

PIRATA  
CODEX



WORK IN PROGRESS



# WELCOME ABOARD PIRATE!

You are about to set sail on your own pirate ship to compete against the other pirates. The dice you have in your cup is your crew. *To win the game you must race around the islands and be the first captain to claim the Pirate Throne.* Along the way you will be able to become Pirate King, get caught by the navy, duel your opponents, fire your cannonköpas and perhaps meet the terrifying Kraken.

## COMPONENTS BASE GAME:

- 40 Crew dice
- 1 Special die:
  - Pirate King die
- 3 Action dice:
  - 1 Pirates die
  - 1 Treasure die
  - 1 Sail die:
- 4 Battle dice
- 47 Action cards
- 16 tiles
- 16 coins
- 4 Pirate ships
- 4 Captain coasters
- 4 Cups
- 1 Dice board
- 1 First player token

## Dice Faces



## PIRATE KING DIE

## CREW DIE

## SAIL DIE

TREASURE DIE

## PIRATE KING DIE

## BATTLE DIE



## OBJECTIVE OF THE GAME

To win the game you must be the first pirate to claim the Pirate Throne. To do so you must sail around the map and be the first to get back to the X-tile. If two or more players reach the X-tile together one final battle will determine who's worthy of the Pirate Throne.

## COMPONENTS GUIDE

DICE:

The dice you have in your cup are considered your crew and your cup is to be seen as your ship. During the game you can gain special dice and these shall be placed in your cup and will be counted as part of your crew. Your ship can never fit more than ten crew. You can never lose your entire crew, you must always have at least one crew.

Action dice are used during the game to determine the outcome of different events.

TILES:

Every tile in the game represents an event. Look in the Tile Explanation how to resolve each event. There are three different types of tiles. Positive, negative and double outcome, the corners on the tiles have colors indicating the type. Only one tile will be activated per round during the sail phase. Events from tiles cannot be activated in any other way, unless specified.

CARDS:

There are two types of action cards, gold and silver. Gold cards can be played both during the sail- and action phase, while silver cards can only be played during the Action Phase. You are allowed to play one gold and one silver card per round. Leave the cards until all players have chosen to play or not to play this round, then discard all played cards. If you have played all your cards, pick up one new card from the deck.

COINS:

The winner of the betting phase receives one coin. Coins can buy you action cards during any phase of the game. The cost is two coins per action card. You're allowed to play the card immediately if you're in the sail- or action phase. You can also save the coins for the final battle in the end of the game and use them to buy more crew. The cost is 2 coins for 1 crew

## GAME SKINS:

These cards are additional rules that override normal rules. Decide which game skins shall apply before you begin setting up the game. Try playing with normal rules before altering the rules with game skins.







## BATTLES



There will be a lot of battles in this game. To resolve a battle all affected players will roll their eight-sided battle die.

A battle either looks for a single winner or a single loser. Players will be eliminated and when one player remains, that player is determined winner (or loser).

1. If all players roll the same result, no player is eliminated. Re-roll.

otherwise:

2a. If looking for a winner, all players who did not roll the best result are eliminated.

2b. If looking for a loser, all players who did not roll the worst result are eliminated.

### DUELS:

A duel is a battle which only includes two players.

## PIRATE RULES

- If you drop a crew die, coin or card off the table its taken by the sea and can't be used again.

If you drop an action die: Looe one crew and re-roll the action die.

If you drop a special die: Lose it. Except for the cursed die, lose one crew and return the cursed die to your cup.

- If someone asks you about your bet, you don't have to tell them, unless you were the most previous player to make a bet.

- If someone asks how many dice you have in your cup you must not tell hem. Except when dice are revealed during the betting phase or if forced by an event or action card.

- If you want to increase the bet with only one in quantity without changing the face, you can simply smash your hand on the table with a "thumbs up"

- If you must miss the next betting phase, this means you will not participate in the next betting phase nor sail forward the next round either. You may still play Action Card.

If you're not participating in the betting phase, lift your cup and make your dice visible.



## PLAYING FOR THE FIRST TIME?

We reccoment you start playing with our standard map shown below. We also suggest you skip point three and six in the set up. Vote for a person who will act as navigator and place one coin on the first phase on the dice board. This player will move the coin the keep track of the current phase.

