

Pirates of the Carriberian



Original Game with help of Lillian Van Dusen

Set-up: Make 2 Duel decks

Duel Deck contents;

- 1 "White card",
- 1 "Red, Apple card",
- 1 "Red, Cherry card",
- 1 "Red, Strawberry card",
- 1 "Red, Pomegranate card",
- 1 "Red, Raspberry"

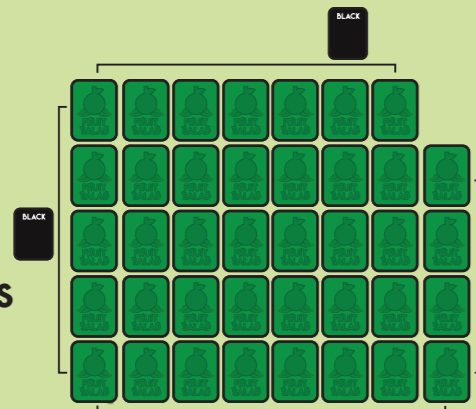


Give each player;

- 1 "Black card" = a pirate ship,
- 1 "Recipe card" (for health gage),
- 1 "Value card" (for health gage)

Set aside the remainder of the Red cards and 1 Blue card. (Treasure replacers)

Remainder of the cards place face down & spread out to form your Board. All players place their Pirate Ship on the edge.



Turn: A player moves 2 spaces that are touching (not corners) a turn.



Card Roles of the Cards you Flip:



Blue card = Ocean. Nothing.



Green card = Island. Once landed on +1 health & ends turn. If attacked while one a Green card disadvange (see PVP section).



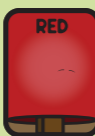
Orange card = Little Treasure. Counts as 1 pt of Treasure



Yellow card = Great Treasure. Counts as 2 pts of Treasure

Finding Treasure:

Take the treasure card and replace it with a Red card/Blue card that was put aside at the begininng.



Red card = Trouble. Best 1 out of 1 Duel. Win = move +1 spot. Lose = lose 1 turn & -1 health. Tie = Nothing



White card = Hurricane.

Only you Choose; -1 health or -1 treasure card. Then shuffle board and reset up (not player's cards). Then discard this card for the rest of the game.



Purple card = King's Navy.

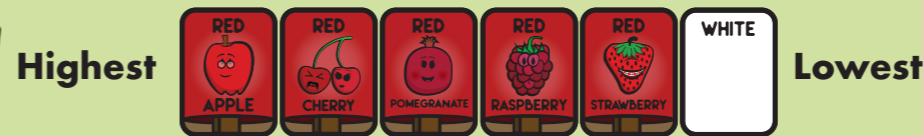
Best 2 out of 3 Duel. -1 health per flip lost. You can't Retreat. Win = Nothing Lose = Repeat the duel until either you are dead or they are dead.



Black card = Pirate. Best 2 out of 3 Duel. -1 health per flip lost. Win = +1 health (Turn card 90°) Lose = Retreat to previous space You can at any time Retreat after the first flip.

Duel Deck Flip

Before each Duel Deck Flip shuffle each deck. Then both sides flip at the same time. The Value is (highest to lowest)



Red cards Alphabetized followed by the White card

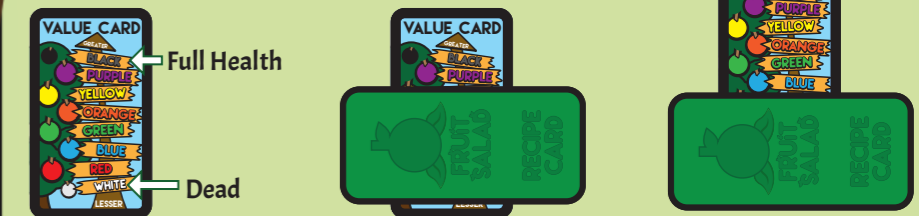
Tie goes to the defender unless defender is on an Island (Green card). For **Plaver vs CPU**, have another player flip for the CPU.

Player vs Player (pvp): When a player lands on another player's space PVP is activated.

Best 2 out of 3 Duel Deck Flip. For each lost of a flip that player lose -1 health. Overall loser gives the winner a treasure card of the loser's choice.

If defender is on an Island (Green) Attacker draws 2 cards and the defender draws only 1 card, highest value wins, tie goes to attacker.

Health Gage:



Losing -1 health means going down 1 color on a value card. White = Dead

Game End: Once a player collects 10 pts worth of treasure or only one player remains, they are the winner.