

# Pirates of the High Teas™



1-4 Players ~ 45 Minutes ~ Ages 10+

Designed by Emily Vincent

## Introduction

*Avast, ye scurvy dogs! It is time for tea! You're members of a pirate crew, each seeking to earn wealth and regarrrrrrd by serving your Captain the most exquisite collection of tiny treats to tide them through their nautical navigations. Pinkies up me hearties, yo ho!*

## Objective

Serve sets of fancy dishes paired with complementary teas to gain doubloons. The player with the most doubloons at the end of the game wins!



## Components

1 Rulebook

2 Double Sided Ship Boards



4 Treasure Chest Boards



30 Tea cards



72 Dish cards



14 Captain Cards



8 Pirate Meeples  
(2 per color)



78 Doubloons



36 Gear Tokens



11 Bonus Tiles





# Game Setup (For 2-4 players. For solo mode differences, see page 12)

- 1 **Select your Ship.** Find the Ship side matching the number of players. Each Ship board has two sides, each with an icon in the top right corner showing number of players. Place the matching Ship in the center of the play space. Place the other Ship Board in the box.

In a **two player game**, take both Pirates of the matching color.

- 2 **Prepare your Treasure Chest.** Each player selects a Treasure Chest Board and one Pirate of the matching color. Place the rest of the Treasure Chest Boards and Meeples on the box.
- 3 **Collect initial gear.** Each player takes one of each Gear Token (one Cannon, one Monkey, and one Parrot) and places them on their Treasure Chest Board.
- 4 Stack the remaining Gear Tokens to the left of the Ship.
- 5 **Line up on Deck.** The player that most recently drank tea is the first player or decide randomly. The first player places their Pirate Meeple onto the left-most space of the Ship's Upper Deck. Moving clockwise from the first player, each player places their Pirate Meeple on the next open space of the Upper Deck.

In the case of a **two player game**, each player places two Meeples. While the first and second placement proceed in player order, the third and fourth placement are in a reverse order (aka a snake draft). The second player places their Pirate Meeple on the third space and the first player places their Pirate Meeple on the fourth space.

- 6 **Collect initial Dishes.** Shuffle the Dish Deck and deal two cards to each player. Players may look at their cards, but should keep their cards secret from the other players.
- 7 **Setup the Pantry.** Deal five face-up Dish cards in a row below the Ship. This is called the Pantry.
- 8 Place the Dish Deck face-down to the left of the Pantry.
- 9 **Setup the Tea Tin.** Shuffle the Tea Deck and deal one card to each player. Players may look at their card, but should keep their cards secret from the other players.
- 10 Deal three face-up Tea Cards in a row above the Ship Board. This is called the Tea Tin.
- 11 Place the Tea Deck face-down to the left of the Tea Tin.
- 12 **Prepare the Doubloons.** Place the Doubloons into a pile. This is the Supply. Anytime a player gains Doubloons, they come from this pile.
- 13 **Populate the bonus tiles.** In a 3 or 4 player game, place the 2x Serve Bonus tile face-up on the marked space on the Ship's Bonus Track (there is no such space in the 2 player or solo game). For all remaining Bonus Track spaces, randomly place Bonus tiles face up. Return the rest of the Bonus Tiles to the box.

## Advanced Setup:

Still start the game with three cards, but each player may choose their Dish vs Tea distribution. For example, a player could choose to start with two Teas and a single Dish or may start with three Dishes. The cards are still chosen at random.

Randomly select one card for each Captain and place them to the right of the board.









# Gameplay Overview

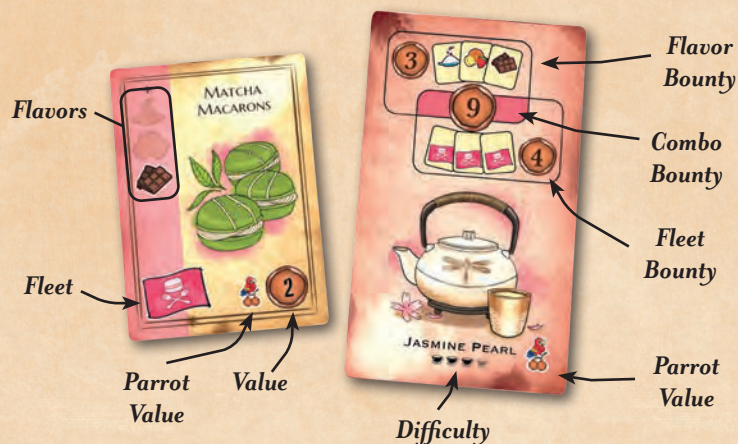
Pirates of the High Teas is played over nine rounds. Each round, players deploy their Pirates to action spaces on the Ship and then take the actions for those spaces. Players will collect Dishes and Teas and then serve them for Doubloons and Rewards. The game ends at the end of the ninth round, at which point the player with the most Doubloons wins.