The navigator will also begin the first betting phase







# SETUP



1. Every player starts with one cup, five crew dice, one coin, one captain coaster with matching battle die and ship. Place the crew dice on your captain coaster, under your cup.
2. Place the special and action dice on the dice board and place the rest of crew dice in the bag next to the board.
3. Shuffle and deal the tiles equally to all players face down. The player who got the X-tile may begin by placing it anywhere on the board. The turn rotates clockwise and each player place one tile anywhere on the map until the board is full. The player who placed the X-tile will start the first betting phase.
4. Each player places their ship on the X-tile on the board.
5. Shuffle the deck and deal 6 cards to each player face down. You may look at your cards at any time during the game.
6. Begin drafting, all players simultaneously: Each player will keep 3 of the 6 cards in their hand. The remaining 3 should be passed to the player on their left. Repeat this cycle twice but pass 2 cards during the second round and 1 card during the final round. Pick up the cards you just received and choose from your entire hand before passing a 2nd and 3rd time. Place the rest of the action cards in a pile upside down on the table. Make room for a discard pile.



# THE THREE PHASES OF ONE ROUND

The game is played in a number of rounds where every round consists of 3 phases.  
Each phase is explained in detail on the next pages



I

## *Betting phase*

This phase tests your bluffing and probability skills.

Once this phase is settled there will be one winner, one loser, and survivors.

The more crew you have, the more influence and power you will have in the game.



2

## *Sailing phase*

The winner rolls the sail die. The winner and the survivors sail forward and battle each other. The winner of the battle gets to resolve the tile their ship is on.

In the tile explanation you can read up what effect each tile has.



3

## *Action phase*

These cards are mythical artifacts, creatures, weapons and skills. Action cards can only be played during the action phase, unless it's a golden card.

The cards will help you to strategically outplay your opponents. by boosting yourself or preventing other players from making their way around the map.








## THE BETTING PHASE

Shake the dice in your cup, place the cup on the coaster and conceal the result from the other players.

The first player bets how many dice there are under all player's cups with a specific face value between two & six. The quantity of the first bet may not exceed the current amount of players. Eg. "I begin with four 3's."

All the ones  on the table are wild which means they are to be seen as the face of the current bid.

Turns are taken and play continues clockwise, continuing until the dice are revealed.

### WHEN IT'S YOUR TURN YOU HAVE THREE CHOICES:

#### 1. *Raise the bet. The dice remain concealed.*

You may:

- Bid the same quantity of a higher face. Eg. "four 4's"
- Reduce, increase or keep the face value if you raise the quantity.  
Eg. "five 3's or four 5's or five 4's"

#### 2. *Lock the exact previous bet. All dice are revealed.*

Eg. "I think there are exactly four 3's on the table".

You win if the exact quantity of the given face is correct (1's included). You'll be the only player sailing forward on the map and as a bonus you'll receive one extra crew die from the bag. You'll also start in the next betting phase. If there are less or more of the given face value you lose and will not move forward this round. You must also not participate in the next betting phase nor sail forward the next round either. You may still play Action Card.

#### 3. *Call the previous player a liar. All dice are revealed.*



Eg. "Liar, I don't think there are four 3's or more on the table"

If there are at least as many dice, or more of the given face value under the cups (1's included) you lose. If there are less, you win.



## BETTING PHASE EXAMPLE

Player 1 starts: 3 sixes

Player 2 raises to: 4 fives

Player 3 raises to: 6 sixes

Player 1 raises to: 7 sixes

Player 2 raises to: 9 fives

*Player 3 calls player 2 a liar and all dice are revealed.*

Count all 5's and 1's. In this example there were 5 5's and 3 1's which means a total of 8 5's

*In this case player 3 wins, player 2 loses and player 1 survives.*







## THE SAIL PHASE

THE PLAYER WHO WON THE BETTING PHASE WILL:

- Take the first player token
- Start betting in the next betting phase
- Receive one coin
- Rolls the sail die

The winner from the betting phase rolls the sail die. The winner and the survivors sail forward 1 or 2 steps according to the sail die roll. These players then battle each other and the winner of the battle gets to resolve the tile their ship is on. There will only be one tile activated during the sail phase.



## THE ACTION PHASE

AFTER THE EVENT IS OVER THE ACTION PHASE BEGINS.

Any player is allowed to play any kind of card in this phase unless they played a gold card in the sail phase. First come, first serve, the action happens right away.

If you're standing on the X- tile you can not be affected by any negative events though you can still use your cards.

When all players have made their choice to play or not to play a card from their hand, the player in last place may chose to sacrifice one crew die per tile to move forward and catch up with the closest ship in front of them.

If two or more players are in last place they may collectively chose to sacrifice dice to move forward. Each player must sacrifice one die per tile and they may only move forward together. This can only be done once per round.

*After this phase is over a new round begins.*



## WINNING



To win the game you must be the first pirate sail around the island and reach the X-tile. If two or more players finish in the same round they will battle against each other in the final battle. Cards are allowed to be played but only two types.

