

PIRATA
CODEX





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Welcome Aboard!

You are about to set sail as a pirate captain with your own ship and crew to claim the Pirate Throne. But, beware: Other pirate captains have stepped up to challenge you, and they won't hesitate to cheat and lie in order to steal victory away from you!

To win the game, you must race around the islands and be the first pirate captain to claim the Pirate Throne. Along the way, you will recruit new crew, be pursued by the Royal Navy, duel your opponents, fire deadly cannons, and perhaps even find yourself in the tentacled clutches of the terrifying Kraken.

Game Components

1

Rulebook

2

Tile Legends

8

Captain Coasters

6

Plastic Pirate Ships

6

Wooden Pirate Ships

6

Cups

25

Coins

1

Starting Captain Token

1

Base Map

1

Map Extension

21

Tiles

1

Dice Board

1

Dice Bag

78

Action Cards

8

Variant Cards

50

Crew Dice

1

2

3

4

5

6

4

Special Crew Dice

Pirate King

1

1

1

6

6

6

Mermaid Die

1

1

6

6

Cursed Die

2

3

4

5

Ghost Die

1

1

1

3

Action Dice

Sail Die

1

1

1

2

2

2

Pirate Die

x

x

o

o

o

o

Treasure Die

x

x

x

o

o

o

6

Battle Dice

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3

Components Overview

Captain Coasters, Pirate Ships & Cups

Each player is represented by the unique pirate captain whose portrait appears on their coaster. On the backside of each coaster is an ability that the player may use during the game. (These abilities are included as an optional variant, and are not part of the basic rules.)

Six of the coasters have colored borders that match one of the ships. The other two coasters are provided as optional alternatives and have no player color; they may be used with any ship.

Ships are provided in two sets: wooden and molded plastic. Choose the set that matches your preferred aesthetic to act as pawns on the game board.

Cups act as a representation of your ship, and are placed upside-down to hide your dice during the game. All the dice within your cup are collectively referred to as your crew.

Dice

There are four types of dice: Crew, Special Crew, Action, and Battle Dice.

Crew Dice are what you begin the game with in your cup. You start out with 5 of these dice, but you can also gain (or lose!) them as you play.

Special Crew Dice are added to your crew by events or cards. The faces of these dice differ from the usual one through six, thus shifting the odds of your results. Some will also carry an additional effect.

Action Dice are used during the game to determine the outcomes of different events.

Battle Dice are eight-sided and have colors that match each player's ship. You will use these during any battles or duels.

Map, Tiles & Tile Legend

The map acts as the game's central board. For a longer playtime, you can add the map extension to the base map.

Once set up, the map will be surrounded by a series of unique tiles as determined by player choices. The only tile used consistently in every game is Start/End, marked by a large X. All other tiles each represent an event that is initiated when that tile is activated.

For detailed instructions on how to resolve each event, refer to the Tile Legend.

Starting Captain Token, Dice Bag & Dice Board

The Starting Captain Token denotes the player who will begin the Betting Phase. The token is double-sided, with arrows around the circumference to show the current betting direction.

The dice bag will hold all Crew Dice not currently in play.

The Dice Board has designated slots for Action and Special Crew Dice. When not in use or inside a player's cup, these dice are stored here.

Action Cards



The main cards in the game are known as action cards. There are two types, indicated by the color of their borders: gold and silver. During each round, you are allowed to play one gold and one silver action card.

Gold cards are allowed to be played in both the Sail and Action Phases. Silver cards can only be played during the Action Phase. (A reminder of this is shown on the Dice Board.)

Action cards each have an icon showing the general nature of their effect:

- Compass cards will move ships.
- Sword cards typically allow you to attack other players.
- Bomb cards will provide a means of defending yourself or a way to expand your crew.

If an action card has a star symbol in the upper-right corner, it means there is only one copy of that card in the game.

Coins



These are the main currency of the game and are earned by winning the Betting Phase as well as through certain cards and events. Coins will be used to purchase action cards, dice rerolls, and additional crew.

Variant cards



These are optional cards which add additional rules that override normal rules. Decide which variant cards will apply before you begin setting up the game. We recommend that you play your first few games with normal rules before altering them with variant cards.

