

pirate Curse

Board, fight and take the loot



Pirate Curse

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A game for 2-4 fearless pirates,
from 6 years
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CONTENTS:

1 playing field & 4 playing pieces
73 Loot cards | 20 Upgrade cards
45 Boarding cards | 60 Compass rose cards

Leave your hidden island with your ship and raid galleons, merchant ships and other pirates for valuable loot. But beware, the Pirate Curse could be upon you: Enemies can be unexpectedly strong, too much loot makes your ship slow & attackable and not all loot is valuable.

Decide wisely which gold coin you sail on to board your opponents and become the most feared and richest pirate!

HOW TO PLAY

- Each player starts from **their island** and heads for **gold coins**
- Move **1 square in any direction** per round, or as many squares as **indicated on the cards**
- If you were standing on a **gold coin**, you may **not use** this gold coin again for the **next 3 moves** to avoid moving back and forth
- Whoever **stands** on a gold coin **draws** a card or **challenges** another player to a battle
- Whoever has at **least 10** loot cards and thinks they have collected the **most loot** may move **back** to their island and **ends** the game
- Now everyone **adds up** the value of their loot cards and whoever has the **highest value wins** the game

THE GAME'S OBJECTIVE is to reach as many gold coins as possible on the playing field in order to collect loot. The player who has collected the most loot wins the game.

PREPARATION

- The game is played with 2 to 4 players and each player chooses a character piece
- **BOARD-, LOOT-, UPGRADE- & COMPASS ROSE CARDS** are set up **separately** from each other **outside** the playing area
- All pieces begin on the starting space of the **matching** colour in front of the island and the youngest player begins. The game is played in a clockwise direction
- The player who has collected at **least 10** loot cards and is the first to sail **back** to their island **ends** the game

GOLD COINS

There are **three** different types of gold coins scattered around the playing field. You have to reach these gold coins to make loot. But be careful - you may also lose loot!

PIRATE COIN



A duel with another pirate!

If you come across a **pirate gold coin**, you must **choose** a fellow player as your **opponent**. You both choose **one** of your **LOOT CARDS** and place it on the playing field at the **same time**. Whoever has the **higher** loot value **wins** and gets to keep both loot cards. If you do not yet have a loot card, you can draw one from the pile.

SHIP COIN



Time to board a ship!

If you land on a **ship gold coin**, you must **draw** an **BOARDING CARD**. The card shows how **successful** your attack was.

COMPASS ROSE CARD



The compass rose sets the course!

If you come across a **compass rose gold coin**, **draw** a **COMPASS ROSE CARD**. You will find **positive** and **negative** cards as well as cards that **correspond** to **UPGRADE CARDS**. Each **COMPASS ROSE CARD** can only be used **once**.

UPGRADE-CARDS

UPGRADE CARDS give you **invaluable advantages**. They can make you **faster** or **stronger**, they make it **easier** for you to get the cards you want, but they can also **protect** you from negative cards.

- Once you have **bought** the UPGRADE CARD, you can keep it **forever**
- You can use it **once** every turn
- You can **combine** multiple UPGRADE CARDS each turn
- The cards are **purchased** on a **trade market** (coloured starting spaces in front of your islands) - which trade market you use is up to you
- You must **pay** for the upgrade cards with your **LOOT-CARDS**
- UPGRADE CARDS can also be **sold again** on the trade market at **1/2 price** - this **increases** your final **loot value**

You can also find kind of UPGRADE CARDS at the **Compass Rose**. However, you can **only** use these cards **once** and must **discard** them afterwards.



UPGRADE DOUBLE MOVE

With this card, you can (but do not to have to) take **2 steps** with **each move**. If you move cleverly, you will get a coin every turn and collect loot faster.



UPGRADE DOUBLE TROOPS

You can use this card to **place 2 LOOT CARDS** in **each duel**. This allows you to defeat high-value loot cards and emerge victorious from the duel.



UPGRADE FAT LOOT

With this card, you can draw **twice as many LOOT CARDS** each time (2 instead of 1, 4 instead of 2, 6 instead of 3, etc.). This allows you to get your loot faster.



UPGRADE FAIR EXCHANGE

With this card, you can swap **1 of your LOOT CARDS** for a **new** one from the stack **each turn**. This allows you to swap worthless loot for valuable loot.



UPGRADE MIGHTY PROTECTION

With the **protection** of the mighty pirate, you **resist** every **negative card**. If you have this card, you **don't have to** do what the negative cards say.

COLLECTOR'S CARDS

Collector's cards are distributed **across** all cards. 4 cards form a motif.

Collect these cards and whoever has a **complete** motif may **draw 5 loot cards**



CAPTAIN BLACKBEARD

You will find **Captain Blackbeard** spread across all cards, who will support you in your attacks and help you fend off enemies



THE BLACK HORDE

The undead pirates of the Black Horde always **attack you unexpectedly**. Fight or flee! Either way, you will lose loot and have to regain your strength.



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