

## Components

*2 Cannon dice*

*21 Action cards*

*6 Treasure Map cards*

*1 Treasure Chest envelope*

*1 Scoring pad*

*2 marking tools*

## Setup

The game begins by shuffling the six **map cards** and **blindly** placing one into the treasure chest envelope. This is where the treasure is buried and counts as a bonus at the end of the game. The remaining five map cards are placed face down nearby.

The **action cards** are shuffled and also placed face down nearby.

The player to recite the entire alphabet in pirate-speak plays as the pirates. Be sure to emphasize A, C, I and especially R. The first player who squawks like a parrot and proclaims, Polly wants a cracker, goes first.

## Quickplay

If you want to jump right in after setup:

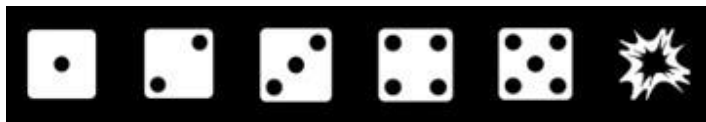
- Players face each other. Each round, flip one action card and roll both dice
- Alternate picking one of the three till gone
- Cross out cannonballs as used. Cross out items on the grid to add to your treasure chest, 6 blows up opponent's cannon, follow instructions on cards.
- Repeat, repeat, repeat
- Run into anything you don't know... read on.

## Gameplay

Players compete on the same sheet facing each other. The first player turns the first action card face up and rolls both cannon dice. They then choose between one of the two cannon dice **or** the action card and completes their action. The other player gets to choose between the remaining two actions and the initial player gets the last unchosen action to end their turn. This completes the first player's round. Play repeats with the second player.

Action cards are played after the dice actions of the round unless otherwise specified.

## Filling your treasure chest



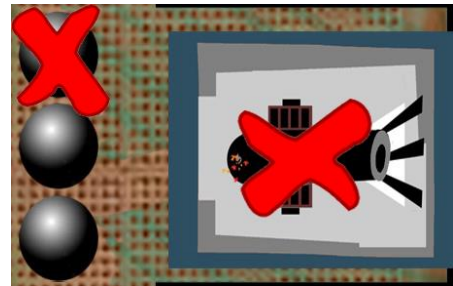
The cannon dice scores hits 1-5, left to right on the score pad.

If a player chooses one of the two cannon dice, they can claim a matching space on the sea grid as long as it has not already been claimed. That player then crosses out a cannonball from that row and then crosses out the treasure on the sea grid. Once all three cannonballs have been crossed out for a cannon, that cannon can no longer fire on that row.



**Remember, always check your cannon first before crossing a treasure off at the sea grid. You might not be able to use that cannon if you have no**

**cannonballs or the cannon is decommissioned.**



When crossing the treasure out on the sea grid, collect that treasure and circle it, on the treasure chest. Do not X out unless a card instructs you to do so. X's equal no points.

The (💣) explosion on these dice represents a direct hit that decommissions your opponent's cannon which is "X'd" out.

A cannonball is used on every die roll. If there is no available choice on the sea grid during a roll, it constitutes a miss and nothing is scored for that die. However, a player does not have to take a card even if a dice roll does not score for them. It is counted as a miss and the other player is left with the card action.

## End Game

The game ends when one of these conditions is met.

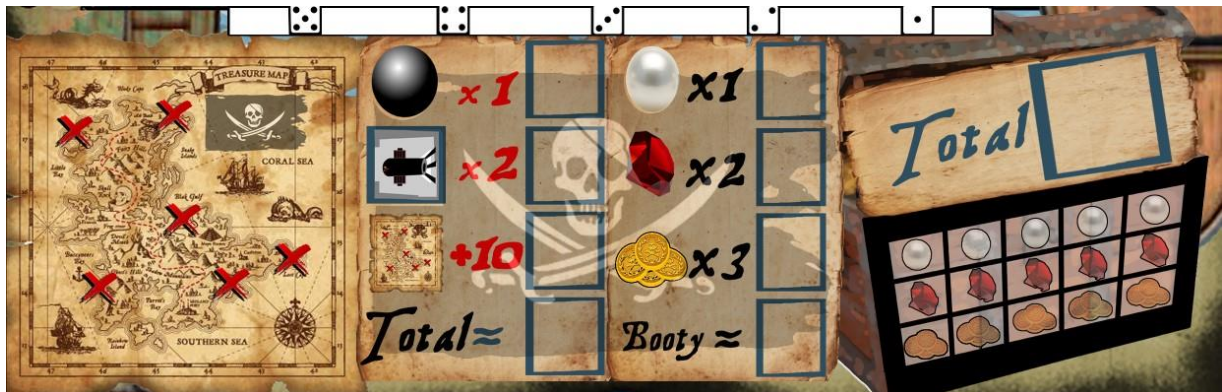
- When all cannons on one side are destroyed
- On one side, all the cannon balls have been used
- All spaces in the sea grid are claimed
- One player can no longer score
- Both players determine the end of the game