Setup

1

Pass Out the Player Components

For a two-player game, consult the setup rules in the **Phantom Mode** section.

To start, each player receives:

- Matching Set of Captain Coaster, Pirate Ship, and Battle Die
- Cup
- 5 Crew Dice
- 2 Coins

Place your Crew Dice on top of your captain coaster and then cover them with your cup by placing it upside-down over your coaster.

This will keep your Crew Dice hidden from the view of other players.

2

Prepare the Play Area

Put the remaining Crew Dice in the dice bag. Place the Action and Special Crew Dice in their designated slots on the Dice Board. Ideally, the dice bag should sit next to the Dice Board.

Place the extra coins in a pile where all players can reach them.

3

Create the Game Board

If this is your first game, we recommend that you skip Step 3 and instead follow the instructions provided in the Suggested First Game Setup at the end of this rule book.

Place the map in a central location. (For a longer game, connect the base map and the map extension to form one large board.)

Shuffle the tiles, then deal them out to players, face down. Not every player will necessarily receive the same number of tiles.

The player who got the Start/End tile receives the Starting Captain Token and places it in front of them with the side up that indicates a clockwise direction of play. This player then places the Start/End tile wherever they wish along the map's perimeter.

Players now take turns (in the clockwise direction indicated by the Starting Captain Token) placing one tile in any open space around the map. This continues until all spaces are filled. Unused tiles are returned to the game box.

4

Place Your Ships



Each player places their pirate ship on the Start/End tile.

5

Deal Out the Action Cards



Shuffle the deck of action cards (gold and silver together) and deal out cards face down to each player. The number of cards is determined by the map size:

- Base Map: 6 action cards
- Extended Map: 7 action cards

Players may look at their cards at any time during the game, but keep them secret from each other unless otherwise indicated.

6

Perform the Card Draft



If this is your first game, skip this final step.
You are ready to begin playing!

Players perform their actions in each round of the card draft simultaneously.

During each round, players will choose cards from their hand to pass to the player on their left. They then place those cards face down next to the player they are passing them to. Once all players have passed their cards, everyone will pick up their newly acquired cards and add them to their hand. This happens for three rounds, thusly:

- 1st Round: Pass 3 cards
- 2nd Round: Pass 2 cards
- 3rd Round: Pass 1 card

To clarify, players choose from ALL of the cards in their hand when deciding what to pass, not only from the cards that were just passed to them.

Once all three rounds of drafting are complete, place the rest of the action cards face down in a pile next to the Dice Board. Leave room for a discard pile.

Gameplay

Objective



To win the game, you must be the first pirate captain to sail your ship completely around the map, returning to the Start/End tile. Doing so will earn you the ultimate glory of claiming the Pirate Throne!

However, if two or more pirate captains lay claim to the throne by simultaneously reaching the Start/End tile, a Final Battle will ensue to determine who's truly worthy of the Pirate Throne.

The Three Phases of Each Round

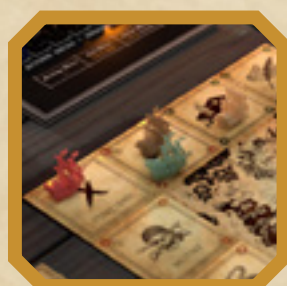


The game is played in a number of rounds until one or more players return to the Start/End tile. Each round consists of three phases: Betting, Sail, and Action.



1

The Betting Phase



2

The Sail Phase



3

The Action Phase

1. The Betting Phase

This phase tests your bluffing and probability skills. At its end, there will be one winner, at least one loser, and survivors (i.e., all other players).

Dice Values & How to Bet



At the start of the Betting Phase, all players will shake the dice in their cups, making sure to place the cups upside-down on their coaster and conceal the results from other players. (You may look at your own dice at any time.)

Players will now make bets on how many dice there are under all player's cups with a specific face value between two and six. All the ones on the table are wild, and are considered to match the face value of the current bid.

For clarity, a bet consists of two parts: a quantity and a face value (in that order). For instance, a bet of "3 fives" has a quantity of 3 and a face value of five. This means you are betting that there are at least 3 dice on the table with a five or a one (wild) face up.

