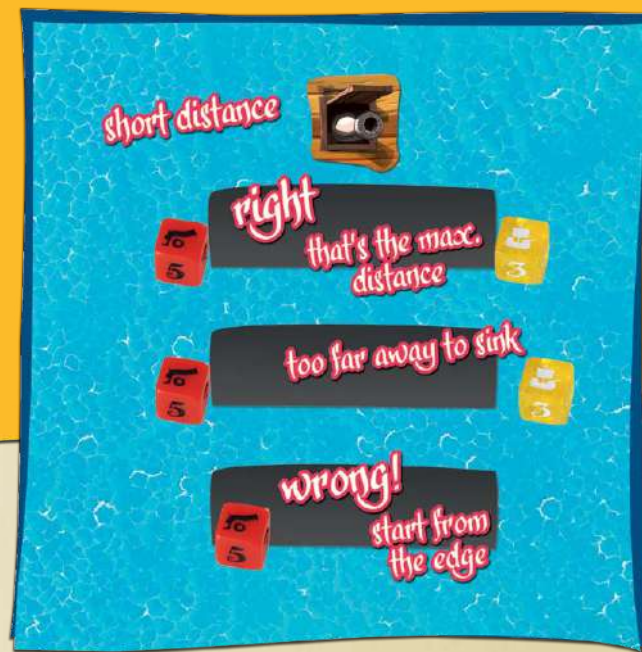
Upgrades

On your turn, regardless of taking any action or not (but if you haven't passed yet), you may use the ability of any number of your ready Upgrades.

You may have Upgrades that are required to be Exhausted by flipping them face down. Exhausted Upgrades don't become available again until after a Port Visit. These Upgrades are only available once per Quest.

Upgrades which do not need to be Exhausted may be used once per Adventure.

Ocean tiles

The features of the Ocean Tiles are presented on the particular Adventure cards. Some Adventures use Ocean tiles which may block Move and Fire actions.

If the Ship is at least touching the Ocean tile it is treated like if it was standing on it.

5. The Battle

During the Battle you compare the strength of NP Ships and Player Ships and sink the weaker Ship. Ship strength is determined by a numerical result on the top of the die, or the Strength listed by a symbol on the Adventure card.

The Battle order

Battles are always resolved starting from the NP Ship and Player Ship which are closest to each other. Compare the Strength of the two Ships. The Ship with the lower Strength is sunk. Ships with the same Strength sink each other. After each Battle, search for the next closest pair of Ships. Repeat this until there are no NP Ships or no Player Ships left in the Sea.

Battles are only resolved between NP Ships and Player Ships.

Whenever you sink a NP Ship or one of your Ships is sunk, place those Ships on your Captain.

Note! The take both Ships if they sank each other.

If you can't agree which Ships are the closest use the ruler to measure the distance.

If this doesn't help then all disputable Ships are considered to be in the same range.
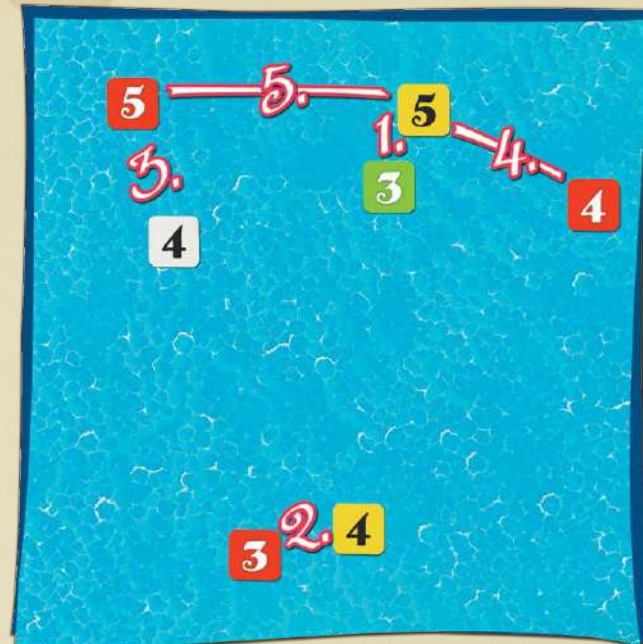
If there is more than one pair of Ships with the same distance between them, their Battles resolve at the same time.

