

PIRATE PARTY



RULEBOOK



2-4
Players



20+
Min.



10+
Ages

OBJECTIVE:

Be the player with the most pirate points at the end of the game.

SET UP:

Shuffle the deck. Deal eight cards each. If the Kraken Attack! card is dealt, shuffle it back into the deck then deal a new card.

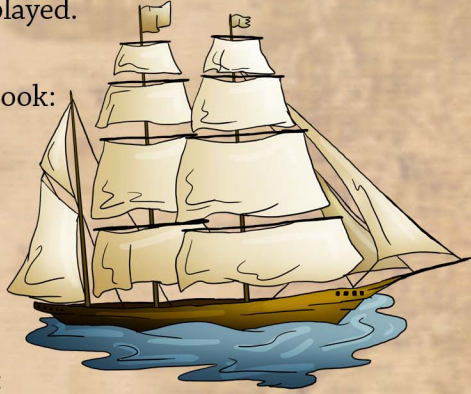
The remaining deck is placed face down in the middle of the table to form a draw pile.

Parley (discuss) to determine the goal for winning - either first player to reach a certain pirate point total or most pirate points after three games played.

COMPONENTS:

65 Card Deck with Rule Book:

- 6 pirate captain cards
- 6 suits of 7 cards
- 6 ship cards
- 1 booty card
- 3 mermaid wild cards
- 1 Kraken Attack! card
- 6 Adventure cards



GAME PLAY:

Each turn has **two** moves:

1. Play a set of cards from your hand by suit or kind (see Sets below) play cards to match another player's set (see Match below), and play Adventure cards (see Adventure below). You may play as many sets, matches, and/or Adventure cards as you can in each turn. When you are done, or you cannot play any of these actions, move to step 2.
2. Draw one card from the top of the draw pile.

Your turn is complete. Game play moves to the player on your left. The game ends when a player has played all cards in their hand or as soon as the Kraken Attack! card is played.



SETS:

SUIT - Play a set of at least 3 cards in the same suit (see Suits below) face up on the table near you. Must contain at least a captain and crew. The third card may be any other card in the suit or any ship. Crew for the purpose of making a suited set may include First Mate, Deckhands or Cook.



Example of a Suit Set:

You may play more than one suited set on your turn. Once a suited set is played, it is scored as a suited set at the end of the game, even if one or more played cards are later lost due to misadventure.

KIND - Play a set of at least 3 cards of the same kind. Captains and ships must NOT be played this way.



Examples of a Kind Set:

SUITS:

There are six suits assigned by pirate captain, color and logo:

- Pirate Queen Sayyida Al Hurra, yellow, scimitars
- Pirate Captain Anne Bonny, orange, skull
- Pirate Captain Grace O'Malley, green, clover
- Lioness of Brittany Jeanne de Clisson, blue, Brittany flag
- Queen Artemisia, red, crown
- Pirate Captain Ching Shih, purple, dragon



CAPTAINS:

Each captain has a special power indicated on the card. The special power takes effect only when the card is played. If for any reason you cannot complete the special power when the card is played, that power is forfeited.

MATCH AND SPECIAL CARDS

Play a card or cards from your hand that match any suited set or kind that is already played on the table. A ship can only be matched to a suited set.



BOOTY CARD is a stand alone card that may be played anytime on your turn and does not match with Treasure Chest cards. Shake your booty when playing this card!

MERMAID CARD is a wild card that may be used to help make a suited set. Declare which card the Mermaid wild card represents (captain or crew). If another player has the card that the Mermaid represents, it may be exchanged for the Mermaid card on their turn.

Three Sisters play a set of three mermaids to score a mega bonus.

KRAKEN ATTACK! CARD must be played immediately. Yell “Kraken Attack!” to end the game. All players must subtract points in hand from their score.

SHIPS any ship may be matched to a captain’s suited set. A suited set may have only one ship.

ADVENTURE CARDS

Place the Adventure card face up on the table and follow the instructions on the card. Adventure cards are worth 10 pirate points each at the end of the game.

END OF GAME AND WINNING

When the Kraken Attack! ends the game, all players must subtract the value of pirate points still in their hand from their score.

Play all cards in ye hand to score 20 bonus points and end the game. There is no penalty to players with cards still in their hands.

The first player to reach a predetermined score total or has the most pirate points after three games is the winner!



SCORING:

Each player tallies their score at the end of the game. One player keeps track of the scores for all players.

Ship can only be played as part of a suited set and is worth 15 pirate points.

Examples:

Captain (20) + Sloop (15) + Cook (10) = 45 pirate points.

