

1.0

# MICRO PIRATES





In Micro Pirates, players embark on a thrilling seafaring adventure, commanding a pirate ship as they navigate treacherous waters in search of fortune and glory. Recruit a loyal crew, upgrade your vessel, engage in fierce naval battles, and trade valuable goods across bustling ports. Along the way, uncover hidden treasures and outmaneuver rival pirates in a race for renown. The first captain to reach the required fame earns their place in history and wins the game!



## Components

- 9 Ocean cards (1 Port Royal, 4 Ports and 4 Open Waters)
- 12 dice
- 10 Export cards
- 9 Navigation cards
- 10 Map cards
- 33 Loot cards
- 33 Quest cards
- 25 Crew cards
- 22 Upgrade cards
- 20 Plantain tokens
- 20 Fish tokens
- 20 Rum tokens
- 20 Spyglass tokens
- 8 Map tokens
- 12 Chest tokens

- 30 Coin tokens (20 x "1" and 10 x "5")
- 3 Small Merchant Ships
- 3 Large Merchant Ships
- 4 Blockade markers
- 1 First player token
- 4 Captain sheets
- 4 Ship sheets

### In each player color

- 1 Pirate Ship
- 1 Treasure token
- 1 Special Quest token
- 1 Delivery Quest token
- 2 Voyage Quest tokens
- 1 Raid Quest token
- 6 Universal tokens



## Solo components

- 8 Action cards



## Setup

1. Place the Ocean cards in the middle of a table in a 3x3 grid in a way that:
  - A. the Port Royal card in the top middle position,
  - B. 4 Port cards are in the corners (in random order),
  - C. 4 Open Waters cards are randomly filling the rest of the grid.
2. Separate cards by type (according to their backs) and shuffle each deck.
3. Place Loot, Crew, Quest, Map, Upgrade and Navigation decks face down next to the Ocean cards. Leave space for the discard piles for each deck.
4. For each Port (including Port Royal) draw one card from Quest, Crew and Upgrade decks and place them above or below the respective Ocean card.
  - If the Quest card's target is the same Ocean card it is placed next to, discard it and draw a new card (the Quest card cannot indicate the same Ocean card that it can be obtained on). Shuffle the discarded card back to the Quest deck.

5. Place the Export deck face down above Port Royal, reveal 2 cards and place them face up below the deck.
6. Create a general supply - place all dice, Coins, Plantains, Fish, Rum, Spyglass, Treasure map and Chest tokens next to the Ocean cards in easy reach of all players.
7. For each small Merchant Ship draw a Navigation card and place the respective token on the indicated Ocean card on a space indicated by the . Then, reshuffle the used cards back to the Navigation deck.
8. For each large Merchant Ship draw a Navigation card and place the respective token on the indicated Ocean card on a space indicated by the . Then, reshuffle the used cards back to the Navigation deck.
9. Draw 4 Navigation cards and place "X" markers on each indicated Ocean card on a Jungle space . Then, reshuffle the used cards back to the Navigation deck.

**Navigation cards:** If you cannot place the respective token on the indicated Ocean card, discard the Navigation card, draw a new one.

## Player Setup

- A. Randomly choose the First player (we suggest a player who most recently commandeered a Ship) and give them the First player token.
- B. Display all Ships and Captain cards. In reverse turn order (starting with the player to the right of the first player) each player chooses either Ship or Captain card. Then, in player order each player takes the card of a type they did not choose previously, so in result everyone has both Ship and Captain card in front of them.

If this is your first game, shuffle Ship and Captain cards separately and deal them randomly to each player.

- C. Each player takes the components in the chosen color:
  - a Ship token,
  - all Quest tokens,
  - all Universal tokens,
  - Treasure marker.