If there is more than one Player Ship with the same distance from the NP Ship, the NP Ship will Battle all of them at the same time.
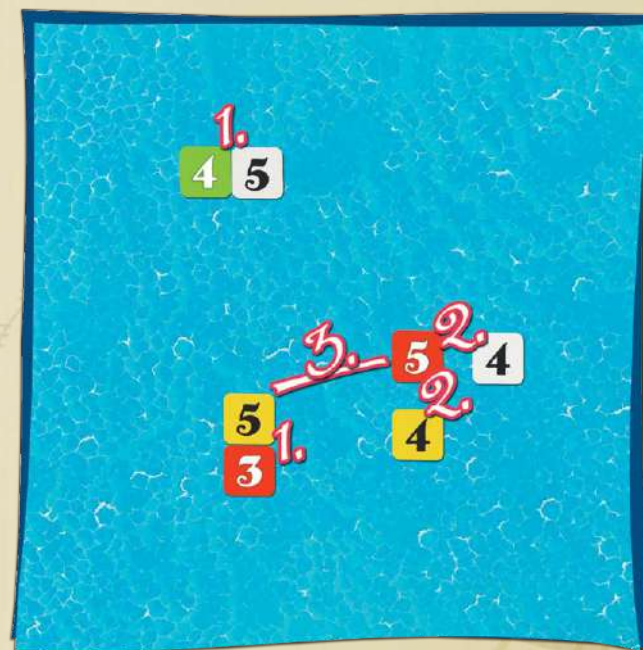
Note! NP Ships you sink grant you one coin as a reward (see Coins reward phase on page 15). If more than 1 player sinks the same Ship, one of you takes it as a reminder while the rest should take a NP Ship from the general pool.

Because you always look for the closest pair of Ships, the same Ship may battle multiple times in a row.
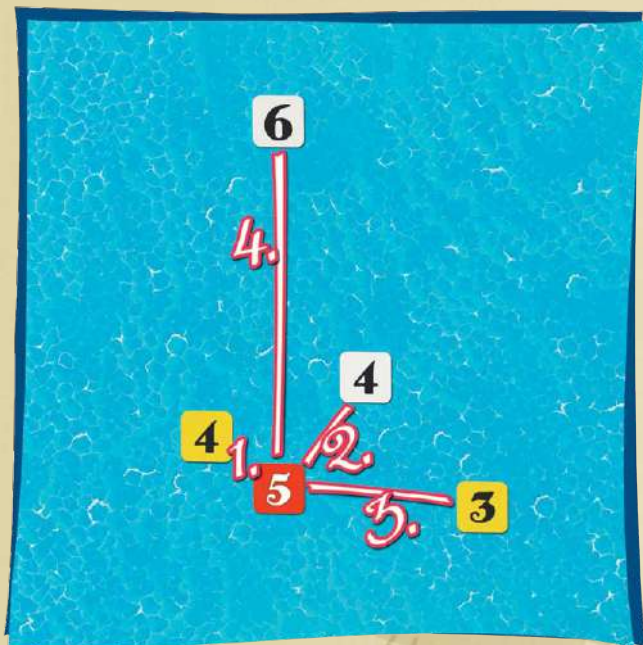
Note! Take both ships if they sank each other.

Once all Battles are over, retrieve your Ships which survived.

Boarding

When your Ship and a NP Ship are touching, and you sink the NP Ship, it is called a Boarding (even if both sink each other). You will receive 1 additional Loot in the Loot phase for each Ship boarded. Place the boarded ship on your Captain in the appropriate space as a reminder.

If more than 1 player boards the same Ship, all players are rewarded the same. One player takes the NP Ship as a reminder while the rest should take a NP Ship from the general pool.

Note! Boarded Ships are also worth 1 silver coin.

Symbol results during the Battle

Player Ships

When your Ships show 🔫, the Ship's Strength in the Battle is determined by the number of Cannons on your Galleon (both ready and exhausted). Refer to the table below. For example, if you have 2 Cannons, your Ships with 🔫 have 4 Strength.

Number of 🔫	🔫 Strength
0	2
1	3
2	4
3	5
4+	6

NP Ships

In some Adventures the symbol results on NP Ships represent their Strength instead of an action. This will be shown on the Adventure card.

🎯 on die means Strength 5

🚢 on die means Volley Action and then Strength 4 in the Battle

It is well known, but never documented, that pirates had a special wager against each other for their prowess at sea. When a ship was sunk, the glorious pirate was rewarded with a small token, never valuable and, most typically, 1 silver piece. While they loved to gamble, they were also quite greedy with their rewards.

6. Coins reward

Once the Battle is over, you receive coins for the NP Ships you sank. Return each sunken Ship and take 1 silver coin for each.

