



Frankie (Bu) Ruocco

8+

2-5

20min

PIRATE KING

GOAL OF THE GAME

Defeat legendary monsters () and claim ancient treasures () to earn Crowns ().

The player with the most Crowns () at the end of the game will be declared the Pirate King or Queen, ruler of the Seven Seas.

CONTENTS



10 Pirate
Cards ()



45 Loot
Cards ()



14 Monster
Cards ()



5 Starter Decks (    )
- 8 Starter cards per deck -



1 Captain
token ()

SET-UP

(For 3 players)

Center of the table

Loot Deck (L)

Monster Deck (M)

Monster Area

Loot Area

Player Zone

Player's Deck

Discard Pile

Play Area

Captain Token



You can identify the different types of cards using the symbol in the bottom left-hand corner.

**A**

Each player selects 1 Pirate Card (★) and 1 Starter Deck made up of 8 Starter Cards of the same type (⚓ ⚓ ⚓ ⚓ ⚓).



+



Then, shuffle your 9 cards to form your Player's Deck, which is placed face down next to your Play Area. This is the deck you will start the game with. Return the rest of the Pirate Cards (★) and Starter Decks to the box.

**B**

Shuffle the 14 Monster Cards (🐉) and place them face down so all players can reach them. This will be the Monster Deck.

**C**

Shuffle all the Loot Cards (📄) and place them face down so all players can reach them. This will be the Loot Deck.

**D**

The player who last touched water is the starting player and receives the Captain token (🐉).

PARTS OF A CARD:

A. Sword (♠)

B. Curse (☠)

C. Gold (👑)

D. Crowns (👑)

E. Effects (Page 7)

F. Card type
(🗺, 🗡, ★, etc.)



HOW TO PLAY

A game consists of 7 rounds, each divided into 5 steps:

- 1. start:** Reveal 2 **Monster Cards** (🗡) and as many **Loot Cards** (🗺) as there are players in the game, placing them face up in the center of the table, visible to all.



- 2. Obtain ♠ and 🗺:**

1,2,3!

The Captain counts to 3.

ALL players must then turn over the top card from their Player's Deck and place it face up in their Play Area. If a revealed card has an effect, resolve it before another player turns over the next card. Effects apply immediately and may interact between players.



Check the effects on page 7.

Every time the Captain counts to three, each player turns their cards over one by one, going from left to right in their Play Area. Players can keep revealing cards until they either "DECIDE TO STOP" or accidentally "BURST"...

Reveal cards over and over until you...

DECIDE TO STOP: The player chooses to stop and not reveal any more cards. The revealed cards remain in their Play Area, and the player keeps the Swords (♣) and Gold (◎) they have revealed, to be used in the "Battle" and "Loot" steps.

BURST: While turning over and revealing cards, the player reveals a curse (☠) for the third time. The player must immediately stop revealing cards and send all revealed cards from their Play Area to their Discard Pile, losing all Swords (♣) and Gold (◎) collected for "Battle" and "Loot".

Risk it all for Swords (♣) and Gold (◎), or play it safe and "decide to stop" before you "burst" and lose everything! With more Swords (♣) and Gold (◎), you'll be able to obtain better cards for your Player's Deck in the next steps.

3. Battle : ONLY the first and second players with the most Swords (♣) take 1 Monster Card (🦋) from the ones revealed this round, starting with the player who has the most Swords (♣). The chosen cards are added to each player's Discard Pile.



4. Loot : In order from most to least Gold (◎), each player takes 1 Loot Card (📦) from those revealed this round, starting with the player who has the most Gold (◎). Add the chosen cards to your Discard Pile.

The number of Swords (♣) and Gold (◎) revealed by each player determines the order for selecting cards in the "Battle" and "Loot" steps. The higher the amount, the earlier you choose. If a player "bursts", they are considered to have -1 Sword (♣) and -1 Gold (◎) choosing after those with 0 Sword (♣) and 0 Gold (◎).

Ties! In case of a tie, the player with the Captain token () decides the selection order. The player chosen last in each tie will receive the Captain token () as compensation.

5. New Round: Collect all revealed cards in your Play Area and put them in your Discard Pile. Then, return to step 1 "Start", revealing new Monster () and Loot () Cards to begin the next round.



Your Discard Pile should always be placed face up to avoid confusion with your Player's Deck. When you run out of cards in your Player's Deck, shuffle your Discard Pile and use it as your new Player's Deck.

