






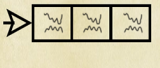











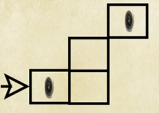



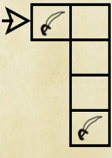

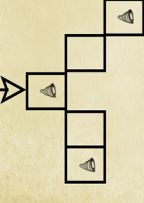



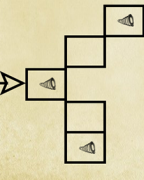









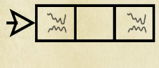





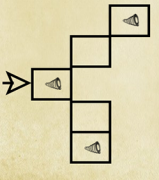

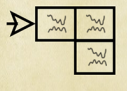





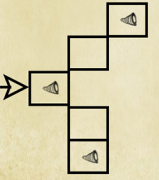











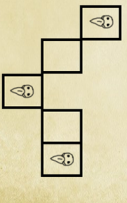
# POCKET PIRATES

## TREASURES OF THE FAR SIDE



A ROLL AND WRITE RPG ADVENTURE

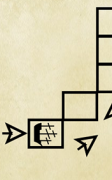


<b>land</b>  <p>Enemy Scouts</p>  <p>5 ○ ○   □</p>	<b>Sea</b>  <p>Killer piranhas</p>  <p>5 ○ ○ ○   □</p> <p>If you are in deep water, remove one HP pip from this enemy</p>	<b>land</b>  <p>Cave in</p>  <p>Lose 1 crew member</p>	<b>Sea</b>  <p>Ambush</p>  <p>Leave 1 crew member behind on an island</p>	<b>land</b>  <p>Vampire Bats</p>  <p>6 8</p>	<b>Sea</b>  <p>Enemy Scouts</p>  <p>6 8   □</p>	<b>land</b>  <p>Killer Hornet</p>  <p>6 6</p> <p>If you are in or adjacent to a forest, remove 1 of your crew members behind for one turn.</p>	<b>Sea</b>  <p>Vultures</p>  <p>6 7</p>
<b>land</b>  <p>Moving Sand</p>  <p>You may not move South and West on your next turn</p>	<b>Sea</b>  <p>Hydra</p>  <p>5 ○ ○ ○   □</p> <p>If you are in deep water, roll a die and write the result in the third blank pip.</p>	<b>land</b>  <p>Ambush</p>  <p>Leave 1 crew member behind for one turn</p>	<b>Sea</b>  <p>Storm</p>  <p>You may not move North on your next turn. If you are in deep water, you may not move North or West.</p>	<b>land</b>  <p>Cyclops</p>  <p>○ 8   □</p>	<b>Sea</b>  <p>High Current</p>  <p>Reduce your movement by one in every direction</p>	<b>land</b>  <p>Fiend Spiders</p>  <p>6 6 6</p> <p>If you are in or adjacent to a forest, roll a die and write the number on the empty pip</p>	<b>Sea</b>  <p>Griffin</p>  <p>○ 7 ○</p> <p>If you adjacent to land roll a die and write the result on two pips. If you are in deep water, roll the die and write the result on one pip</p>
<b>land</b>  <p>Enemy Scouts</p>  <p>6 ○ ○   □</p>	<b>Sea</b>  <p>Sea Serpent</p>  <p>5 ○ ○ ○   □</p> <p>If you are in deep water, roll a die and write the result on the third blank pip.</p>	<b>land</b>  <p>Cave in</p>  <p>Lose 1 crew member</p>	<b>Sea</b>  <p>Scylla</p>  <p>6 7 5   □</p>	<b>land</b>  <p>Vampire Bats</p>  <p>○ 8</p>	<b>Sea</b>  <p>High Current</p>  <p>Reduce your movement by one in every direction</p>	<b>land</b>  <p>Cave in</p>  <p>Lose 1 crew member</p>	<b>Sea</b>  <p>Hydra</p>  <p>○ 7 ○</p> <p>If you are in deep water, roll a die and write the result in the blank pips</p>
<b>land</b>  <p>Giant Serpent</p>  <p>5 ○ ○ ○   □</p>	<b>Sea</b>  <p>Storm</p>  <p>You may not move North on your next turn. If you are in deep water, you may not move North or West.</p>	<b>land</b>  <p>Giant Serpent</p>  <p>5 5 ○   □</p> <p>If you are on top of or adjacent to a mountain, roll a die and write the result in the third empty pip</p>	<b>Sea</b>  <p>Hydra</p>  <p>5 6 ○   □</p> <p>If you are in deep water, roll a die and write the result in the third blank pip.</p>	<b>land</b>  <p>Bone Cruncher</p>  <p>○ 7   □</p>	<b>Sea</b>  <p>Sea serpents</p>  <p>5 6 ○   □</p>	<b>land</b>  <p>Bone Cruncher</p>  <p>6 7</p>	<b>Sea</b>  <p>Plague</p>  <p>Lose 2 crew members for one turn</p>