## Earning Doubloons by Serving Tea

The primary way to earn Doubloons is by Serving Tea to the Captain. Serving Tea always requires a set of three Dishes that are paired with one matching Tea, served out of a player's hand.

To meet the **Fleet Bounty**, players must serve three Dishes that meet the fleet requirements on their Tea card, but not the flavor requirements.

As a reward, the player receives the Doubloons listed next to the fleet bounty **PLUS** the Doubloons on each of the three served Dishes.



There are three ways to pair your Dishes with your Tea, each with a corresponding bounty. Each Tea card has:

- 1 **Flavor Bounty**
- 2 **Fleet Bounty**
- 3 **Combo Bounty**

If a player meets both the **Flavor** and **Fleet** requirements, they receive the **Combo Bounty** INSTEAD of either the **Fleet** or **Flavor Bounty** PLUS the Doubloons on each of the three served dishes.

To meet the **Flavor Bounty**, players must serve three Dishes that meet the flavor requirements on their Tea card, but not the fleet requirements. A dish may have more than the required flavors listed on the **Flavor Bounty** and the bounty is still met. While dishes may have multiple flavors, one dish cannot count for more than one of the flavors. Multi-flavored dishes are effectively a wild card.



As a reward, the player receives the Doubloons listed next to the **Flavor Bounty** PLUS the Doubloons on each of the three served Dishes. (This is important! The dishes have value too!)



## Smashing Dishes

Sometimes it will be hard to find the perfect card to meet both the **Flavor** and **Fleet Bounties**. That's ok because you *arrrre* resourceful Pirates! When players Serve Tea, they may always smash multiple Dish cards together to create the perfect flavor and fleet combinations.

Smashing Dishes works by stacking Dish cards vertically to create a new **Fleet** and **Flavor** profile. The entire vertical stack counts as a single Dish. This Dish has the Fleet and Doubloon value of the card on the top of the stack but the flavors of all dishes in the stack.

### IMPORTANT!

**Smashed Dish Cards do not add to a player's gained Doubloons and only the flags on the Dish cards on top of each stack count towards the Fleet criteria.**



On the left is a pink dish with all three flavors worth 2 Doubloons. On the right is a purple dish with all three flavors worth 1 Doubloon.

Players may stack as many Dish cards as desired to create their new Dishes. Any number of their Dishes can be smashed, from none to all three Dishes.



An example of a tea service with multiple smashed dishes

### IMPORTANT!

**Players must meet exactly one bounty on their Tea card in order to Serve Tea.**

**If a player does not meet any of the bounty requirements, they cannot serve and receive no rewards.**

## Tea Card Icons

### FLAVOR BOUNTIES



All three dishes must have this specific flavor profile. The dishes may have other flavors as well. Example shows fruit.



One dish must have salt, a second fruit, and the third chocolate. While cards may have multiple flavors, one card cannot count for more than one flavor, making multi-flavored dishes essentially a wild card.



All three dishes must have at least two (2) flavor icons on them. Can be duplicate flavors.



One dish must have 2 salt, a second 2 fruit, and the third 2 chocolate. While cards may have a mix of flavors, one dish cannot count for more than one of the flavor profiles (for example, a dish with two salt and two fruit must be either the salt or the fruit dish but not both).

### FLEET BOUNTIES



All three dishes must come from this specific fleet (example shows teal teacup fleet).



The three dishes served must come from the same fleet, which is of the player's choice.



The three dishes served must come from three different fleets.



# Round Breakdown

Each round contains 4 phases: **Bonus**, **Deploy Pirates**, **Resolve Actions**, and **Clean Up**. During the Bonus phase, all players take the current Bonus as shown on the Bonus Track. During Deployment, players select the actions they plan on taking during the round. During Resolve Actions, players take the actions they selected. During Clean Up, new Dish and Tea Cards are added to the Pantry and Tea Tin, and hand limits are checked.

## Phase 1: Bonus

At the beginning of the round, remove the Bonus Tile for the new round from the Bonus Track. If there is a Bonus indicated on the tile, all players receive that bonus. Some Bonus Tiles are blank, conferring no Bonus that round.