IN THE FINAL BATTLE:

- Special dice are traded in for 2 crew dice.
- 2 coins can be traded in for 1 crew.
- Only 2 action cards can be played: Cheating Pirate & Lucky Pirate
- Every time a player rolls a skull, they lose one crew. If nobody rolls skull the player with the lowest roll loses one crew. The last pirate with crew left on their ship wins the game.



FAQ WORK IN PROGRESS. QR-CODE TO A DIGITAL FAQ.

*What happens if I am the only player in the next betting phase?*

That player automatically wins, sails forward alone and must face the event on the tile he/she landed on.

*Can I be attacked if I am standing on the X-tile?*

No but you're allowed to play action cards.







## PHANTOM MODE | 2 PLAYER GAME

In a two player game there are some additional rules you have to apply.  
This mode will consists of two players and a third phantom player.

Before you start:

1. Deal ship, captain coster and battle dice to both players and to a third phantom player.
2. Separate gold and silver cards into two piles. Deal 6 cards from the silver pile to the Phantom face down.
3. Mix the remaining silver cards with the gold cards and deal 6 cards to each player.
4. Deal the tiles between the two players and lay them out on the board taking turns.

The game plays as usual except the Phantom will not make any bets. The dice in it's cup still counts when the dice are revealed. The two players will take turn shaking the cup with the phantom's crew dice. The dice in the phantoms cup should be concealed until all the dice are wrevealed.

The phantom will begin every action phase by playing a random card from it's hand.

If the card played by the Phantom must be resolved against only one player, the two players will battle each other to see who looses and will be affected by the phantoms card.

The card then plays out as normal. The player who was not affected by the attack will roll the Phantom's battle dice.

If one player have to miss the next betting phase he/she must play for the Phantom, using it's cup with crew dice, battle dice and ship.

If the Phantom reaches the X-tile before any of the players it will continue for another lap around the Islands. If it catches up with one of the players the Phantom will terminate that player and the other player wins the game.



## THE EXPANSION: CURSE OF THE DEAD.

New creatures and obstacles appear on the horizon. The Curse of the Dead has a completely new map and eight new tiles that you can exchange with as few or as many tiles as you like from the base game. You will also get more action cards to help your strategy in the game.

If you're cursed you must add the cursed dice to your cup. The cursed die will temporary knock out all other dice in your cup with a matching face value. Example: if your cursed die show a 5, you will have no other fives in your cup this betting phase no matter your result. The dice in your cup are counted as normal dice if the bet is in another players favor (including the cursed die). The cursed dic can never die, it can only change player. You can lift the curse by sacrificing 2 of your crewmates.

When playing with both maps, for a longer journey, all players starts with 7 action cards each.

## COMPONENTS EXPANSION:

20 Crew dice

2 Special dice:

Mermaids die

Cursed die

22 Action cards

8 Tiles

2 Pirate ships

2 Captain coasters

2 Cups

*Die faces:*



Mermaids die



Cursed die





# TILE EXPLANATION

## POSITIVE TILES

BASE GAME

(P)



PIRATE KING

*The King will have superior power.*

X = Miss your chance to become king.

O = Win the king's die, add it to your p. If there's already a Pirate King you must also win a duel against that player first.



CODEx

*The codex holds many secrets. Take your time to read it and you might become stronger.*

Draw one new action card and look at it. If you want to keep it, you must either miss the next betting phase, or sacrifice another action card from your hand and add it to the discard pile.



DUEL

*Duels between rival pirates are almost inevitable.*

Challenge any player to a duel. If you win you steal one crewman from that player.



STEAL A CREWMEMBER

*Possibly a pirate's favorite hobby of all time.*

Pick a player and steal one of their crewmen. You can not steal a special dice.

(T)



RECRUIT CREW

*You make a good impression on potential new recruits.*

O = Recruit 1 crewman

X = Recruit 2 crewmen



TRADE

*It's time for a forced trade.*

Pick a player and pay that player one coin. In return you may choose one of the following:

- Get an action card.
- Get a crew die.
- Switch place with that player. (Only on an adjacent tile.)

You can also choose not to trade.



SAFE LAGOON

*This is a safe place!*

You cannot be challenged or affected by negative events while you stand on this tile. Neither can you attack anyone else. If you choose to miss the next betting phase you may recruit 1 crew.



SPYGLASS

*Sometimes a simple spyglass is surprisingly handy.*

Pick another player and watch their dice result in the next betting phase. You may look at the dice once before the betting begin



# DOUBLE OUTCOME

## BASE GAME



MAELSTROM

*A power from nature so strong it will most likely affect everyone.*

Roll a crew dice, move all cups with crew in the betting direction as many steps as the dice shows. Keep your Captain coster and Battle Dice.