Sea

Enemy ship

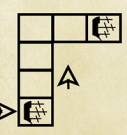


(5) (8)

If you are unable to defeat this ship, the ship will flee to a new location as per the flee pattern shown above.



Enemy ship



(5) (8)

If you are unable to defeat this ship, the ship will flee to a new location as per the flee pattern shown above.

land

Fiend Spiders

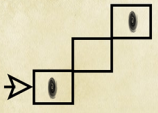


(6) (6) (0)

If you are in or adjacent to a forest, leave one crew member behind for one turn.

land

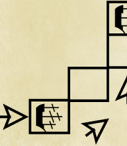
Moving Sand



You may not move South and East on your next turn

Sea

Enemy ship

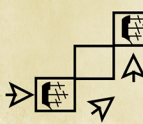


(5) (6) (7)

If you are unable to defeat this ship, the ship will flee to a new location as per the flee pattern shown above.

Sea

Enemy ship

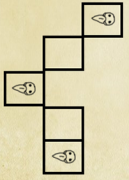


(5) (6) (8)

If you are unable to defeat this ship, the ship will flee to a new location as per the flee pattern shown above.

Sea

Plague



Lose 2 crew members for one turn

Sea

Vultures

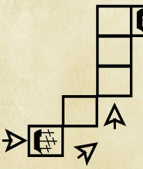


(5) (5)

If you are adjacent to land add +1 to each HP pip.

Sea

Enemy ship

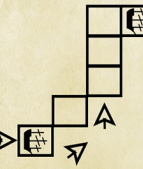


(5) (7)

If you are unable to defeat this ship, the ship will flee to a new location as per the flee pattern shown above.

Sea

Enemy ship

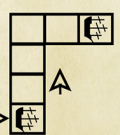


(5) (8)

If you are unable to defeat this ship, the ship will flee to a new location as per the flee pattern shown above.

Sea

Enemy ship

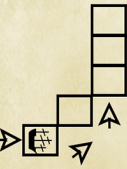


(5) (8)

If you are unable to defeat this ship, the ship will flee to a new location as per the flee pattern shown above.

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Enemy ship

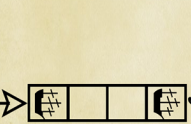


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If you are unable to defeat this ship, the ship will flee to a new location as per the flee pattern shown above.

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Enemy ship

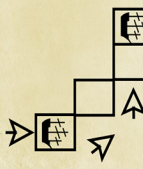


(5) (6) (7)

If you are unable to defeat this ship, the ship will flee to a new location as per the flee pattern shown above.

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Enemy ship

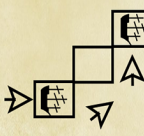


(5) (6) (7)

If you are unable to defeat this ship, the ship will flee to a new location as per the flee pattern shown above.

Sea

Enemy ship



(5) (6) (8)

If you are unable to defeat this ship, the ship will flee to a new location as per the flee pattern shown above.

Sea

Enemy ship



(5) (6) (7)

If you are unable to defeat this ship, the ship will flee to a new location as per the flee pattern shown above.



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Name of Captain  Total Score:



Main Quest

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Adventures

Cargo Raid

Monster Trophy

2

1

☐☐☐

☐☐☐☐

Legend of the High Seas

2

☐☐☐☐

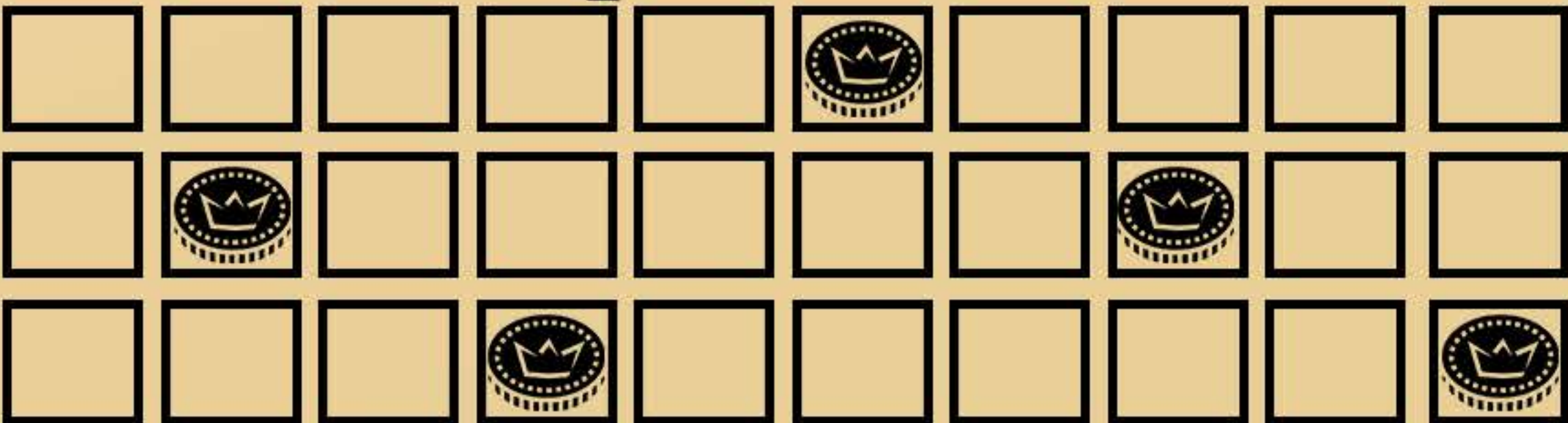
Trade Route

2

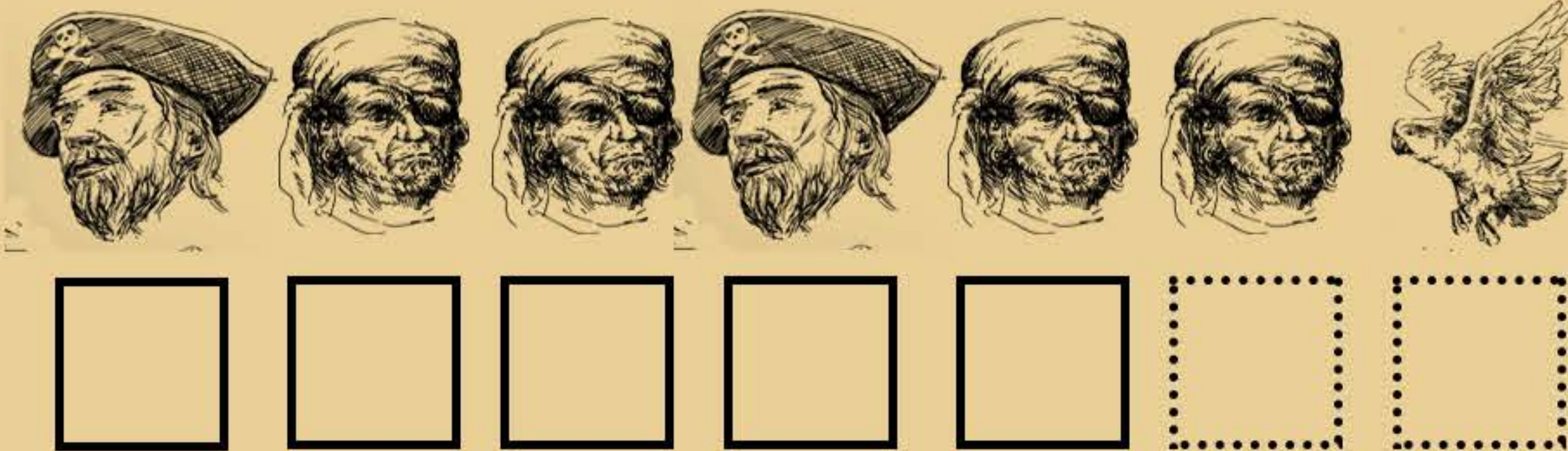
☐☐☐☐

Quest Score:

Reputation



Crew Members



Ship Upgrades

Rum Barrels ☐☐

Capacity ☐☐

Rations ☐☐



# Pocket Pirates! Treasures of the Far Side

1 player

30-45 mins

10+

## 1. Object of the Game

You are the captain of a pirate ship in the caribbean sea. You must traverse through the islands of the caribbean to uncover the ancient hidden treasures. Mark your adventures on your map to forge tales of trials, monsters and fortunes and become the pirate of legends.