Initial Bet

The player with the Starting Captain Token places an initial bet. The quantity of this bet may not exceed the number of players. (For example, in a game with three players, the initial bet cannot be “4 twos,” but could instead be “3 twos” or “2 sixes.”)

Turns are now taken in the direction indicated by the Starting Captain Token (initially clockwise).

Player Turns

Each player has three options for their turn: Raise the bet, lock an exact bet, or call the previous player a liar.



Raise the bet. The dice remain concealed.

In order to raise the bet, you must increase either the quantity or face value (or both) of the previous bet. This means you could:

- Bid the same quantity of a higher face value.

Example: “4 threes” → “4 fours.”

- Bid a higher quantity of any face value (including the same value).

Example: “4 threes” → “5 twos” or “6 fours” or “7 threes”

After raising the bet, all dice are kept hidden. The turn then passes to the next player in the current betting direction.



Lock an exact bet. All dice are revealed.

If you believe that the previous player’s bet (or any higher bet) is exactly correct, you may lock it in for the chance of a higher reward at the risk of a steep penalty. Once declared, all dice are revealed.

Example: “5 twos” → “exactly 5 twos” or “exactly 5 threes” or “exactly 6 twos”

You win if the exact quantity of the given face value is correct (ones included). In this case, all other players are losers. As the winner, you receive:

- 1 Crew Die from the dice bag to add to your cup
- Exclusive use of the Sail Die’s result in the upcoming Sail Phase

However, if the quantity of the given face value is anything other than what you bet, then you lose. The previous player is the winner, and all other players are survivors. You may still play action cards, but as a penalty, you:

- May not move forward in this Sailing Phase
- May not participate in the next Betting Phase and consequently may not move forward in the next Sailing Phase

Call the previous player a liar. All dice are revealed.

If you believe that there are less dice of the given face value (including ones) on the table than was bet, you may call the previous player a liar. Once declared, all dice are revealed.

Example: "5 twos" → "Liar, I don't think there are 5 twos or more on the table."

If your accusation is correct, you are the winner and the previous player is the loser. All other players are survivors.

However, if you are wrong (that is, there are at least as many dice with the declared face value present on the table as was bet), then you are the loser and the previous player is the winner. All other players are survivors.

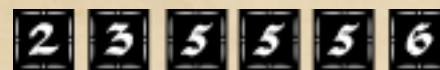
If there is only one player in the Betting Phase, that player wins by default and everyone else is a loser.

Betting Phase Example

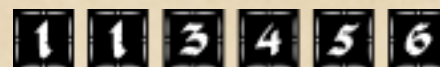
Anne's Dice:



Jack's Dice:



Mary's Dice:



Anne starts: 3 sixes

Jack raises: 4 fives

Mary raises: 4 sixes

Anne raises: 8 sixes

Jack raises: 9 fives

Mary calls: Liar!

All dice are revealed. All fives and ones are counted. In this example, there were 5 fives and 3 ones, for a total of 8 fives. As a result, Mary wins, Jack loses, and Anne survives.

2. The Sail Phase

This phase sees the winner and any survivors sailing forward and battling each other over tiles and their corresponding events.

The player who won the Betting Phase will:

- Take the Starting Captain Token
- Receive 1 coin
- Roll the Sail Die

The winner and any survivors from the Betting Phase move forward one or two tiles according to the result shown on the Sail Die. These players then battle each other. (See Battles & Duels.)

The newly minted winner of this battle activates the tile their ship is on. They must resolve its event. (If only one player moved, then there is no battle; they automatically activate their tile.)

Tile events can have positive, negative, or uncertain outcomes. Refer to the Tile Legend for details on how to resolve specific events.

At any time during the Sail Phase, each player may play one gold action card. The effects of any cards played are resolved immediately before continuing the phase.

Once the tile's event and all gold action cards have been resolved, the round will move on to the Action Phase. Be sure to return used Action Dice to their proper slots on the Dice Board and put any action cards into the discard pile in the order that they were played.

If any ships have reached the Start/End tile after sailing around the entire map, then the Action Phase will be skipped and the End Game is triggered. (See End Game for how to proceed.)