If the current Bonus Tile is stack of “Serve Twice” tiles, place those tiles on the reserved spaces in the Captain’s Quarters. From this round on, any player that serves in the Captain’s Quarters may serve the Captain up to two sets of three Dishes and one Tea. There may not be any shared cards (Dishes or Teas) between the two tea services.



All players take one card off the corresponding deck, in player order along the Upper Deck.



All players take one of the corresponding tokens, in player order along the Upper Deck.



Serve Twice: When these tokens are the Bonus, place them in the Captain’s Quarters for the rest of the game.

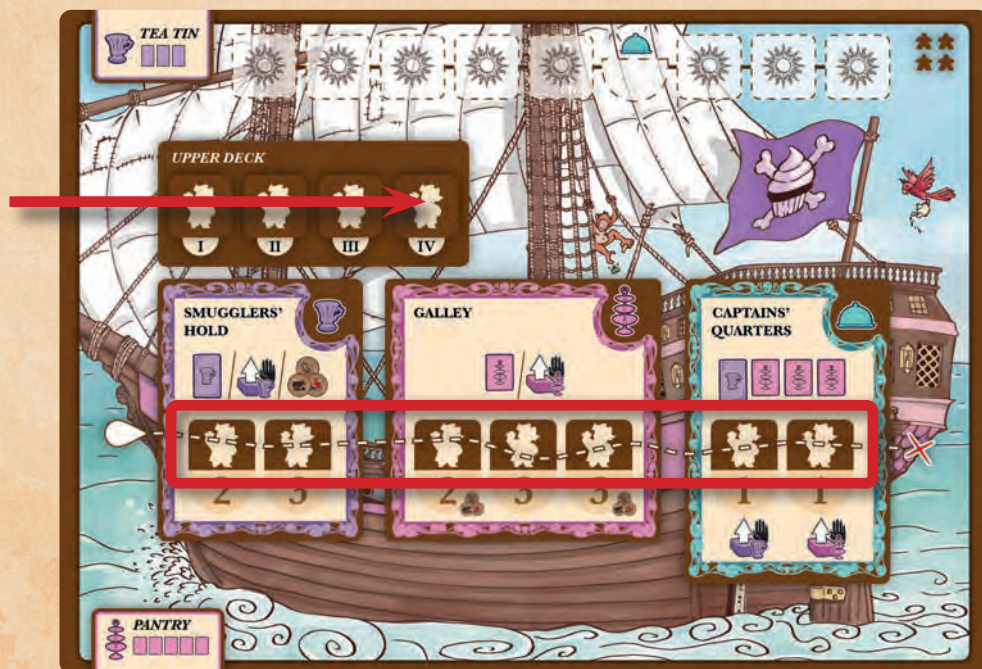


Blank: There is no bonus this round.

## Phase 2: Deploy Pirates

In turn order, according to the player order on the Upper Deck (left to right), each player places their Pirate onto any empty Action Space on the Ship. Actions are found in three compartments of the Ship: the Smuggler’s Hold, the Galley, and the Captain’s Quarters.

Players may select any available action space - it does not need to be the first space in a given compartment. Players may not share an action space. The action spaces are defined on the next page in Resolve Actions.



**Remember:** As polite pirates, we place our Pirate and then pause to let the next player place their Pirate. There’s no cutting in line during afternoon tea!

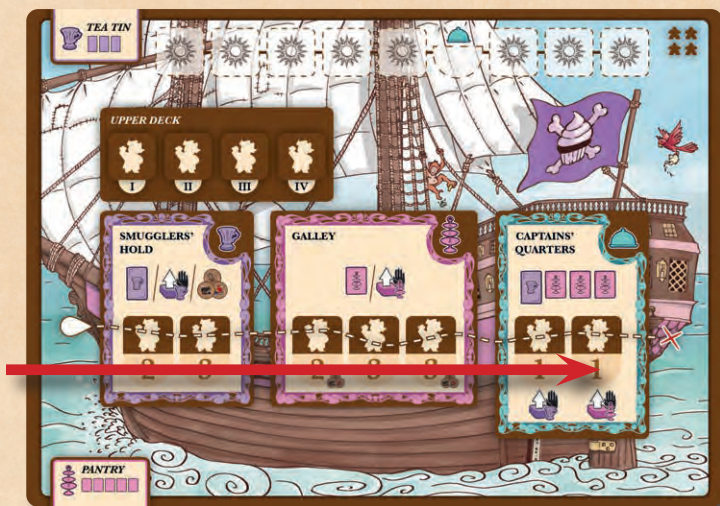
### IMPORTANT!