## 2. Components

1x A4 sheet

3x Dice (different coloured preferred) Known as the directional dice

16x Event cards

8x Cargo ship cards


7x Crew cubes (7 red cubes)

## 3. Setup

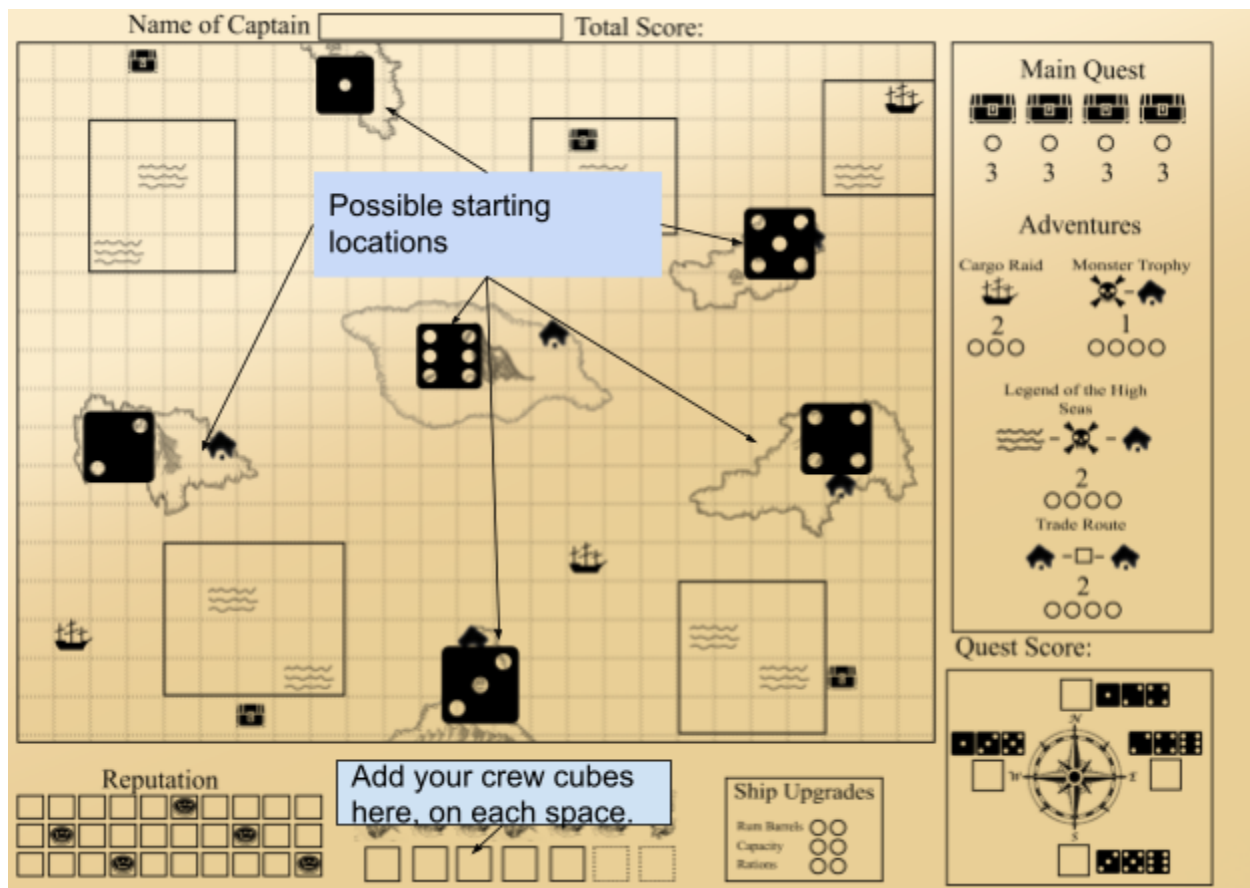
1- Separate the enemy cargo ship cards from the event cards.

2- Shuffle the event cards and place them face down next to you

3- Take 5 crew cubes and place them on their designated spot on the playing sheet. Write your captain's name on the top left corner of the sheet.

4- Roll one die to determine your starting island location (as shown in the figure below). Mark your starting island location by drawing a  (filled circle) to indicate your starting location. You may start anywhere on that island.