3. The Action Phase

This phase will bring into play mythical artifacts, creatures, weapons, and skills as you try to strategically outmaneuver your opponents.

In this phase, players are allowed to play both gold and silver action cards, for a maximum of one of each for the round. (To clarify, if you already used a gold card in the Sail Phase, you may not use another in the Action Phase; you may only play a silver card.)

If your ship is located on the Start/End tile, you are immune to any negative effects during the Action Phase, although you can still use your action cards.

When all players have made their choice to play or not play an action card, the player in last place may choose to sacrifice 1 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 choose to sacrifice Crew Dice to move forward. Each player must sacrifice one die per tile, and they may only move forward together. (If any one player refuses, no sacrifices may be made and no movement happens.)

No player may trigger the End Game during the Action Phase. If an effect would place their ship onto the Start/End tile, the effect is ignored.

After this phase is over, a new round begins.

Paying to Reroll a Die



Once per round, you may pay 1 coin to reroll any single die during the Sail or Action Phase. This only applies to dice that you yourself have rolled. (You can't reroll other players' dice!)

Playing & Purchasing Action Cards



There is no turn order when playing action cards. They are played on a first come, first served basis. The action happens immediately.

You may purchase additional action cards and immediately play them during the Sail and Action Phases. The cost is 2 coins per card.

If you have played all of your cards, pick up a new one from the deck. Gaining a card this way does not cost you any coins.

Gaining & Losing Crew



During the game, you will have the opportunity to expand your crew through tile events and action cards. When this happens, you will add dice to your cup to be used during the Betting Phase.

As a general rule, any text referring to the gain or loss of crew (e.g., recruit, steal, sacrifice) applies only to regular Crew Dice unless otherwise stated.

Each player may have a maximum of 10 dice in their cup. If adding a Special Crew Die pushes a player over the limit of 10, they must discard a regular Crew Die from their cup. (Any regular Crew Dice that exceed the maximum are simply ignored.)

You must always have at least 1 regular Crew Die in your cup.

If an event or action card would ever leave your cup without a regular Crew Die, then you must lose a Special Crew Die of your choice instead, even if the event or card would normally not allow it. (However, you may not lose the Cursed Die in this manner.) In the case that you do not have an eligible die to lose, no action is taken.

Special Crew



Helping (or hurting!) you during the Betting Phase will be some special crew, represented by Special Crew Dice. A quick overview of their effects:

Pirate King: Guarantees you a one or six.

Mermaid: Increases your odds of having a one or six.

Ghost: Increases your odds of having a one.

Cursed: Negates dice with a matching face value. (See below.)

The Effects of Being Cursed



When you become cursed, you will add the Cursed Die to your cup.

During the Betting Phase, whenever you make a bet, the Cursed Die negates all dice in your cup with a matching face value. (For example, if the Cursed Die shows a five, then you will be considered to have no fives.)

The Cursed Die only affects YOUR bets. When another player makes a bet, all of your dice (including the Cursed Die) are counted as usual.

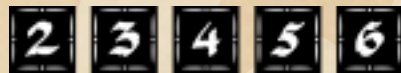
You may pass the Cursed Die to another player by sacrificing 2 crew.

Cursed Player Betting Examples

Anne:



Jack:



Mary:



Example 1: The Curse Does Not Take Effect

Anne (cursed) starts: 3 threes.

Jack raises: 4 threes.

Mary raises: 7 threes.

Anne (cursed) calls: Liar!

Since the cursed player did not make the bet, there are indeed 7 threes, and Mary wins.

Example 2: The Curse Does Take Effect

Jack starts: 3 threes.

Mary raises: 4 threes.

Anne (cursed) raises: 5 threes.

Jack calls: Liar!

With the Cursed Die's effect, there are only 4 threes, making Anne a liar. Jack wins.

Battles & Duels

A battle is a conflict between multiple players. A duel is a battle which includes only two players.