Do not take the selected actions during the Deployment phase. Instead, actions will be resolved in order, from left to right, during the Resolve Actions phase.



## Phase 3: Resolve Actions

Players now resolve the action spaces they selected with their Pirate. Actions are resolved left to right (*following the dotted path*), starting with the left-most space in the Smuggler's Hold, as shown by the white indicator, and ending with the right-most space in the Captain's Quarters, as shown by the red X. When a player has completed their action, they return their Pirate Meeple to the leftmost space in the Upper Deck, creating a new turn order for the next round.



Additionally, players may use as many of their Gear tokens as desired for a variety of special effects while resolving their action (See *Using Gear*, pg 9).

Each action space is unique based on the compartment, with icons that define:

- The type of action the player may take and
- How many times the player may take this action.

Some action spaces only allow the player to take their action once while others allow taking the action two or three times.

- The Smuggler's Hold allows a player to collect Tea and Gear.
- The Galley allows a player to collect Dishes.
- The Captain's Quarters allow a player to serve the Captain, turning Dishes and Tea into Doubloons.



## SMUGGLER'S HOLD

The Smuggler's Hold allows players to collect their choice of Tea Cards and Gear Tokens. Tea Cards may be collected from those visible in the Tea Tin or drawn from the top of the deck. Collected Teas are placed directly into the player's hand. Gear Tokens (*Cannons, Monkeys, and Parrots*) may be collected from those still available in the supply and placed face-up onto an empty space in the player's Treasure Chest.

*In the second action space, the green player chooses to take 1 Tea card plus 2 Gear tokens of their choice.*



**Note:** There is a hand limit of 5 tokens, which is assessed at the **END** of each round. A player may take tokens that exceed the limit of 5 tokens but must either use the tokens or discard down to the limit by the end of their turn.

The number of Cards or Tokens collected for a given action is notated below the action space. A player may collect these items in any order and may use collected Gear Tokens immediately. A player may mix and match what they choose, taking a variety of items or all of the same thing. They may also take one item, look at it, then decide what to take next.

### IMPORTANT!

**Do not refresh the Tea Tin if a player selects a face-up Tea card. The Tea Tin is not replenished until CleanUp at the end of the round. This may occasionally mean that a player's only option for cards is to draw them from the top of the face-down Tea deck.**

If the Tea deck runs out of cards, shuffle the discard pile and place it face-down to the left of the Ship as the new deck.



## GALLEY

The Galley allows players to collect Dishes. Dishes may be collected from those visible in the Pantry or drawn from the top of the face-down Dish deck. Some spaces also allow a player to collect a Gear Token, as shown by the token icon.

The number of Dishes collected for a given space is notated below the action space. A player may collect their cards (and tokens) in any order. For example, a player may draw from the Dish deck, look at what they drew, and then select their subsequent card from the Pantry.

*In the first action space, the green player takes 2 Dish cards of their choice plus a Gear token.*



### IMPORTANT!

**Do not refresh the Pantry if a player selects a face-up Dish card. The Pantry is not replenished until the Clean Up phase at the end of the round. This may occasionally mean that a player's only option for cards is to draw them from the top of the Dish deck.**

If the Dish Deck runs out of cards, shuffle the discard pile and place it face-down to the left of the Ship Board as the new deck.



## CAPTAIN'S QUARTERS

The Captain's Quarters allows players to serve a set of three Dishes and one Tea to the captain in return for doubloons (See *Earning Doubloons by Serving Tea above*).

The player who is Serving Tea will lay down their Tea and Dishes for all players to see and then proudly read out their menu for the day, emphasizing any exciting Dish smashes. All other players will politely ooh and ahh, else they be forced to walk the plank!

Additionally, each action space in the Captain's Quarters grants a Reward card **AFTER** the player has served their meal, as shown below the action space. The first action space earns a bonus Tea from the top of the face-down Tea Deck. The second action space grants a bonus Dish card from the top of the face-down Dish deck.

*The green player serves their tea and 3 dishes, then takes 12 Doubloons and a new Tea card.*



A player can only serve Tea if they meet at least one of the criteria for the Tea Card. If the player has no Tea Cards with met criteria, they cannot serve and do not receive the Doubloons nor Reward for their space. The Reward card must be taken after the player has served the Captain - it cannot be taken before and then used as part of the tea service.

After serving the Captain, all served Dish and Tea cards are discarded into two different discard piles, creating one each for Tea and Dishes. The player keeps their doubloons next to their Treasure Mat.