- D. 5 Then, each player places 3 Universal tokens:
  - one next to the Fame track on their Captain card,
  - one on the middle space of the reputation track (it may be modified by the chosen Ship card),
  - one on the rightmost space of the Damage track on their Ship card.
- E. Each player takes 10 coins and 1 rum token (the token must be placed in their cargo hold).
- F. In turn order players draw Navigation cards, until each of them draws a card indicating the Ocean card with an empty Port, and place their Ship in that Port.





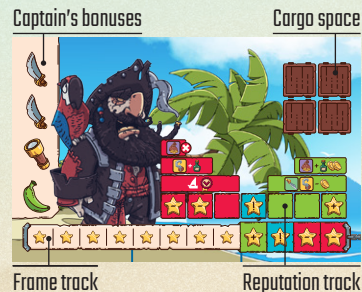


## Game Overview

The game is played over a variable number of rounds. Players take turns one at a time in clockwise order. On their turn, they may perform up to two actions. When any player reaches the required Fame ★ (10 points, however it may be modified by various effects), play until the end of the round (so all players take the same number of turns). The player with most Fame by then wins the game becoming the most notorious pirate of all time. In case of a tie, the winner is a player with the fewest Crew cards, then the most coins, then the most rum. Otherwise tied players share the victory.

Main ways to gain Fame are finding treasures, completing quests, fulfilling export contracts and battling merchant ships.

## Player and Ship cards anatomy



## Reputation

**Pay attention to your Reputation** — it can influence the strength of your actions. Negative Reputation brings disadvantages and increases the win condition: the lower you are on the Reputation track, the more Fame you need to win the game. On the other hand, positive Reputation provides bonuses to your actions, discounts, and more. It may even lower your win condition!

If you must lower your Reputation and your marker is already at the leftmost position, you must lose a Fame point instead, if possible. Otherwise, nothing happens.



## Actions

- Sail
- Forage
- Explore
- Port Call
- Trade
- Export goods
- Overhaul
- Quest (special action).



## Sail

The Ocean consists of 9 cards, each divided in 9 sectors. Your speed depends on the total number of sails 🚢 on your Captain card, Ship card, Upgrades and Crew cards. Each 🚢 allows you to move your Ship token to the orthogonally adjacent sector. You may move as much as your speed allows you, but you may end your movement at any point, not spending all of your movement points. The spaces with Blockade token are not blocked for the purpose of sailing - you may



move through them or even stop there.

Whenever you move to a space with a Ship (Merchant or another player's Ship), your Sail action ends immediately and **Battle** takes place (see page XX). The only exception from this rule is when the Ships meet in Port Royal - it is a safe haven, where no battle may take place.

**Important:** You are not allowed to sail on the central space of the Ocean card with Port Royal and on the top 3 spaces above the Port Royal.



Example: Blue player's speed is 5 (3 from the Ship card, 1 from the Crew and 1 from the Upgrade).



They decide to sail only 4 spaces to reach the space with fish on the adjacent Ocean card.



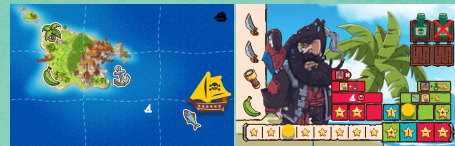
## Forage

If your Ship is in a space with fish or plantains, you may perform a Forage action. Roll 2 dice in the respective color (blue for fish, green for plantains). Add to the result any fish or plantains that are on your Captain card, Ship card, Upgrades or Crew cards. The sum of all the icons is what you gain - take the indicated tokens and place them in your cargo hold. The fish and plantains printed on the Ocean card do not count for the result, they only indicate where it is possible to resolve this action!

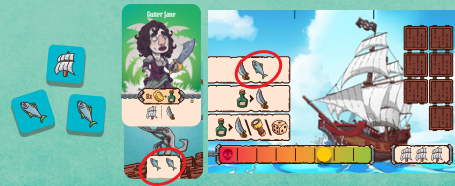
Before the action you may decide to spend rum (returning it to general supply) to apply effects from your cards, i.e. adding a third die to your roll. Each effect may be used only once per action.