## 4. Gameplay

The gameplay phases are divided into:

- Rolling the directional dice
- Marking your progress
- Resolving event cards or Perform land actions (such as visiting towns or building a campsite)

### 4.1 Movement

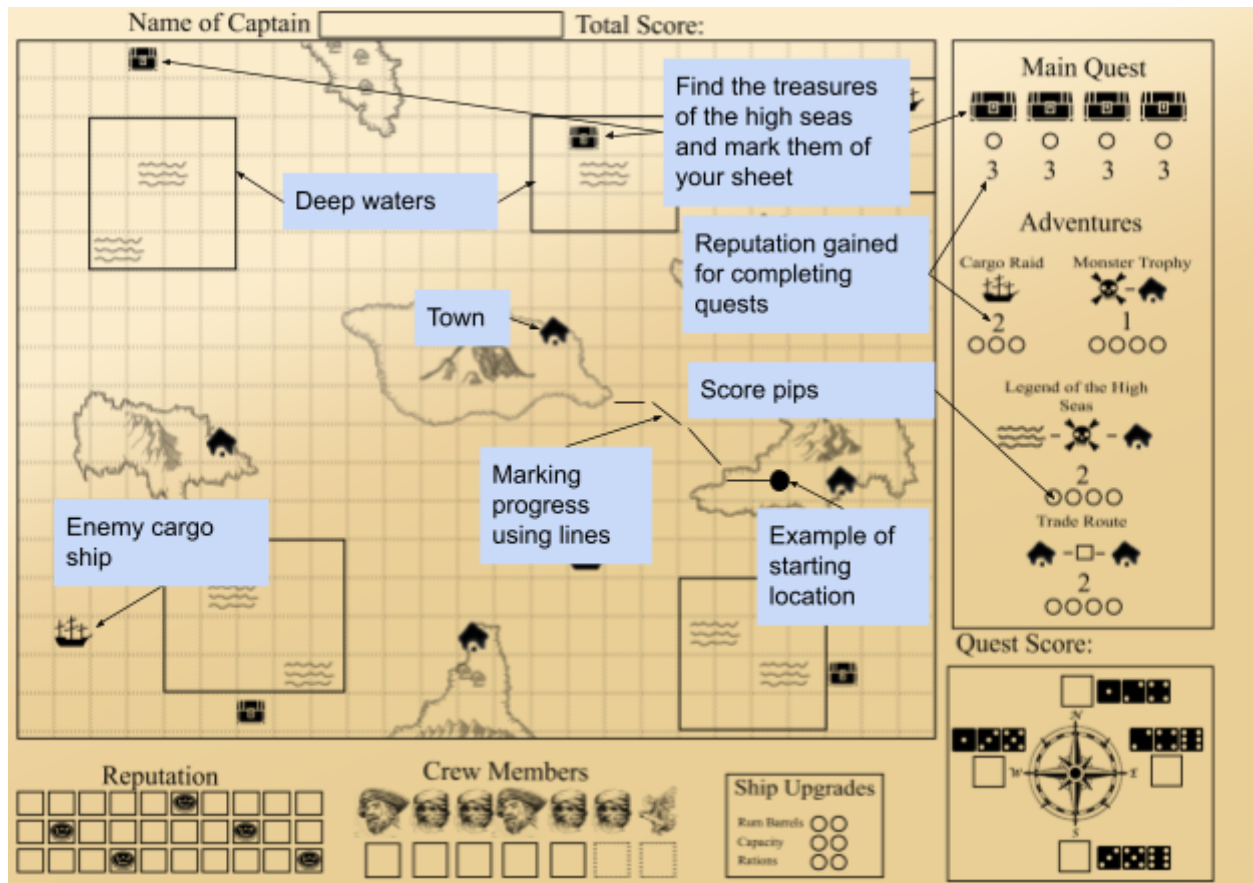
i- Roll all 3 dice, and decide which direction to sail. Select 2 out of the 3 dice and place them on the compass (bottom right corner of your sheet) to indicate the directions of movement. For instance, if you want to move Northeast, and your two dice show a 1 and a 6, you can place the 1 on the North and the 6 on the East direction of the compass. You may not allocate two dice on the same axis (i.e. North and South). You may not allocate two dice in the same direction (i.e. North, North). Alternatively, you may move 1 space in any direction for free without using your navigation dice.



ii- The third die determines the amount of movement points you receive. If you roll (1 or 2) then you gain 3 movement points. A 3,4, or 5 gains you 4 movement points. If you roll a 6, you will gain 5 movement points.

iii- You may move diagonally however, this will cost two movement points. For instance, if you want to move North then North-East, You will need to spend 1 movement point to travel North and 2 navigation points to travel 1 space in the North East direction. To mark your voyage on the sheet, draw a — (a line) with the direction you are heading to. These must be within the borders of the square grids (as shown in the image).

iiii- You may not warp from one side to another.