**Reminder:** After the 5th round (see Phase 1: Bonus), players may serve the Captain two sets of three Dishes and one Tea when they are in the Captain's Quarters, as shown by the Bonus Tile that will move from the Bonus Track to the Captain's Quarters. There may not be any shared cards between the two Tea Services. The Reward card is only received at most once per turn, even if serving two meals.



## End of Action

After taking their action, a player moves their Pirate to the first empty space (*from left to right*) on the Upper Deck. This creates a new turn order for the next round.



## Using Gear

While a player is taking their action, they may use Gear. Gear may be used before, during, or after a player's action but always before returning their Pirate to the Upper Deck. Only the player currently resolving their action may use Gear. Used Gear Tokens are returned to the respective supply.

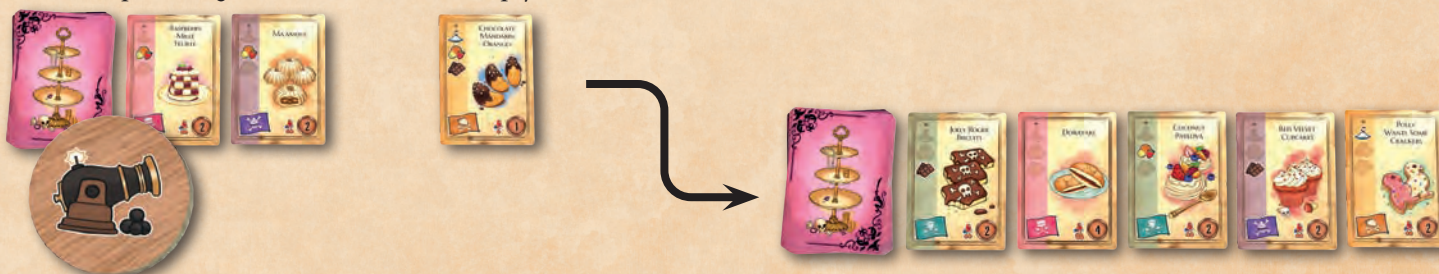
- A **Monkey** may be used to draw a Tea or Dish Card from the respective face-down deck. Monkeys are agile, so they do not care which compartment the Pirate is in - they can get to either deck. However Monkeys are bad at following directions, so they can only get a player a random card from the deck, not a face-up card from the Pantry or Tea Tin.



- A **Parrot** may be used to discard a Dish or Tea in hand to gain its Parrot doubloon value, as shown at the bottom of every card. Parrots are flying these Dishes and Teas to the Captain and bringing us back Doubloons, so they can only carry a single card. You don't want to overload your parrot!



- A **Cannon** may be used to clear out and refill the Tea Tin or Pantry. If the Pirate is in the Smuggler's Hold, then the Cannon will clear out the Tea Tin. If the Pirate is in the Galley, then the Cannon will clear out the Pantry. Discard any cards currently face-up in that row and refill from the respective deck. Refill completely even if the Tea Tin/Pantry was empty or partially empty when the Cannon was fired. If you are in the Captain's Quarters, the cannon simply makes a loud noise.





## Phase 4: Clean Up

Once all players have completed their actions, move to the Clean Up phase. Perform the following steps in order:

- Each player with more than 10 cards (Dish and Tea Cards combined) discards cards of their choice until they have 10 remaining. Discarded cards go to the relevant discard area to the right of the Ship. Players may play Parrot tokens during this phase to avoid discarding.
- Each player with more than 5 Gear Tokens discards tokens of their choice until they have 5 remaining. Discarded Gear Tokens are returned to the supply.
- If the Tea Tin has less than 3 cards, add Tea cards from the Tea Deck until the Tea Tin contains 3 face-up cards.
- If the Pantry has less than 5 cards, add Dish cards from the Dish Deck until the Pantry contains 5 face-up cards.
- Begin a new round with the Bonus phase.

## THE END OF THE GAME

The game ends at the end of the 9th round, when there are no more Bonus tiles to take.

### Final Tea Services

Players may serve any remaining sets of Dish and Tea Cards to the crew for half points. Serving the Crew must meet the same requirements as Serving the Captain: a full set of three Dishes with one matching Tea. Players lay out their Dish and Tea cards, add up the full value, and then divide by two (*rounding down*). Players may Serve the Crew multiple times if they have enough cards to do so.

Players may also deploy any remaining Parrots and Monkeys that they have in their treasure chest. Any remaining Dish and Tea Cards in hand are not worth anything.

