

Bottles of rum

Yo ho ho, and a bottle of rum! Drink a bottle of rum and everything will go swimmingly. But drinking more will make you shakier than a landlubber on deck and you'll lose points. 1 bottle will win you 2 treasure points. Each additional bottle will lose you 1 point. Collecting 5 or 6 bottles will not lose you any additional points.



Menacing Masks

A strange curse lies upon these masks:



Take but one or two,
and the gods will frown on you,
Take some three or more,
and find fortune at your door.

Collecting 1 or 2 menacing masks will bring you bad luck and will lose you 1 or 2 treasure points respectively. However, collecting 3 or 4 masks will bring you good luck and will win you 5 or 9 points. Collecting 5 or 6 masks will not win you any additional points.

Once your treasure points have been counted, move your Parrot forward on the path on the Wealth card, in turn order as many spaces as your total points. There may be more than one Parrot on the same space.



					$0 + 3 - 1 = 2$
					$1 + 3 + 2 = 6$
					$1 + 2 + 1 = 4$
					$2 + 2 - 1 = 3$

New round

Once treasure points have been allocated, gather your tokens, close the treasure chest and shake it once more. Pass the Key token to the next person in the turn order. This player will be captain in the new round. Open the treasure chest to start a new round, starting with the first step, "Memorize the Loot".

Play as many consecutive rounds as indicated below.

End of the Game

For a game with 2 or 4 pirates, the game ends at the end of the 4th round.
In a game with 3 pirates, the game ends at the end of the 3rd round.

The pirate with the most treasure points at the end of the game is the winner!
In the event of a tie, the players who are tied share the victory.



PIRATE BOX™

SYLVAIN LAS JULLIARIAS
INGENIOUS STUDIOS

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Introduction

You have finally gotten your hands on the legendary treasure of the Black Lemon! To share the loot, you will need to follow the old 3 step pirate tradition: memorize the contents of the treasure chest, plan how the loot will be shared and then take the objects that match with your choices. If you have a good memory and plenty of cunning, you could steal away with the most valuable share!

Object of the Game

Memorize the contents of a treasure chest so that you get the biggest share of the loot and win the most treasure points.

Setup

1. Take all the contents out of the treasure chest except for the 16 dice. Close the treasure chest.

2. Place the grid board and the Wealth card next to the treasure chest.

3. Give each pirate 1 Parchment card, 1 Parrot and 1 color set of Pirate tokens.

For a 2-pirate game, each take 6 of your color tokens.

For a 3-pirate game, each take 5 of your color tokens.

For a 4-pirate game, each take 4 of your color tokens.

Put any unused tokens or Parrots to one side as they will not be used in this game.

4. Place your Parrot on the Boat space of the track shown on the Wealth card.

The last person to have seen a film involving pirates is the captain. They take the Key token and place this on the table in front of them.



Setup for 4 pirates.



Game Contents

- ◆ 1 Treasure Chest (game box) containing
- ◆ 16 Precious Object Dice
- ◆ 1 Grid board
- ◆ 24 Pirate tokens (6 of each color)
- ◆ 1 Key token
- ◆ 4 Parrots (1 of each color)
- ◆ 4 Parchment cards
- ◆ 1 Wealth card
- ◆ 1 30 second timer

How to Play

The game is played in several rounds made up of 3 steps each. Before carrying out these 3 steps, the treasure chest with the dice inside should be shaken. If one or more dice are not on a space, gently shake the treasure chest so that they move to sit on a space. Place the treasure chest on the table. Be careful! You must place the treasure chest so it faces the same direction as the grid board. **Make sure the position of the compass symbol on the treasure chest is facing the same direction as the board.**

1. Memorize the loot
2. Plan how the loot will be shared
3. Collect the loot

1. Memorize the loot

Open the treasure chest and turn over the timer. You have 30 seconds to memorize the contents of the treasure chest. Once the timer runs out, shut the treasure chest.

2. Plan how the loot will be shared

In clockwise turns starting with the captain, place one of your tokens on an empty space on the grid which corresponds to an object you wish to take. You cannot place a token on a space that is already occupied, nor can you move a token that has already been put down. Continue playing in turns until all of your tokens have been put on a space.

3. Collect the loot

Open the treasure chest. In turns, take the dice which are in the spaces that correspond to those you have placed your tokens on in the grid. Be careful not to change the faces of the dice. Count your treasure points as follows with the help of your parchment:

Crowns and jewels

1 crown combined with 1 jewel wins you 3 treasure points.

If you have no combination, then each crown or jewel will win you 1 point. You can collect several pairs in the same round.



Pairs of Swords

One pair of swords is not worth any points. With two pairs of swords, you win 2 points. Each new pair after this gives double the points won from the previous pair. Collecting 5 or 6 pairs of swords will not win you any points.



Pieces of silver

Each piece of silver wins you 1 treasure point. This is true even if you collect 5 or 6 pieces.