### 4.3 Events and Encounters

At the end of the movement phase, draw a card from the events deck and attempt to resolve it then draw the symbol(s) on your current location on the map as shown on the card. The symbols for such events are shown in the centre of each card (see the figure below).






To resolve an encounter  , you must roll the dice as per the number of HP pips on the encounter card and assign the rolled dice to each pip. Assign your crew to each HP pip to increase your chance of winning the encounter. If the number on the die + the crew assigned matches or exceeds the number of hit points shown on the monster card, you win the battle. If you were unsuccessful you lose 1 crew member. If you win, you will gain one reputation point.

For example, you encounter the Giant Serpent with a HP1= 5 and HP2= , HP3= . You first roll dice as per the number of blank pips to determine HP2 and HP3. Write down on the enemy card the amount for HP2 and HP3. Next, roll a number of dice equivalent to the HP pips available and allocate each die to a HP pip. Finally, assign your crew to each HP. Add up the result of the roll to the number of crews assigned for HP1 and 2 . If they match the numbers shown on the HP pips, you win the battle. Draw the symbol as shown on the encounter card on to your sheet and then discard the encounter card.

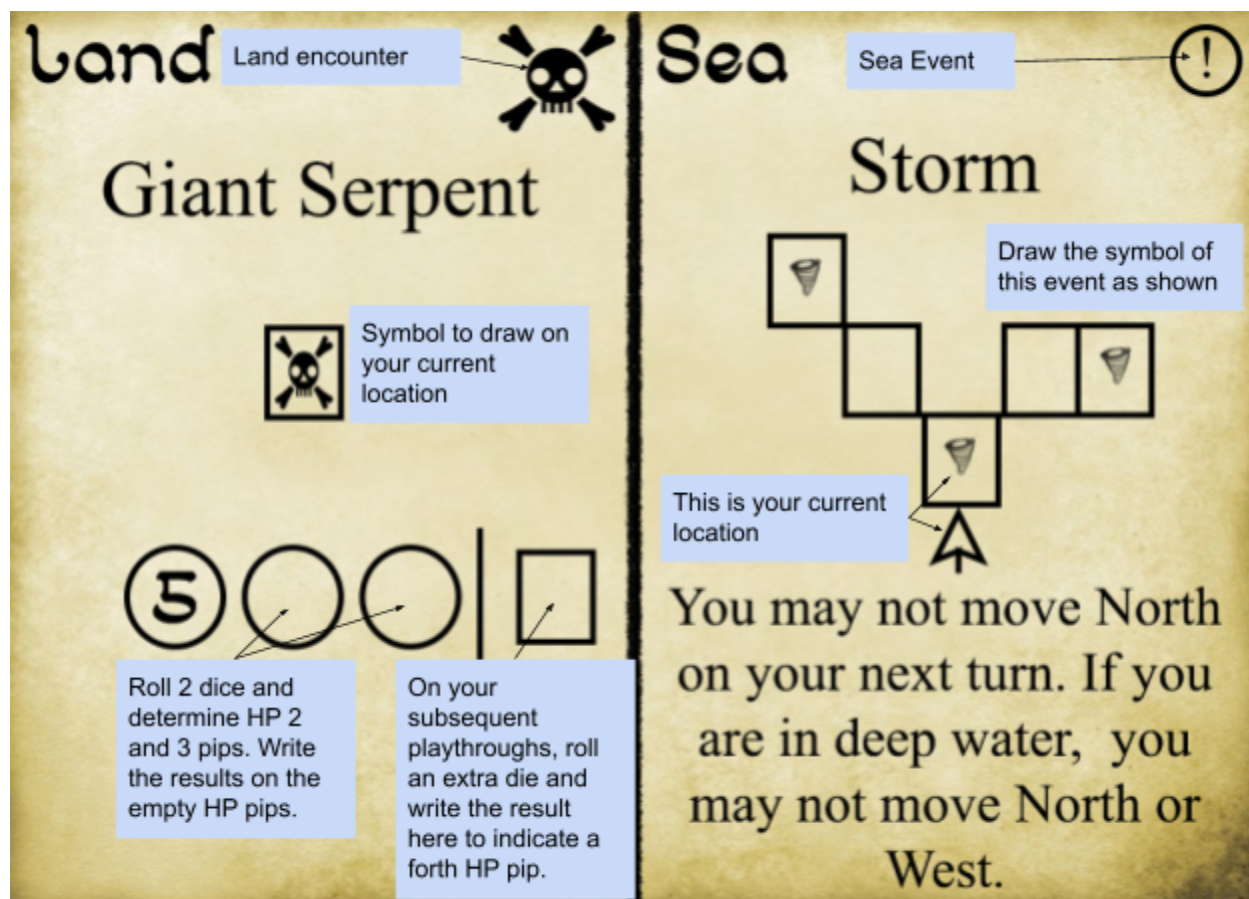


Event cards  generally have negative outcomes which will apply to you immediately. Follow the instructions on the event card and don't forget to draw the event symbol as shown on the centre of the card once you have resolved that event.

All of the events require you to draw the event symbol associated with different tiles. If you are on sea and the event you come across requires you to draw on a tile on land, you will draw that symbol in the next tile in the sea. If you are at the edge of the map and you cannot draw on more tiles, then you must warp to the opposite side of the map to draw the symbol.

Once you do not have any more cards to draw, shuffle the cards in the discard pile and place them back face down in the event deck.



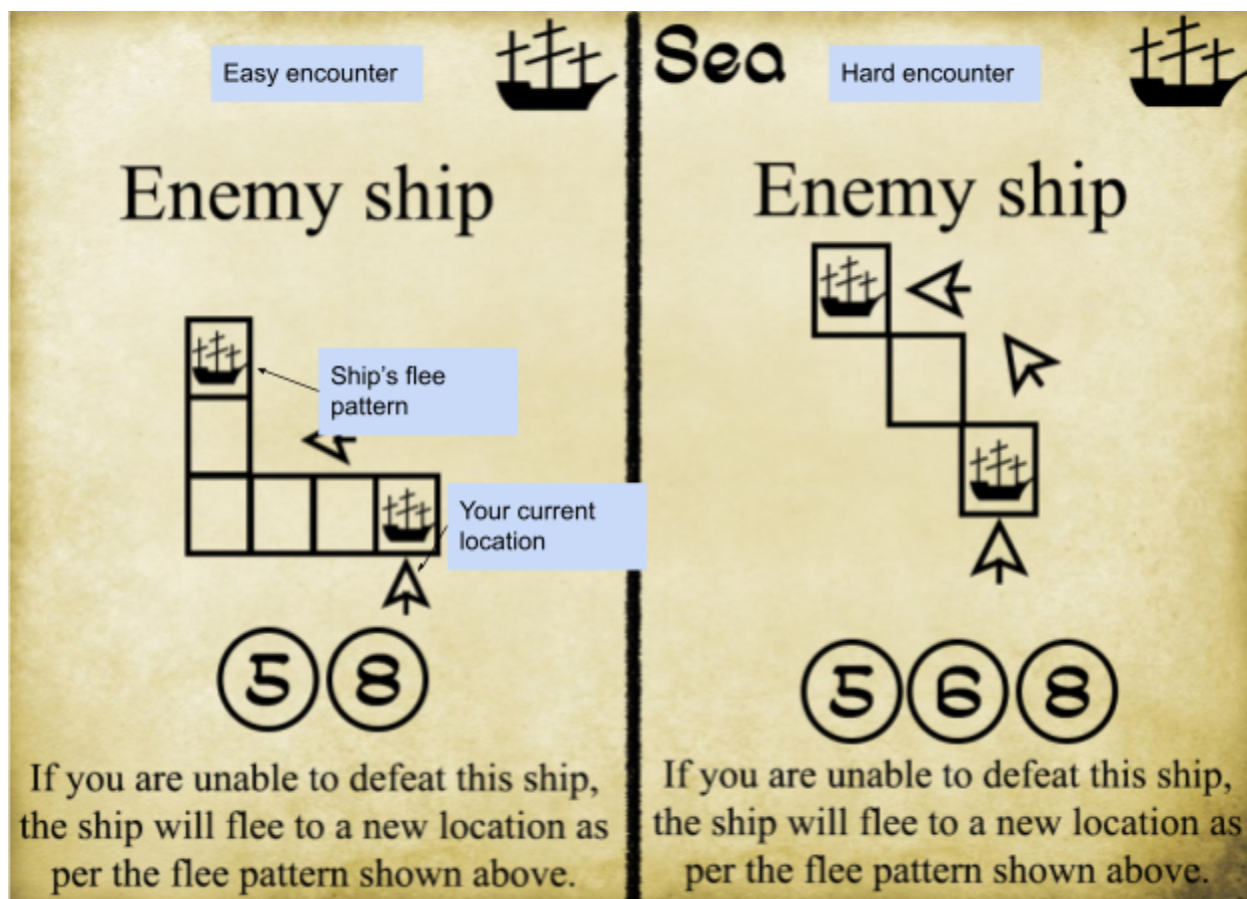


#### 4.4 Enemy Cargo Ships


During your quest, you may decide to loot a cargo ship and gain some reputation. These encounters are more difficult than regular encounters as they are well protected. To attack a