**Important:** Your cargo hold is limited by available . Each fish, plantain, rum, map and chest token you gain must be placed in your cargo hold. If you do not have enough space, you may throw away any token already in your cargo hold, to make space for the new token. All other tokens (i.e., spyglass tokens) are kept in your play area, not in your cargo hold.

Example: Yellow player takes a Forage action. Their Ship is in a space with fish. They spend 1 rum to add 1 die to their roll.




Yellow rolls 3 dice. They gain 2 fish from the roll and they may move by one space. They also gain 1 fish from their Ship card and 2 fish from the Upgrade.









## Explore

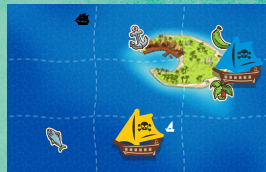
If your Ship is in a space with a Jungle  and no Blockade marker on it, you may resolve the Explore action. Roll 2 brown dice and gain the depicted tokens (including bonus tokens from cards). If you have at least 6 spyglasses, your Explore action is successful. If so, you must immediately discard all your spyglasses to gain a Map card and a treasure token. Keep the Map card hidden from the other players. Additionally, draw Navigation cards until you find one that indicates an Ocean card that has a Blockade marker on and move the token to the space with your Ship.

While your Ship stays in one place, you may keep gained spyglasses. However, if you move to another space, you must discard all your spyglass tokens.

Before the action you may decide to spend rum (returning it to general supply) to apply effects from your cards, i.e. adding a third die to your roll. Each effect may be used only once per action.

**Map cards and Treasures:** If at any point of the game you would have two Map cards in your hand that indicate the exact same Ocean card, you must discard them and place your Treasure marker on the indicated Ocean card in a space with a Jungle. You may gain   for a successful Explore action in that space.

**Example:** Blue player starts their turn in a space with a Jungle. Their first action is Exploring. They do not spend any rum, so they roll 2 dice.



The result is 2 spyglasses and 2 rums. Blue takes the respective tokens, and as their second action they Explore again.



This time Blue decides to spend one of the recently gained rums to add a die. They roll 3 dice, and in result they gain 4 spyglasses. Now Blue has 8 Spyglasses: 2 from previous action, 4 from the roll, and 2 from their Captain card. As it is more than 6, they discard all of the spyglass tokens immediately to draw a map card.

They also move any Blockade token to the space with their Ship.



Blue already had one map card, and they got a match on the new Map card. Blue discards them and places their Treasure token on the indicated Ocean card in a space with the Jungle. To gain 2 Fame they must now sail to the marked space and successfully resolve the Explore action there.







## Explore

If your Ship is in a space with a Port , in any order you may do the following options (each of them once per turn):

- Hire crew
- Buy an upgrade
- Start a quest

As a result you will gain cards from the offer in the corresponding Port. Refill the offer with new cards from respective decks after you finish the action.

## Hire Crew

Pay the cost indicated on the card available in the Port your Ship is in to take it and add it to your play area. Place it under your Captain card. From now on you may gain additional benefits from that card when resolving the actions (i.e., additional fish tokens during Harvest).

### Crew card anatomy



You may have up to 3 Crew cards in your play area. If you already have 3 cards, you may discard one to place a new Crew card. If you discard a Crew card with an Upgrade attached, you may attach the Upgrade to the new Crew card.

## Buy an Upgrade

Pay the cost indicated on the card available in the Port your Ship is in to take it and add it to your play area. You may place it as:

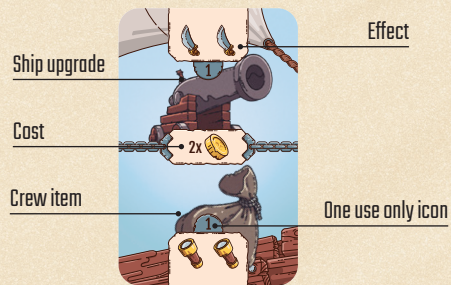
a Ship Upgrade, placing it above your Ship card (sliding the inactive part under the Ship card)

or

under any of your Crew cards without an Upgrade (sliding the inactive part under the Crew card).