Play stops after that round and all points are scored.

## Scoring

At the end of the game, players add up how many cannonballs they have left + the number of cannons that have not been destroyed. They then add that to their treasure chest totals and the bonus scored if they have found the buried treasure on the treasure map. High score wins. Ties are decided by a duel.

## The scoring section



## Players score board



Each unused cannonball is worth 1 pt.

Still functioning cannons are worth 2 pts.

Correctly identifying where the treasure is buried is worth 10 pts

Pearls are worth 1 each

Rubies are worth 2 pts each

Gold doubloons are worth 3 pts each

Combining both totals to win the game – Priceless





## Specialty treasure




Touched for luck aboard any ship, scoring this one lets you choose any unclaimed space on the sea grid. Player crosses out both the horseshoe and the chosen treasure.



Scoring one of the two treasure chests at sea adds one of each treasure to your treasure chest.



Hitting an  on the sea grid will earn you one map from the draw pile.

## Treasure maps



When a map card turns up on the action deck, or one of the two “X”s” is struck on the sea grid, a player can take one of the cards from the map deck. Each map has 1 of 6 spots on it where the treasure could be buried. Through a process of elimination at the end of the game, players circle the “X” on the map in their scoring section that **they believe matches** the map placed in the treasure chest envelope. Players can mark their maps any way they want to keep track. Deception is always a good policy when scavenging, but only the circled “X” is counted for the bonus.

If a player loses a map, that map is placed on the bottom of the map deck, face down.

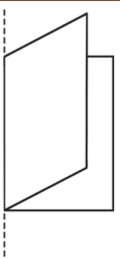
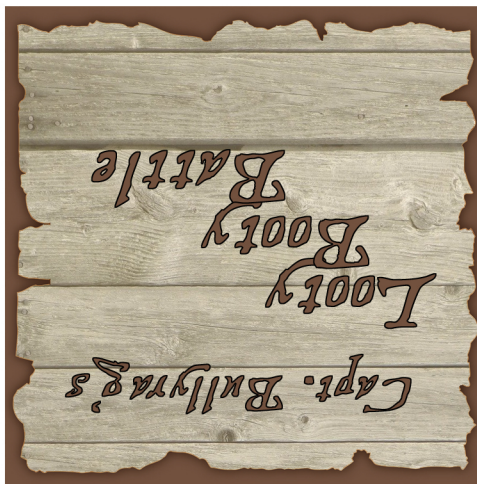
It is possible for both players to choose the same location on their maps and win the bonus. There are a limited number of maps available. If there are no maps left in the map deck, a player gets nothing. Such is a pirate’s life.



“When a pirate grows rich enough, they make him a prince.”

- George R R Martin





Cut white space between cards  
Fold cards in half  
Tape or glue to create card backs

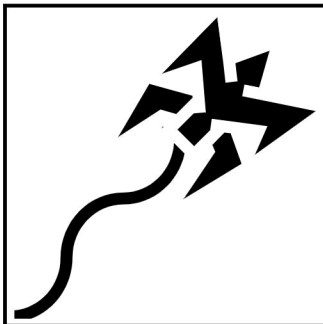






## Boarding Party

*Cross off one treasure  
from opponent's chest  
Add to own chest*



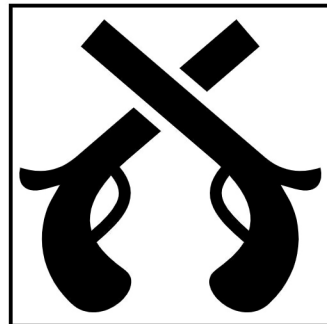
## Crows Nest

*After round, roll 1 die  
pick top to bottom  
from column instead of row*



## Duel

*After round, both players roll  
a die. Loser X's out 1 treasure  
on treasure chest. Ties reroll*