Note 1! Boarded Ships are also worth 1 silver coin but don't discard it until you receive your bonus loot!

Note 2! At any moment of the game players can exchange 5 silver coins for 1 golden coin.

Your coins should be kept visible to all players.

7. Loot

Loot is rewarded for all players that took part in the current Adventure.

Starting with the Baron, each player draws a number of Loot tokens from the Loot bag as shown on the Adventure card.

Return each boarded Ship and draw 1 additional Loot token for each.

And then there was the loot. These daring souls took to the seas to claim the most valuable treasure for themselves. Most did not survive, but for the ones that did, they quickly found out that they had no choice of what to take. They got what they were given by the winds of fate.

Note! Some Adventure cards may have additional rules for drawing Loot.

For example: The card „Fire Power" states that you draw 3 Loot tokens and then may discard 1 Loot token to add a Cannon to your Galleon.

Note! Pay attention to any additional effects which provide you with Loot.

For example: In the Fabrics Supply Adventure a Ship with 🚢 surrenders during the Battle (the player who sinks it receives 1 additional Loot instead of a coin reward). If you board this Ship, you receive the regular Adventure Loot, 1 additional Loot for the boarding, and 1 more because the Ship surrendered.

Note! Even if you have lost all your Ships, you still gain Loot.

8. Sailor Activation

Starting with the Baron, each player has a chance to use their Sailors. You may use any number of Sailors. Once you end your turn, you may not take further Sailor actions. The Sailor Activation phase continues until all players have had a chance to use their Sailors.

🚢 To use a Sailor's skill, follow the instruction on the card. Each Sailor's may only be used once per Adventure.

Note! At this phase of the Adventure you may only use the Sailors active at Sea.

9. Ship repairs

As it so often was, ships would return to port, barely afloat with torn sails. The rundown crew would have to sacrifice their share of the treasure to repair the ship. Without a ship, a pirate cannot be a pirate... and without being a pirate, the crew has no chance at vast riches and fame! One would think, after a while, that these pirates would realize they were not getting any richer.

All Player Ships that were sunk during the Adventure must be repaired. You must discard 1 Loot token for each Ship that was sunk. Remove the Ship from your Captain. It is now ready for the next Adventure!

If you cannot afford to repair all your Ships, discard all your Loot and repair all of your Ships. The Pirate King has helped you... this time.

10. Stow Loot

Your ships are repaired and now you must stow your Loot. You may stow exactly 1 Loot on each Ship and 1 additional Loot in each Hold. Place the Loot tokens stowed on Ships under that Ship. You may also use any other stowage options provided by Upgrades, Sailors, etc.

Any Loot you do not have room to stow must be returned to the Loot bag.

Once all Loot has been stowed, the Adventure is complete. If this was the last Adventure in the current Quest, proceed to the Port Visit stage. Otherwise, return to Step 1 and begin the next Adventure!

Hamster hold

Once you buy a third Hold, flip one of your Holds to the Hamster side and return the other two to the Shipyard.

A Hamster hold stows 3 Loot tokens.

standard hold max. 1

hamster hold max. 3

Rearranging the Loot

You may rearrange your stowed Loot anytime you draw new Loot (such as, during the new Adventure) or when it must be discarded (for example, when Ships are sent to the Sea or when actions are taken in the Port locations).

Port Visit stage

In the Port players use their stowed Loot to hire Sailors, buy Parts and Upgrades, exchange the Loot for coins, and buy VPs.

⛵ There are several Sailors which are active only at certain Port locations. You may use them any time when visiting that location. Each Sailor may only be used once per Port Visit.

Once they finally returned to port with a hull full of riches, many crews determined that they could best use their funds to upgrade their ships and hire new crew members. This, of course, meant that they must strike out again in search of more riches, or face poverty. Once a pirate takes to the sea, a pirate he shall ever be.

There are 6 locations in the Port which are visited in the following order: **Market**, **Tavern**, **Shipyard**, **Workshop**, **The Pit**, **Guild**. Each Port location has its action and cost shown.

All items available in the Port are limited. You may only buy a card, Part, or Upgrade if there are any remaining.

Any Loot you won't spend may be discarded or kept stowed for the next Adventure.

a) Market

Starting with the Baron you may discard any 2 Loot tokens to take 1 Loot token of your choice: Rum, Spices, Fabrics, Valuables. Take the chosen token from the Loot bag. You may exchange multiple sets of Loot tokens.