From now on you may use the effects from that card to boost your actions.

### Upgrade card anatomy



Important: Cards that have a "1" next to the effect are one time use only and must be discarded after activation.


Each Crew card may have only 1 Upgrade attached to it. You may also have up to 3 Upgrades on your Ship. If there is no space for a new Upgrade, you may discard one of the cards from your play area.

## Start a Quest

Take the Quest card available in the Port your Ship is in. There are 4 types of Quests:



### Raid Quest

Mark any Merchant ship with your Raid Quest token . To complete this quest you need to win a battle against that ship. When you do this, immediately gain the reward and discard the completed card and token.

If a Merchant Ship with your Quest token is destroyed by another player, you must move your Quest token to another Merchant Ship.



## Delivery Quest

Place your Delivery Quest token (➡) on the indicated Ocean card either on a Jungle or Port space, depending on what is depicted on the Quest card. You have to deliver the required number of goods to the marked space. When you do this, discard the required goods, gain the reward and discard the completed card and token.

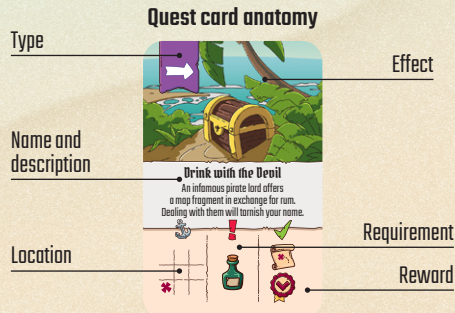
## Voyage Quest

Place one of your Voyage Quest markers (↻) in a space with your Ship and another on the Ocean card indicated on the Quest card in a space with a Jungle. You must successfully resolve the Explore action in marked Jungle space meeting the requirement specified by the Quest card. Then you must return to the Port where your second Voyage Quest marker is located. When you do this, immediately gain the reward and remove the completed card from the game.

## Special Quest

Resolve what is written on the card. Use your Special Quest token (★) and Universal markers (if needed) to mark progress of these

Quests (either on the Ocean cards, or on the Quest card itself). If the Quest card requires that you leave your token in an indicated space, you must spend an action to do so (see Quest actions on page XX). When you fulfil the conditions, immediately gain the reward and place the completed card in a corresponding discard pile.



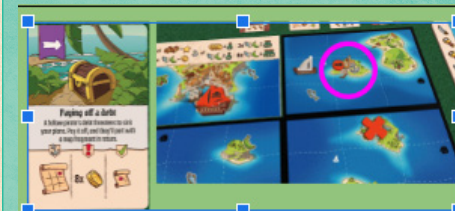
**Important:** You may never start a Quest that has the same type as any of your active Quests. In other words, at any time you may have only one active Quest of each type.

**Example:** Red resolves a Port Call in Port Royal. Red wants to hire Crew, and they have a discount, because of the Reputation bonus.

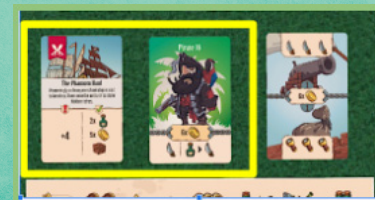
Red has 10 coins and 2 rums. They spend 9 coins and 1 rum to hire Crew, adding a card to their play area.



Then, Red takes a Quest. They place the Quest card in their play area, and mark the Port indicated on the card with the corresponding Quest token.



Finally, Red refills the offer, drawing new Quest and Crew cards.