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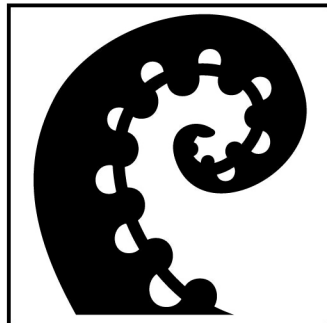
## Extra shot

*After round, Roll one die  
for one immediate extra shot*



## Kraken

*Cross off one treasure  
from treasure chest*



## Map

*Take from the map deck*



## Map

*Take from the map deck*



## Map

*Take from the map deck*



## Map

*Take from the map deck*



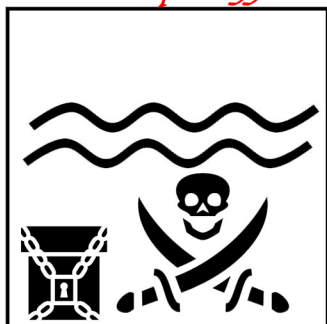
## Map

*Take from the map deck*



## Davey Jones

*After round, collect nothing.  
Roll 1 die  
to cross space off sea grid*







## Miss

No treasure.

You get nothin'

Cross off 1 Cannonball



## Mutiny

Hold card for later.

Allows player to go first again

Even after round has started

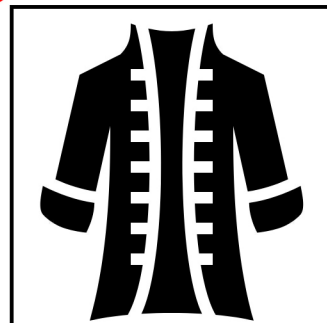


## Parlay

For immediate or later use

Return a map card to deck

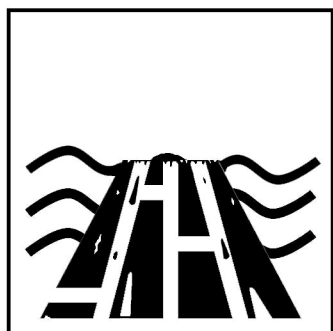
for another roll



## Walk the Plank

Lose one die

at beginning of next round



## Powder keg

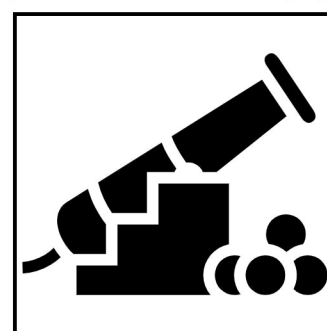
Lose any treasure maps collected

Place on bottom of map deck



## Reload

After round,  
player rerolls both dice  
plus one card and chooses one

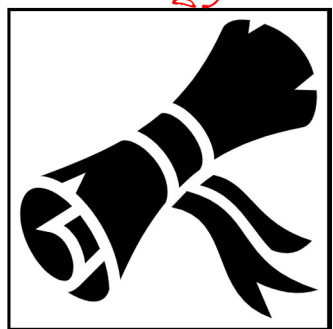


## Ship Log

Hold for later

Give one map in possession

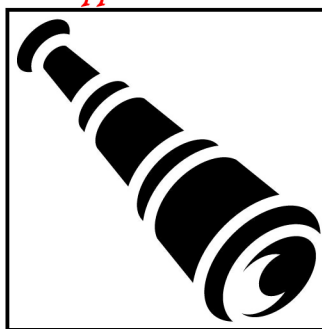
in exchange for both rolls



## Spy glass

Look at all maps from

opponents hand



## Rough Seas

Cannonballs roll off ship

Cross off 2 cannonballs