A player's final score is their total Doubloons. The player with the most Doubloons wins. In the event of a tie, the player with the most remaining Gear Tokens + Cards wins. If there is still a tie, share a nice cup of tea along with your victory.



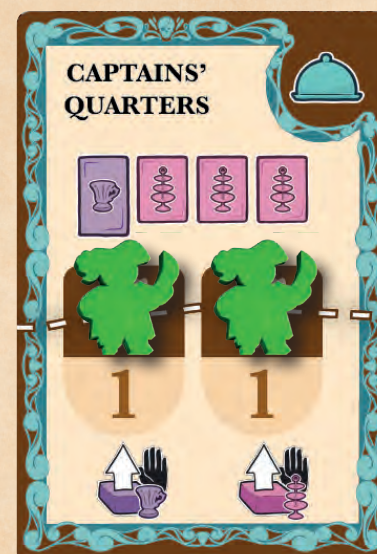
## Two Player Mode

In the two-player mode, each player has two Pirates that they deploy into the Ship. Otherwise, the rules are identical to the 3- & 4-player modes.

During setup there is no “Serve Twice” Bonus token so during the entire game, a player can only serve once per Pirate in the Captain's Quarters. If a player places both of their Pirates into the Captain's Quarters, they may serve twice that round (once for each Pirate) and will receive the first Reward in between their two services if a Bounty is earned on the first service.



In two-player mode, the players set up in a “snake” pattern during the Setup phase.



In two-player mode, a player may only serve twice by taking both action spaces in the Captain's Quarters.



# Advanced Mode: The Captains

Once you've gotten the hang of the game, you can add the Captains for even more ways to earn Rewards! There are 4 Captains that provide bonuses if you serve their favorite treats, adding new layers of strategy. In the box, there are 4 Captains (*Captain A*, *Captain B*, *Captain C*, and *Captain D*), and each of those captains has 3 or 4 different Captain cards.

## Setup:

At random, pick 1 card for each Captain and place them to the right of the Ship. These will be the Captains for the entire game.

## Serving the Captain:

When a player serves a meal in the Captains' Quarters, they may collect one Captain's Rewards in addition to their regular Bounties and Rewards. The Captain card shows the bonus requirements and reward. Player's must choose a single Captain and receive that reward only once per round.

### CAPTAIN A:

- Serve a dish with a salt flavor icon and a pink flag (*shown*)
- Serve a dish with a fruit flavor icon and purple flag
- Serve a dish with a chocolate flavor icon and a green flag
- Serve a dish with a chocolate flavor icon and an orange flag

**Reward:** Take one token of your choice.



### CAPTAIN JASMINE T. LEAF

- Serve a set with one each of orange, pink, and purple flags (*shown*)
- Serve a set with one each of green, purple, and pink flags
- Serve a set with one each of pink, orange, and green flags
- Serve a set with one each of purple, green, and orange flags

**Reward:** Take three doubloons.



### CAPTAIN C:

- Serve a dish with two chocolate flavor icons (*shown*)
- Serve a dish with two fruit flavor icons
- Serve a dish with two salt icons

**Reward:** Take a Tea or Dish card from the top of the deck.



### CAPTAIN BARTHOLOMEW BERGAMOT

- Serve a set where every dish has at least two cards smashed together (*shown*)
- Serve a set where one dish has two salt icons, one dish has two fruit icons, and one dish has two chocolate icons
- Serve a set where every dish has all three flavor icons

**Reward:** Take two cards of your choice from the top of either deck. This can be two from the same deck or one each from the two decks.





# Solo Mode

In the solo mode, the player must perfectly match 5 teas and serve them to the Captain before the end of the game. Score more points by keeping the tea hot and serving each course in a timely fashion. After conquering the base solo mode, try harder challenges by serving more Teas, beating the high score, or playing with the harder Tea deck!

**Note:** There are two Tea decks for the solo mode, as shown by the icon in the upper right corner (hearts and stars).  
For the first game, start with the heart deck.

## IMPORTANT!

Make sure to read the general rules before reading these instructions!