## Trade

Each Port provides players with the opportunity to sell and buy goods. Following options are available:

- You may exchange any number of fish and/or plantains for coins in a 1 to 1 ratio.
- You may also choose one of the following trades:
  - Exchange 3 coins for 1 rum or vice versa.
  - Exchange a fish or plantain for a rum or vice versa.
  - Exchange 3 fish and/or plantains (in any combination) for 2 rums or vice versa.

Exchange 6 fish or 6 plantains for 3 rums or vice versa.

There is a Trade reminder above Port Royal, however you can Trade in any Port.

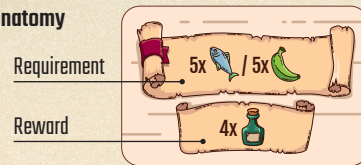


## Export

If your Ship is in Port Royal , you may Export goods. To do so, choose one of the face up Export cards, pay the required goods and gain the depicted reward. Then, remove that Export card from the game and draw a new card from the deck to refill the display.

Alternatively, you may exchange 2 chests for 2 Fame points (once per turn) instead of resolving an Export card.

### Export card anatomy



**Important:** If you claim cards in any Port, refill the offer with new cards from respective decks at the end of your action. If the Quest card's target is the same Ocean card it is placed next to, discard it and draw a new card. Shuffle the discarded card back to the Quest deck.

**Example:** Red player's Ship is in Port Royal.

Their first action is Trade. They discard 3 fish for 2 Rums.

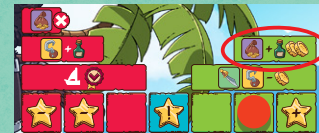


Then, as their second action, they Export goods, resolving a card that requires 4 rums and 4 plantains. As a result they earn 1 point of Fame, and they move the marker on the Captain's card accordingly.



Red has a positive Reputation, and because of that they gain an additional reward when they Export goods: 1 rum and 2 coins.

The Export card is immediately discarded and the offer is refilled with a new card from the top of the Export deck.



Their last part of the Port call action is taking a Quest. They place the Quest card in their play area, and mark the Port indicated on the card with the corresponding Quest token.








## Overhaul

If your Ship is in a Port, you may repair it with no cost. To do so move the token back to the highest space on the damage track on your Ship card.


## Quest actions

If you have a Delivery , Voyage  or a Special  Quest active in your play area, you must not only reach the destination, but also perform an action there to progress and/or complete it.

**Important:** If you have a Quest that requires you to Explore on a specific Ocean card and there is a blockade marker on a targeted Jungle space, you may still perform that action. The blockade marker only blocks a regular Explore action, and not a Quest action.

## End of turn and Endgame check


Check Merchant Ships - if all Ships of one kind (small or large) are removed from the Ocean cards, you must bring them back. To do so, draw 3 Navigation cards, as described in the setup, and place all Merchant Ships of the missing type on the Ocean cards indicated, on spaces marked with the corresponding icon.


If you reach the required Fame you trigger the end of the game. Finish the current round, so each player has the same number of turns and determine the winner. The base amount of Fame is 10, marked with  on your Captain's card. However, this condition may be modified by your reputation.

Reputation space				
Victory condition	12 Fame	11 Fame	10 Fame	9 Fame

## Battle

At any time, if your Ship lands on a space with another Ship (Merchant or opponent's) you must immediately end your movement and resolve a Battle. The only exception to that rule is Port Royal - this space is a safe haven, where no Battle may occur, and multiple Ships may occupy that space.

When you take damage you must move your marker on the damage track of your Ship card to the left. If it reaches the leftmost space , your Ship becomes disabled and is immediately placed in the nearest empty Port. You must also discard all tokens from your Ship card.

To resolve a Battle you must roll 2 red dice and add your bonus strength (represented by a Cutlass ) to the result. You may gain bonus strength and dice (to the maximum of 3 dice) from your Captain and Ship sheets, your Crew, and Upgrades. Each effect may be used only once per Battle and you must declare how much rum you spend for this before a dice roll.

How the winner is determined depends on which parties are involved in the battle.