Tip for experienced players

To speed up the game you may turn one of the 2 discarded tokens face down and keep it as a wild which substitutes for any of the Loot tokens: Rum, Spices, Fabrics, Valuables. .

b) Tavern

Starting with the Baron you may hire exactly 1 Sailor in the Tavern by discarding 2 Rum. Draw 3 Sailor cards from the Sailor deck. Choose one to keep and discard the others.

It is unclear whether pirates were actually paid in rum, or whether it took an unusual amount of drinking to convince a crewman to become a pirate. Either way, when in port, rum is a valuable resource for a captain.

Note! Some Sailors have a Hiring Bonus which grants you a one-time-only benefit when hired. Example, Louigi immediately provides the player with another Sailor for free.

⚑ After everyone has visited the Tavern, shuffle all discarded Sailors into the Sailor deck.

c) Shipyard

Starting with the Baron each player may buy exactly 1 Part in the Shipyard by discarding 1 Fabric. Chose 1 of the available Parts: Sail, Cannon, or Hold and add it to your Galleon.

d) Workshop

Starting with the Baron, each player may buy exactly 1 Upgrade by discarding 1 Spice and 1 Fabric. Draw 3 Upgrade cards from the Upgrades deck. Choose 1 to keep and discard the others. Take the matching Upgrade token and add it to your Galleon with the ready side up.

⚑ After everyone has visited the Workshop, shuffle all discarded Upgrades into the Upgrade deck.

e) The Pit

Starting with the Baron, each player may gift his Loot to the King of the Pirates and receive coins instead. Discard any number of stowed Loot and take the appropriate total of coins:

Take 1 coin per Valuable and/or take 1 coin for every 2 other Loot discarded.

Little history has survived surrounding the true nature of the Pirate King, but it is speculated that the treasure granted from the King was in fact, trophies taken from dead pirates that had sunken ships at sea. It would seem that most of the fortune among pirates simply traded hands.

f) Guild

Starting with the Baron, each player may buy exactly 1 Victory Point card in the Guild by discarding the number of coins shown. You may only buy the top card of the deck. Victory Point cards should be kept face-up in front of you, visible to all players.

Simultaneous Port Visit

It's not recommended for the first play but if you're playing with experienced players you may take actions in the Port locations simultaneously (except for the Guild).

Quest End

Once the Port Visit is over turn any exhausted Parts and Upgrades over to their ready side.

All discarded Loot tokens should be returned to the Loot bag.

Pass the Baron token to the left and begin the next Quest. If there are no Quests remaining, the game ends.

Game end

Once the Scenario is completed, determine the winner by totaling your score from the following:

- Victory Points cards;
- Coins: silver coins are worth 1 VP each and golden coins are worth 5 VP each;
- Sailors which provide Victory Points at the end of the game;
- any other source.

Ties

If there is a tie, the tied player with the most Parts and Upgrades on their Galleon is the winner. If there is still a tie, the player with the most Pirates wins. If there is still a tie, the player with more Upgrades wins. If there is still a tie...

When the above tie-breakers are not enough the players may seek for help at the office of the Great Baron of all the seas. Write an email to portal@portalgames.pl and Ignacy Trzewiczek himself will choose the winner. Be sure to include pictures of the final ships and all their valuables!

Scenario order

The order of the scenario cards for both scenarios included in the game box is the same and presented on the Scenario Order board:

Scenario 1: Admiral Norrington

The game is played according to the base rules with the following addition:

Whenever any card refers to an Enemy Ship it only means a NP Ship.

Wanted player

After the conclusion of each Adventure, check who has the most Victory Points (including coins: 1 silver coin = 1 VP, 1 golden coin = 5 VPs) and give that player the Wanted token. If 2 or more players are tied, the Wanted token stays with the current Wanted pirate.

Note! Some Adventures will have different effects on the Wanted player.

Scenario 2: Pirate Wars

Setup changes

The following Setup changes are needed for this scenario.

1. After preparing all the Quests take the unused Adventure cards for the first Scenario and place near the Pit in a face-down deck. These cards will be used as Revenge cards.

2. Player Ships and Parts for different number of players

number of players	Ships per player
2	4 + Captain die
3	3 + Captain die
4	2 + Captain die
5	2 + Captain die

Rules changes

The game is played according to the base rules with the following addition:

Whenever any card refers to an Enemy Ship it means both a NP Ship and a Player Ship in the scenario.

You may Fire at the other player's Ships.