cargo ship, you must sail to a icon and encircle it on your sheet. Draw one enemy cargo ship card. You may choose between the two ship encounters shown on the card. However, if you lose this encounter, the ship will flee as shown on the card. Draw the new ship location on the map. You may sail to the ship's new location to attempt to raid it again.





## 4.5 Camping

Once you have reached a land tile, you may decide to build a camping site. You will first draw on to your sheet a camp symbol . You may then recover up to 2 of your wounded crew mates. This is allowed twice per game.

## 4.6 Visiting Towns

You may sail to a town and visit that town by encircling the town symbol on your sheet. You then do not need to draw a card from the events deck. Once inside a town you can either hire new recruits up to your ship's capacity or you may complete an adventure. You may not however visit the same town twice.



## 4.7 Quests

Once you have completed a main quest or an adventure, you must fill in the pip underneath that adventure or main quest. You will also gain reputation as shown on each quest/adventure.

### 4.7.1 Main Quests

1- Treasures of the high seas: Legend has it that an ancient civilization buried their riches in the high seas. Locate and uncover these treasures.

### 4.7.2 Adventures (side Quests)


1- Cargo raid: Raid and loot one cargo ship to get 2 reputation points.

2- Monster Trophy: Locals are having problems with nearby monsters. Encounter one monster and visit a town to gain 1 reputation point.

3- Legend of the high seas: Encounter a sea monster in the deep water and visit a town to tell your legendary encounter and gain 2 reputation points.

4- Trade Route: Connect two towns to gain 2 reputation points.

## 4.8 Ship upgrades

You may upgrade your ship by receiving enough reputation points. Each 6 reputation points gain you 1 upgrade point (  ) that can be spent to upgrade your ship. For instance, you can upgrade your ship's capacity by adding the 1 upgrade point to your current ship's capacity.

The Rum barrel upgrade allows you to reroll any number of dice during combat, twice. The Rations upgrade allows you to change the face of one die to the opposite side during combat. For instance, if you rolled a 1 on one of the dice, you may change it to 6.

## 5 Game End Conditions

The game ends under two conditions:

1- If you run out of crew members it is game over.

2- If you manage to collect all 4 treasures you win the game, you will calculate your final score.

## 5.1 Scoring Points

### A- Quest Score

Completing the main quest: 15 points

Completing a cargo raid: multiply the number of filled pips by 2. For instance, if you have filled in 2 pips, then your score for the cargo raid would be  $2 \times 2 = 4$

Completing a monster trophy: multiply the number of filled pips by 4.

Completing a legend of the high sea: multiply the number of filled pips by 2.

Completing a trade route: multiply the number of filled pips by 2.

## B- Reputation Score

Sum the number of filled reputation boxes. For instance, if you have received 12 reputations, then your score for the reputation is 12.

## C- Negative Score

Camp icons are negative points that you must deduct from your total score. If you have one camp on your sheet, you must deduct 2 points. If you have 2 then you deduct 5.

If you have a fleeing cargo ship then you must deduct 2 points for each fleeing cargo ship.

## D- Total Score

Add both the Reputation and Quest score, then deduct the points from Camping.

## FAQ (Questions asked by the BGG Community)

1- What happens when you are on a tile that is in between land and sea?

if you are in between a land and a sea tile, you can draw a card and decide whether to complete a land or sea event.

2- Why do I draw the encounter/event/fleeing ship symbols on the map?

These symbols indicate that these squares are now blocked and you must avoid them in the future.

3- Can I cross my own route?

No

4- Do I need to use both directions to move?

No.



5- Can I visit a town to tell of some creatures if I have uncovered a treasure in between the encounter and the town?

Yes, you may receive the reward for the monster trophy but do keep in mind you may only perform one action in a town.

6- Does a treasure break the line in between two connecting things?

No it does not.