## Battle against a Merchant Ship

Only the player rolls the dice - the Merchant Ships have a base strength throughout the game:



Small Merchant has 6 



Large Merchant has 10 

**Important:** This value may be modified, if you are fighting a Merchant Ship that is marked with your Quest marker.

To win a battle against a Merchant ship, your total strength after the dice roll must be higher than the defending Ship. You always take 1 damage as part of the battle, regardless if you win or lose. Additionally, if you attack a Large Merchant Ship, you must lower your reputation.

If you lose, you must move your Ship by one space, then roll 1 red die and apply the result as damage to your Ship.



Gain 1 Fame point and draw 3 Loot cards. You only gain rewards from 2 Loot cards, then discard all of them (unless it is a Crew card or an Upgrade, which you place in your play area).

**Important:** When you gain multiple Loot cards, they must be unique (i.e., they must show different type and/or number of rewards) - if you draw 2 identical cards, discard one of them and draw cards from the Loot deck until you have 2 different cards. However, if you also gain Loot as a reward from a Raid Quest, it is an independent step.

The player that won the Battle steals 1 token from the other player. If they steal a treasure token, they must also take 1 random Map card from the losing player's hand.

o one time effect.





## Solo mode

### Captain's Log, day 274:

The dreaded Ghost Ship, a spectral terror of the seven seas, sails as my relentless nemesis. Its ethereal hull phases through storms and eludes all pursuit, captained by a phantom with a grudge against me. Every whispered legend of its cursed voyages and vanished crews fuels the nightmares among my mates. I know our paths are destined to cross again and again, the endless conflict, my inevitable fate. Every night I anxiously watch the distant horizon in search of the chilling glow of its ghostly lanterns...

### Captain's Log, day 299:

Hope! There is still hope! The curse may be broken! I found an old musty manuscript that explained I could challenge the Ghost Ship and if I win, I will be free. But if I lose, my soul will join its damned crew for eternity.

In solo mode you play against the Ghost Ship - an automated opponent (automa). You perform your turns as per regular rules. The Ghost Ship's actions are determined by the deck of action cards.

In the rules "automa", "it" or "its" always refers to the automated opponent, while "you" and "yours" refers to the player.

## Components

- 2 Ghost Ship cards
- 8 Action cards

## Setup

Setup the game for 2 players as per regular rules with following changes:

1. Take a random Captain and Ship cards for yourself. Give the automa only the Ghost Ship card. (The Ghost Ship cards have different icons and present different challenges.)
2. Give the automa Ghost Ship token, Universal tokens and a Treasure marker in any player color.
  - Use a Navigation deck to determine a starting Port for the Ghost Ship and place the Ghost Ship token on the indicated space.

- Place 1 Universal token to the left of the Ghost Ship's Fame track.

- Place the rest of the tokens in the automa's play area.

3. Give the automa 10 coins (but no rum).
4. Shuffle the Action cards and place them in a face down deck in the automa's play area.

You are the first player

## Game overview

The regular game rules apply to the Ghost Ship, with following exceptions:

- The Ghost Ship's movement is not limited, it can Sail to any available space on any Ocean card.
- The Ghost Ship does not gain, nor spend fish, plantains and rum.
- The Ghost Ship collects Chests, Treasure Maps and coins.
- The Ghost Ship always rolls 3 dice (in Battle and Exploration) without paying anything.
- The Ghost Ship does not Forage, Trade and Export.
- The Ghost Ship does not track Reputation and Damage.



## Battle against the Ghost Ship

You may attack the Ghost Ship, and it can attack you. You do not lower your Reputation for attacking the Ghost Ship.

When resolving a Battle, the Ghost Ship adds all strength from its Crew, Ship and Upgrade cards without paying anything. It always uses the one-time cards on the first occasion. The Ghost Ship always rolls 3 dice.

After you determine a winner, apply effects according to the table below.