## Setup

- 1 Set out the Ship board with the solo player side up.
- 2 Pick a Solo Tea deck (10 cards marked with a matching icon in the upper right corner) and return all other Tea cards to the box. For the first play, start with the the heart deck. Shuffle the Solo Tea Deck and place it to the left of the Tea Track, along the top of the board.
- 3 Shuffle and place the Dish Deck to the left of the Ship. The player takes 2 cards from the top of the Dish Deck.
- 4 Select a color and take both matching Pirate meeples and Treasure Board. Place the Treasure Board with the solo player side up.
- 5 The 6 remaining Pirate meeples are the Scallywags, the automated adversaries in the solo game. Place a Scallywag of one color onto the action space labeled A in the Smugglers' Hold and the other Scallywag of that color onto the space labeled A in the Pantry. Repeat this process for the spaces labeled B and C.
- 6 Place one Monkey, one Cannon, and one Parrot and on the spaces in the Treasure Chest. Leave the remaining gear tokens in the supply.
- 7 Discard the "Serve Twice" tiles from the Bonus tiles into the box. Randomly place the 9 other Bonus Tiles face up on the Bonus Track.
- 8 Pour (flip) one Tea card into the first space of the Tea Track, along the top edge of the Ship.





# Gameplay Changes

The core gameplay — selecting actions on the Ship using your Pirate to create sets of three Dishes paired with one Tea — remains the same. However, there are some changes in how the Smuggler's Hold, Galley, and Gear tokens function. Additionally Teas are not part of the player's hand. Teas move on the Tea Track above the player board, cooling and exiting the game after 4 rounds. As Teas cool, the Bounties for serving that tea to the Captain decrease.

## Phase 1: Round Bonus

At the beginning of the round, remove the Bonus Tile for the new round from the Bonus Track. If there is a Bonus indicated on the tile, the player receives that bonus. In the case of the “Take a Tea” tile, pour an additional tea into the first space of the Tea Track.

## Phase 2: Deployment

Move both of the Pirates to any empty Action Space on the ship (*note: three action spaces are always occupied by Scallywags*). The player may not deploy their Pirates to a space that is occupied by a Scallywag and must deploy their Pirates to two different action spaces.

## Phase 3: Actions

Resolve the action spaces for all Pirates and Scallywags, moving left to right (*following the dotted path*), starting with the left-most space in the Smuggler's Hold and ending with the right-most space in the Captain's Quarters. If a Scallywag is on an action space in the **Galley**, discard the Dish card below the matching Scallywag in the **Pantry**. The player may use as many of their Gear tokens as desired for a variety of special effects while resolving their action. Some of the Gear has different uses in the solo mode than the multi-player game. (See *Using Gear*, pg 14).

### SMUGGLER'S HOLD

The Smuggler's Hold allows the player to manipulate the Tea Track and take Gear Tokens. Players may do one of the following with their action: Pour a Tea, Reheat a Tea, or take two different Gear tokens.

**To Pour a Tea**, flip the top card of the Tea deck and put it in the left-most space of the Tea Track. Multiple Teas can occupy the same space - stack them vertically so that all of the available Bounties are visible.

**To Reheat a Tea**, move it two spaces to the left on the Tea Track. Multiple Teas can occupy the same space.

**To take Gear**, take two tokens from the supply and place them face up on the Treasure Chest. The player must take two different types of token (*example: a parrot and a cannon but not 2 cannons*).

### GALLEY

The Galley allows players to collect Dish Cards in the same manner as the multiplayer game. During each round, any Scallywags in the Galley will steal a dish from the pantry.

The Scallywags steal Dishes regardless of whether the Pirates are in the Galley. The Scallywags are interspersed with the Pirates and take their turn in the order of Action Spaces they occupy in on the Ship.

When it is a Scallywag's turn, discard the Dish that is in the Scallywag's Pantry space to the discard pile. If there is no Dish present, the Scallywag takes nothing.



The red Scallywag will take the Scurvy Dogs on their turn this round.



## CAPTAIN'S QUARTERS

The Captain's Quarters allow players to serve a set of three Dishes and one Tea to the Captain in return for Doubloons. Instead of serving a Tea from their hand, the player must serve a Tea that is currently visible on the Tea Track.

In the solo mode, all Teas must be served to match the Combo bonus, pairing both by Flavor AND Fleet. Upon serving a Tea, the player takes their Doubloons and a token of their choice as their reward. When calculating the Doubloons from the meal, add or subtract the appropriate Temperature modifier as shown by how cool the Tea is. This modifier may be anywhere from +3 to -4. Score the rest of the Tea service the same as the multi-player game.

All served Dishes and Teas are discarded into the box and cannot be used again during the game.

## USING GEAR

While a player is taking their action, they may spend Gear. The Gear in the solo mode perform different functions than the multiplayer mode, as described below.