- 🚢 You may only use your Captain Ship to fire at another player's Ships.
- 🚢 The action cost is the same (exhaust 2 Cannons or 1 if the outcome on the die is 🔫).
- 🚢 If you sink another player's Ship, takes that Ship as a regular trophy.
- 🚢 Sunken Player Ships provide you the regular rewards.
- 🚢 After the Coin reward phase, return sunken Player Ships to their owners who must now repair them.
- 🚢 If your Ship was sunk by another player, draw 1 Revenge card after the repair.
- 🚢 A Revenge card allows you to use any of Ship (instead of Captain Ship only!) to fire at another player's Ship (the regular Fire rules apply). Shuffle the used Revenge card back into the Revenge deck.
- 🚢 You may also buy a Revenge card at The Pit by discarding 1 Valuables or 2 other Loot. You receive no coins for this trade. Multiple Revenge cards may be acquired at the same time and there is no limit to the number of Revenge cards a player may have or use in one Adventure.

Mini expansions in the box

Sailors pack no. 1

These 6 Sailors have more complex skills and are meant for experienced players.

To use them, shuffle them in with the regular Sailor cards.

Loot pack no. 1

These 8 Loot tokens are not one of the 4 types from the base game. Each token has a matching card which describes its ability. These tokens may not be used in any other way.

To use this expansion, add the Loot tokens to the Loot bag and set the corresponding cards aside.

Whenever you draw a Special Loot, check its meaning on the corresponding card.

Special Loot must be stowed in the regular way.

Sailors

Emilio Scar – When using this Emilio's skill, draw 1 Upgrade card and add the Upgrade token to your Galleon, ready side up. This is not treated as buying an Upgrade.

Max Schraube – When using Max's skill, take 1 Part of your choice (Cannon, Hold or Sail) and add it to your Galleon, ready side up. This is not treated as buying a Part.

Olaf Beerson – When using Olaf's skill, draw 1 Sailor card and adds to your other Sailors. This is not treated as hiring. The new sailor is ready and may be used immediately, if possible.

Upgrades

Ballista – When using this Upgrade, do not change the value of your Ships. Instead, remember the bonus when resolving Battles.

Black Flag - The meaning of „Enemy" depends on the Scenario rules. It may either be a NP Ship or a Player Ship.

Boarding Hook – If using this Upgrade leads to a Boarding, remember to draw 2 additional Loot tokens during the Loot step. One Loot for Boarding as normal and a second for using the Boarding Hook.

Bombs – Your Ships with 🔫 result are considered Strength 6 during Battles.

Crow's Nest – The meaning of „Enemy" depends on the Scenario rules. It may either be a NP Ship or a Player Ship.

Iron Teeth - Ships you sink with Iron Teeth should not be placed on your Captain and are discarded instead.

Ram - The meaning of „Enemy" depends on the Scenario rules. It may either be a NP Ship or a Player Ship.

Steering wheel – When using this Upgrade, you may even change the value of your Ship to the 🔫 result.

Super Hull - Your Ships are not sunk by Explode actions. If your Ship is the target of a Volley, local the next closest Ship to be the target instead. If the new target is your Ship again, you cannot change the target any more.

Turbine – This Upgrade allows you to take an additional Move each adventure, but only within 1 short range. You do not need to exhaust a Sail to take this action. The Turbine does not need to be exhausted and may be used once each adventure.

Adventures

Attack the Port – If you draw Rum in the Loot phase, draw 1 additional Loot. Repeat if you draw more Rum. You may draw a maximum of 3 extra Loot this way.

Attack the Prison - If all players are out at the same time, no one receives the coin reward.

Boneyard - During a Move, your line of travel may not pass over any part of the Ocean tile. Movement is in a straight line only. In case the Ship is standing on the Ocean tile it cannot move at all. If the Ship is at least touching the Ocean tile it is treated like if it was standing on it.

Brawl - In a rare case when all players chose the same result, all dice are winning and re-rolled. After drawing Loot you may exchange 1 Rum for 1 coin. You may even use Rum stowed from previous Adventures.

Cannonade - Players don't exhaust any Cannons to fire in this Adventure.

Cannons Ready - In a rare case when there is no lowest total (all players are tied), all dice are re-rolled.

Convoy – The Wanted player must choose the Upgrade to exhaust before deciding to send Ships to the Sea.

Corsairs! - When you chose to close a location, only you can use that location during that Port Visit. Players may use this location on future Port Visits.

Fabrics Supply – If you draw Fabrics in the Loot phase, draw 1 additional Loot. Repeat if you draw more Fabric. You may draw a maximum of 2 extra Loot this way.