Suited set example:

Captain (20) + First Mate (10) + Bird (5) = 35 pirate points.

Kind set is worth 5 or 10 pirate points each as indicated on the card. Examples 3 maps = 15 pirate points, 4 treasure chests = 40 pirate points.

Matched card pirate points as indicated on the card.

Mermaid card is worth 20 pirate points or 75 pirate points in a Three Sisters kind set.

Adventure card and Kraken Attack! are worth 10 pirate points each.

Booty card is worth 50 pirate points.

VARIATION:

For the fastest, easiest game remove all adventure cards and disregard the captain special powers.

SEAPORT SOLITAIRE

Seaport Solitaire is a *BONUS* one-person game. Use the numbers found in the bottom right corner of the suit cards for the card hierarchy.

WIN:

Move all cards safely to the harbor.

SET UP:

Remove Booty, Kraken, Adventure, and Mermaid cards from the deck. Use only the ships and suited cards. Shuffle. Deal cards "Out to Sea" in a row of five column stacks.



SET UP

Column 1	Column 2	Column 3	Column 4	Column 5
Face Up	Face Down	Face Down	Face Down	Face Down
(Skip)	Face Up	Face Down	Face Down	Face Down
(Skip)	(Skip)	Face Up	Face Down	Face Down
(Skip)	(Skip)	(Skip)	Face Up	Face Down
(Skip)	(Skip)	(Skip)	(Skip)	Face Up

HARBOR

Ships land first, then build in suit order and hierarchy order from Cannon (3) to Pirate Captain (10).

Example of Set Up:



OUT TO SEA (TABLEAU)

Five columns build down in suit and hierarchy order. Any moveable card may be played here. Only Pirate Captains can be placed on an empty column. Cards can be moved in stacks.



CARGO

Deal three cards overboard. Infinite re-deals.

OVERBOARD

Top card can be played to Harbor or Out to Sea. The remaining cards form the Cargo pile.

HIERACHY

Refer to the number at the bottom right corner of suited cards as an aid.

- 10 Pirate Captain
- 9 First Mate
- 8 Deckhands
- 7 Cook
- 6 Treasure Chest
- 5 Map
- 4 Bird
- 3 Cannon



Example of Game Play:

PIRATE QUEEN ARTEMISIA

Persia, 500-480BC

Queen of Halicarnassus. First historical record of a powerful female pirate captain.



PIRATE CAPTAIN JEANNE DE CLISSON

Lioness of Brittany, 1300-1359

Avenged the politically motivated murder of her husband by the King of France. Her fleet of black ships with blood red sails raided and terrorized French merchant ships.



PIRATE QUEEN SAYYIDA AL HURRA

Morocco, 1485-1561

Raided Spanish and Portuguese ships to resist colonialism and the forced conversion of Muslims in Morocco and cities along the Mediterranean Sea. One of the most important female figures of the Islamic West in the modern age.



PIRATE CAPTAIN GRACE O'MALLEY

Ireland, 1530-1603

Raided English ships against Queen Elizabeth I as a political activist to resist English encroachment in Ireland.



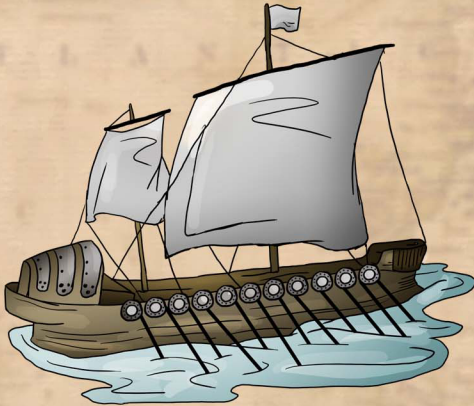
PIRATE CAPTAIN ANNE BONNY

Pirate of the Caribbean, 1697-1733
Dressed and acted like a man, was a
ruthless pirate. Left her pirate husband
and ran away with another pirate
Captain Calico Jack.



PIRATE CAPTAIN CHING SHIH

China, 1775-1844
aka Zheng Yi Sao, Among the most
powerful and wealthy pirate captains
in history. Ruled the South China Sea.
Commanded a fleet of several hundred
junks and over 40,000 pirates. Established
and enforced a Code of Laws on pirate behavior towards
women. Allowed wives and children aboard ship.



Created by Marge Rosen for Seaport Games.
Art and graphic design by Laura Erwin.
Stories on the captains, ships, and pirate lore
can be found at piratepartygame.com.



Seaport Games

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