- A Monkey may be used to draw the top 2 Dish Cards from the Deck. The player must pick one to keep and place the other on either the top or bottom of the Dish Deck.
- A Parrot may be used to retrieve Dishes from the trash. Draw the top 2 cards of the Dish Discard pile. The player must pick one to keep and place the other on the top or bottom of the Discard pile.
- A Cannon may be used to clear out and refill the Pantry and can be played from any compartment. Discard all cards currently in that row and refill from the Dish deck. Refill completely even if the Pantry was empty or partially empty when the Cannon was played.

At the end of each round (*during Clean Up*) the Scallywags move, setting themselves up to steal Dishes from the Pantry the next round.

## Phase 4: Clean Up

During the Clean Up phase:

1. Cool the Teas by sliding all face-up Tea dishes one space to the right along the top edge of the board. The board shows how much each Tea has cooled, providing a Doubloon bonus or deduction if you serve the tea that round. If a Tea would slide off the right side of the board, it is discarded into the box. There can be multiple Teas in a single space.
2. Pour a new Tea by turning the top card of the Tea Deck into the first Tea spot on the Tea Track. *Note: If there is no Tea to pour, skip this step. By the final round there will not be another Tea to pour. Also, if you have taken the Pour Tea action in the Smuggler's hold, you may not have Teas remaining to pour.*
3. Refresh the Pantry by adding cards to any empty spots.
4. Move the Scallywags one space to the right, both in the ship and in the Pantry. If there are no more spaces to the right on the board, place the Scallyway into the first space of the Smugglers' Hold (the far left side of the board) or the far left space of the Pantry.
5. Discard down to the hand limit of 7 cards and 5 tokens. *Note: the card hand limit is smaller in solo mode than in multiplayer mode.*

## End of the Game

The game ends after the 9th round, when there are no more Bonus tokens to be taken.

There is no ability to serve the crew in the solo mode. Remaining Dish and Tea Cards are not worth any Doubloons.

The player wins if they have served 5 Teas over the course of the game. A player's final score is their total Doubloons. Record your achievements in the rulebook! Once you have beaten the solo mode, try completing the following challenges with both solo decks!





## HIGH SCORE

A stylized illustration of a purple cup with a handle, positioned above two crossed purple spoons. The entire illustration is set against a light beige background.



# Round Structure

## 1. BONUS

- All players take bonus and discard bonus tile

## 2. DEPLOY PIRATES

- Deploy pirates in Upper Deck order

## 3. RESOLVE ACTIONS

- Take action for selected Action space
- Use unlimited tokens, interspersed with Action
- Return pirate to Upper Deck

## 4. CLEAN UP

- Discard to 10 or fewer cards (using Parrots if needed)
- Discard to 5 or fewer Gear tokens
- Refill Tea Tin and Pantry



*Smugglers' Hold: Choose between a face-up Tea Card, the top of the Tea Deck, or a Gear Token.*



*Galley: Choose between a face-up Dish Card or the top of the Dish Deck.*



*Captain's Quarters: Serve 1 Tea with 3 dishes. All dishes may be smashed.*



*Galley: Take 2 actions plus 1 Gear token.*



*Take the top card of the Dish Deck.*



*Take the top card of the Tea Deck.*

# Icon Reference



All three dishes must have this specific flavor profile. The dishes may have other flavors as well. Example shows fruit.



One dish must have salt, a second fruit, and the third chocolate. While cards may have multiple flavors, one card cannot count for more than one flavor, making multi-flavored dishes essentially a wild card.



All three dishes must have at least two (2) flavor icons on them. Can be duplicate flavors.



One dish must have 2 salt, a second 2 fruit, and the third 2 chocolate. While cards may have a mix of flavors, one dish cannot count for more than one of the flavor profiles (for example, a dish with two salt and two fruit must be either the salt or the fruit dish but not both).



All three dishes must come from this specific fleet (example shows teal teacup fleet).



The three dishes served must come from the same fleet, which is of the player's choice.



The three dishes served must come from three different fleets.

## ACKNOWLEDGMENTS

This game would not have been possible without the love, support, and community of countless people. I cannot possibly name you all, but know that I am grateful even if I could not list you here.

To Eric, all of my love and thank you for going on this wild ride with me. I could not have done without you. To my friends and family, thank you for all of the support, playtesting, and encouragement. Special thanks to my amazing design and playtesting communities: Building the Game, Protospiel Online, Break My Game, the Boston Game Makers Guild, Protospiel Madison, and the Unpublished Games Network. Shoutout to Omar's World of Comics and Knight Moves, my fabulous Boston-based playtesting sites.

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