Maze of rocks - During a Fire, the ocean tile prevents you from taking the action if a straight line between the two Ships crosses any part of the tile. In case the Ship is standing on the Ocean tile it cannot fire at all. If the Ship is at least touching the Ocean tile it is treated like if it was standing on it.

Merchant & Co. – If you draw Spices in the Loot phase, draw 1 additional Loot. Repeat if you draw more Spice. You may draw a maximum of 2 extra Loot this way.

Pillage time – If the Wanted Player has any Ships within 2 short ranges of a red die, resolve a Battle between those two Ships just as you would during the Battle step. This takes place before NP Ships Action phase.

Race - In a rare case when there is no lowest result (all dice are tied), all dice are re-droped.

The King is Here - After drawing Loot you may exchange 1 Valuables for 1 coin. You may even use Valuables stowed from previous Adventures.

Unlucky Fellow – If you sink the red NP Ship, you may choose all 4 Loot you want instead of drawing like normal. Take the chosen Loot from the Loot bag.

Mini expansion – Sailors

You place Loot on these Sailors during the Sailor Activation phase (Step 8) and you may only place the indicated Loot type on that Sailor. On a later Adventure, you may spend the Loot stored on these Sailors during the Player Actions phase (Step 4.)

Rules Summary

Quest stage

Adventure

1. Briefing - The Baron flips the next Adventure card, reads it aloud, and arranges any items needed in the Sea Box.

2. Ship Drop - The Baron gathers all dice, rattles them, and drops them in the Sea Box.

3. NP Ship Actions - NP Ships take actions in order: Escape, Explode, Move Away/Toward, Volley.

4. Player Actions - In turn order, you may Move and Fire.

5. The Battle - Resolve battles between NP Ships and Player Ships starting with the pair closest together.

6. Coins reward - Gain 1 🪙 for each ship you sank.

7. Loot - In turn order, draw 💰 from the loot bag if you participated in the Adventure.

8. Sailor Activation - In turn order, use any 🧑 that are active at Sea.

9. Ship repairs - Sunken Ships must be repaired. Discard 1 💰 for each.

10. Stow Loot - 💰 must be stowed. Each Ship and Hold may stow 1.

Port

Market - Trade 💰 - any 2 for 1 of your choice. (Any number of times)

Tavern - Hire 1 🧑 - discard 2 🍺, draw 3 🃏 cards, choose 1 to keep.

Shipyard - Buy 1 Part - discard 1 📦, take 1 available Part.

Workshop - Buy 1 Upgrade - discard 1 📦 and 1 🌶️, draw 3 Upgrade cards, choose 1 to keep.

The Pit - Trade 💰 for 🪙 - 1 coin per 💎 or 1 coin for every 2 💰

Guild - Buy 1 VP Card - Discard the required 🪙, take the top card.

Quest End

🚢 Turn any exhausted Parts and Upgrades over to their ready side.

🚢 All discarded Loot tokens should be returned to the Loot bag.

🚢 Pass the Baron token to the left and begin the next Quest. If there are no Quests remaining, the game ends.

Icons in the game

🪙 **Coin**

🍺 **Sailor**

🔄 **Exhaust** – this icon marks Parts and Upgrades which must be Ehxausted when used.

🔫 **Cannon** – one of the results on a Player Ship die

💰 **Loot:**

🍺 **Rum** 💎 **Valuables**

🌶️ **Spices** 📦 **Fabrics**

NP Ship actions

explode — Sink the number of closest Ships (both NP Ships and Player Ships), ignoring Strength and distance. Sink all required Ships before resolving any other effect. Afterwards remove this Ship from the Sea Box. The number of Ships to sink is equal to the result on the die or indicated next to the Explode action.

escape — Remove this Ship from the Sea Box.

volley — Sink the closest Player Ship ignoring Strength and distance.

move towards... — Move this Ship towards the indicated Ship up to the distance of 1 long range. Move action rules apply.

move away... — Move this Ship away from the indicated Ship up to the distance of 1 long range. Move action rules apply.

surrender — The player who sinks this Ship receives +1 Loot instead of a Coin for sinking it.

re-drop — Drop this Ship again into the Sea Box and resolve any new symbol results.

Note!

ally — This is a friendly Ship. Players cannot attack it in any way and should treat it like any other Player Ship. If an Ally has an opportunity to attack (for example, a Volley action), it attacks NP Ships only.

volley — If the result on a die is 🚢, resolve Volley. During the Battle the die has Strength 1.

move away... — If the result on a die is 🚢, resolve Move. During the Battle the die has Strength 3.