## Ghost ship wins

### Player

Roll 1 red die for Damage.  
Move your Ship 1 space.

### Ghost Ship

The Ghost Ship steals one of your Chests. If you do not have a Chest, it steals one of your Map tokens along with any of your Map cards.

## Player wins

### Player

Steal a Chest or a Map from the Ghost Ship. (If you steal a Map, take one of the automa's Map cards as well).

### Ghost Ship

Do not move the Ghost Ship.

The battles between the Ghost Ship and Merchant Ships are resolved according to the regular rules, but the Ghost Ship does not move 1 space if it loses.

## Ghost Ship turn

On the Ghost Ship's turn you must usually draw one card from the Action deck. Resolve the effect depicted on a card. Some cards have conditions - find the appropriate line and resolve it. If the Ghost Ship cannot resolve any of the actions from the card, draw a new card from the Action deck, and resolve it.

If at any point you must draw a **new** Action card for the Ghost Ship and the Action deck is empty, reshuffle all discarded Action cards to create a new Action deck.

## Action cards

1.



If the Ghost Ship's strength is 2 or lower → it sails to the closest free Port and resolves Port action (see card XX).

If the Ghost Ship does not have enough coins to resolve any part of the Port action, it gains 5 coins instead.

If the Ghost Ship's strength is 3 or 4 → it sails to the closest Small Merchant Ship and attacks it. If the Ghost Ship wins, it gains rewards from 2 Loot cards (drawing cards until there are 2 unique cards).

If the Ghost Ship's strength is 5 or higher → it sails to the closest Large Merchant Ship and attacks it. If the Ghost Ship wins, it gains rewards from 3 Loot cards (drawing cards until there are 3 unique cards) and 1 Fame point.

2.



If the Ghost Ship's strength is 3 or more and you have at least one Chest or Map → it sails to a space with your Ship and attacks you (see Battle against the Ghost Ship on page XX).



3.



The Ghost Ship sails to the closest Jungle without a blockade and resolves Explore action according to the regular rules. Treat each run on a dice roll result as 1 coin.

If the action was successful, it gains a Map token and a Map card. Keep the automa's Map cards face up in its play area.

Important! This card stays active until the Ghost Ship performs a successful Explore action. If the first attempt fails, the Ghost Ship keeps all gained spyglasses and repeats the Explore action on its next turn.

If the Ghost Ship has 2 or more Map cards, and there is a match, it

discards the cards and Map tokens, and places the Treasure marker on an indicated Ocean card.

4.



The Ghost Ship sails to the closest free Port where it can hire Crew and/or buy Upgrades. It only collects Crew and Upgrades that provide strength and/or spyglasses.

If the Ghost Ship is unable to resolve the Port action (i.e., does not have enough coins), it gains 5 coins instead.

5.



If there is a Ghost Ship's Treasure token in play (on one of the Ocean cards) → it sails to the space with a Treasure token and performs Explore action, same way as described above (card XX).

If the action is successful, the Ghost Ship gains 3 Fame points. Discard the Treasure token back to its play area.

Important! This card stays active until the Ghost Ship performs a successful Explore action. If the first attempt fails, the Ghost Ship keeps all gained spyglasses and repeats the Explore action on its next turn.



6. The Ghost Ship spends 20 coins to gain 1 Fame point.

If the Ghost Ship is unable to resolve this action, it gains 5 coins instead.



7. The Ghost Ship gains 5 coins.





If the Ghost Ship has 2 Chests → it sails to Port Royal and spends 2 Chests for 3 Fame points.

## End of the game and final scoring

The game ends according to the regular rules, but The Ghost Ship must have 12 Fame points to trigger the end of the game. You win if you have more Fame than the Ghost Ship. Congratulations! You are now free from the curse and you become a legend among pirates of the world.

Otherwise, you lose and your soul joins the damned Crew of your nemesis.

## Credits

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Rulebook: Kacper Frydrykiewicz