(P)



MUTINY

*When a Pirate King misbehaves, a mutiny might arise.*

### IF YOU'RE NOT THE PIRATE KING

X = You must walk the plank, lose 2 crew.

O = Mutiny: Steal the Pirate King's dice. If nobody has it you become Pirate King.

### IF YOU ALREADY ARE THE PIRATE KING:

X = loose the Pirate King dice, the other players battle for it.

O = nothing happens

(T)



GAMBLE

*High risk, high reward.*

Bet 1 or 2 of your crewmen. If you have 10 dice you cannot gamble.

Chose if you win on X or O by making the symbol (X or O) with your fingers.



CHANGE  
OF WIND

*Will this change be in your favor?*

Change the betting direction. Flip the first player token as a reminder of the betting direction.

(T)



FIRE YOUR  
CANNONS

*You see rival pirates and decide to load your cannons!*

X = Your cannons backfire, lose 1 crew.

O = You may fire your cannon twice. Pick player(s) and roll the treasure dice one time per shot.

If you roll an X the attacked player loses one of their crew.

If you roll an O the player escapes your attack.

# DOUBLE OUTCOME

## EXPANSION PACK

(P)



MERMAIDS

*You hear a beautiful song and spot mythical creatures on shore.*

X = You get seduced and the mermaids keep one of your crew.

O = You lure one of the mermaids to your ship, add the mermaid's dice to your crew.

(T)



CURSED  
SHIPWRECK

*You loot the cursed shipwreck.*

X = You become cursed, add the cursed dice to your crew.

O = You find a survivor and manage to escape the ship. Gain one crew dice.

(P)



BROKEN  
COMPASS

*High seas and your broken compass confuse you.*

X = Move one step backward, face that event instead.

O = Move one step forward, face that event instead.

(T)



TREASURE  
ISLAND

*You found the treasure, who gets the loot?*

Bet 1-2 crew. Choose if you win your bet on X or O by making the sign with your fingers. The other players may also bet 1 crewman.

Win = win your bet.

Lose = lose your bet.



DEAL WITH  
THE DEAD

*The dead spare you only if you play their game.*

- Multiply your amount of crew crew by 5. The sum is your winning number.

- Roll your crew dice, up to three times, aim for your winning number.

- After each roll, lock the dice you want and re-roll the rest.

- If you roll your winning number, gain 2 crew.

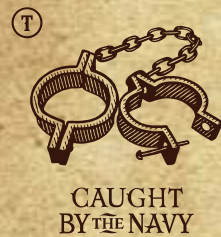
If your roll is adjacent to your winning number, gain 1 crew. Any other result and you're cursed, add the cursed dice to your cup and crew.





# NEGATIVE TILES

## BASE GAME & EXPANSION PACK



*The Royal Navy are fast and quick to manoeuvre. Will you be able to escape them?*

X = You get caught by the navy, miss the next betting phase.

O = The other players help you escape but they demand 1 crew. The other players then battle for the crew dice.



*Being within reach of the Kraken's tentacles is NEVER a good thing...*

You and the players within 1 tile reach (backward & forward) are affected. All of you must battle. If the player who won the tile loses the battle he/she loses 2 crewmen. If one of the other players loses the battle he/she loses 1 crewman. If you alone are affected, roll the treasure dice.

X=Lose 2 crew.

O= Survive.



*A long foggy night in unknown waters has driven your crew mad, will it last?*

X = Your crew gets cursed. Add the cursed dice to your cup.

O = You have a strong crew. Nothing happens.



*You spot infected rats on your ship and fear the worst...*

Roll the Pirate's Dice once for every crew dice you have.

Roll twice for every special dice except the cursed dice which is not affected.

X = Death by plague

O = Survive.

# POSITIVE TILES

## EXPANSION PACK



*A shady place where treasures and other relics are traded between outlaws.*

All players must give away 1 action card to the player next to them in the betting direction. The player who won the tile may chose to not to participate in the event.

# GHOSTPACK



*These ghosts affect your mind in a weird way, they convince you to play a game...*

You are forced to sacrifice 1 crew. (if 5-6 players sacrifice 2).

Roll the Treasure Dice against every opponent one at a time.

X = The ghosts steal a crewman for you

O = Nothing happens.



*This fog is so thick you cannot even see your own bowsprit!*

3 Players: You alone must guess how many crew dice there are in play (under the cups, excluding special dice).

4-6 Players: Same as above but you may pick another player to help you.

If your guess is right you receive 1 crew each. If you're wrong you lose 1 crew each.