For 2-player games, see "2-player Variant" on page 11.

END OF THE GAME

The game ends after 7 rounds, or when there are no more Monster Cards () to reveal.

At this point, each player counts the Crowns () they have collected across ALL of their cards. The player with the most Crowns () is declared...

PIRATE KING OR QUEEN!



At the end of the game, the Captain token () is worth 1 Crown ().

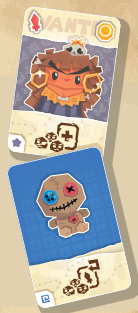
And in the event of a tie, the player holding the Captain token () decides who the winner is.

CARD EFFECTS

This section breaks down the different effects displayed on the cards. Warning! They may cause fun...

If you see this icon () next to an effect, it means that the effect applies to the other players, but not to you. These effects are resolved once each player has resolved their own effects.

If players are faced with several effects during one round, they must resolve them in clockwise order, starting with the player holding the Captain Token ().



Reveal a card from your Player's Deck for each () symbol you've revealed. These can chain together and force you to keep revealing.



This card copies the previously revealed card, including all of its symbols and effects.



Look at a number of cards from your Player's Deck equal to the number of () symbols. Then, return them to the top of your deck in any order.



Turn over a card from your Play Area that contains the symbol shown in the effect.



When you turn a card over, it remains in your Play Area, but loses ALL of its properties: Swords, Gold, and Curses. If you reveal a third Curse – don't panic! There is a way to avoid "bursting".



Earn as many Swords () and/or Gold () as there are symbols on your effect.



At the end of the game, cards with this symbol () award you Crowns () or even victory, based on the following table:

Number of cards ()	1	2	3	4	5
Crowns ()	1	4	8	13	You win the game!



Take the Captain token () and place it in front of you. You now have the Captain Token ().



Look at the next two cards from your Player's Deck: Reveal one, place it into your Play Area and send the other to your Discard Pile.



Place 1 card of your choice from your Discard Pile into your Play Area. If you have no Discard Pile, you may reveal the next card from your Player's Deck.



Place this card in another player's Play Area until the end of the round. Remember to claim it back at the end of the round, or it will be lost forever!



Draw the top card of the Loot Deck () and place it face up in your Play Area. If this card has an effect, resolve it immediately, then it's yours for the rest of the game.



FAQ

1. How do you correctly reveal cards?

Players must reveal cards from their Player's Decks at the same time, but the effects that appear may cause each player to reveal a different number of cards.

To make it easier to track, place the cards in separate rows each time you start revealing cards. When an effect forces you to reveal or place cards in your Play Area, the design of the cards allows you to partially cover the previous ones, keeping the rows organized and easy to follow.



2. Can I reveal more cards once I've decided to stop? And can I reveal cards if all other players have already "decided to stop" or "burst"?

No, players who have "decided to stop" cannot reveal more cards until the next round. Yes, if all the other players have already "decided to stop" or "burst", you can reveal cards as long as you haven't previously "decided to stop" or "burst".

3. If I reveal a third Curse (☠) which would make me "burst", but an effect makes me turn over the same card, am I still playing or have I "burst"?

A player doesn't "burst" until all the effects of the cards have been resolved. This means you can avoid "bursting," or another player could make you "burst", even if it seemed like you were safe.

4. Can you look at the Discard Pile? What about the Player's Deck?

You can only look at the Discard Pile.

5. What happens if there are multiple ties in a round?

Each tie is resolved individually, and the Captain token () is passed on to the player chosen last each time.

6. What happens if I forget to pick up Wilson () ?

Willson, the Coconut, will get angry and move to the Discard Pile of the player who was supposed to receive him. That player can use him again when he is revealed in future turns from the Player's Deck. (So don't forget about him!)



CREDITS

Edition 01

An original game from Boquerón Games
developed in Spain

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**Let's not forget the enthusiasm of the entire
Gigamic team!**



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Keep this information
and address for future
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2-PLAYER VARIANT

Pirate King follows the same rules in a 2-player game as with 3 or more players, with the following exceptions:

During "Start" in each round, place 2 Monster Cards () and 4 Loot Cards () in the center of the table.

During "Battle" in each round, only the player with the most Swords () chooses 1 Monster Card () from those revealed in the Monster Area, sending the other to the box, out of the game.

During "Loot" in each round, when a player selects a Loot Card () from the Loot Area, they send another card to the box, out of the game.





CARD EFFECTS



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