Battles are resolved by all affected players rolling their Battle Dice simultaneously. Each die contains three symbols which are ranked by strength:



Double



Single



Skull

Every battle is looking for a single winner or a single loser, as indicated by the event which initiated the battle. (For instance, when battling for a tile in the Sail Phase, you are looking for a winner. But a battle initiated by the Debt action card is looking for a loser.)

In the event of ties for winner or loser, other players will be eliminated or declared safe. Those who tied will reroll their Battle Dice. This will continue until only a single player remains, who is declared the winner or loser of the battle.

Battle Example



Anne, Dave, Jack, and Mary are battling to determine a loser.

Anne		Dave		Dave		Dave	
Dave		Jack		Jack		Mary	
Jack		Mary		Mary			
Mary							

First Roll	Second Roll	Third Roll	Fourth Roll
Anne is safe.	No one is safe.	Jack is safe.	Mary is the loser.

End Game



The End Game is triggered when one or more ships have sailed around the map and arrived back on the Start/End tile.

If only one player has reached the Start/End tile at the end of the Sail Phase, then their claim to the Pirate Throne is unchallenged, and they are declared the winner.

However, if more than one player is laying claim to the throne, then these players must engage in a Final Battle to determine the game's winner.

Final Battle



In preparation for the Final Battle, all participants may:

- Trade each Special Crew Die in their cup for 2 regular Crew Dice
- Pay 2 coins for each 1 regular Crew Die they wish to add
- Exceed the normal maximum of 10 dice in their cup

In the highly unlikely event that you run out of Crew Dice in preparation for the Final Battle, coins may be placed in your cup instead as placeholders.

It is best to think of the Final Battle as actually being a whole series of battles, each looking to determine a loser. The loser of each of these battles loses 1 crew, which they remove from their cup and return to the dice bag. The winner of the Final Battle is the last player who still has at least 1 crew left in their cup. Additionally, the following rules are also observed:

- Any player who rolls a Skull is an automatic loser, even if there is a tie. Therefore, all players rolling a Skull will lose 1 crew, and that battle is over.
- If all remaining players would simultaneously lose their last crew, then nothing happens and they battle again. There must be a definitive winner of the Final Battle.
- The only action cards that may be played are those which have the text: May be used in the Final Battle.
- Once per battle, a player may pay 1 coin to reroll their Battle Die.

Final Battle Example



First Battle

Anne: 2 crew

Dave: 2 crew

Jack: 1 crew

Anne



Dave



Jack



(Tied players reroll)

Dave



Jack



Dave loses 1 crew.

Second Battle

Anne: 2 crew

Dave: 1 crew

Jack: 1 crew

Anne



Dave



Jack



Anne and Jack each lose 1 crew; Jack is eliminated.

Third Battle

Anne: 1 crew

Dave: 1 crew

Anne



Dave



Both Anne and Dave keep their last crew, because there needs to be a clear winner.

Fourth Battle

Anne: 1 crew

Dave: 1 crew

Anne



Dave



Dave loses 1 crew and is eliminated; Anne claims the Pirate Throne.

Pirate Rules

While playing the game, players should observe these additional rules at all times.

Lost to the Sea

If you drop any of your own items which fall off the table, it is claimed by the sea!

- Regular Crew Dice: Return to the dice bag.
- Action Card: Place in the discard pile.
- Coin: Return to the coin pile.
- Action or Battle Dice: Lose 1 crew and reroll.
- Cursed Die: Lose 1 crew and place the Cursed Die back in your cup.
- Non-Cursed Special Crew Dice: Return to the Dice Board.

Keeping Information a Secret

Unless you were the last player to make a bet, you don't have to answer any questions about what bet you made.

You never have to say how many dice you have in your cup, and you may even lie about how many dice you have. The only time this information can be verified is when dice are revealed during the Betting Phase or when indicated by an event or action card.

Betting Etiquette

If you want to increase the bet by a quantity of 1 without changing the face value, you can simply smash your hand on the table with a "thumbs up" gesture.

If you are required to miss the next Betting Phase, capsize your cup and place your dice inside so that they are visible.

(This indicates that you are not participating in the Betting Phase, nor eligible to sail forward in the subsequent Sail Phase. You may still play action cards.)

Phantom Mode (Two-Player Game)

A two-player game of Lying Pirates incorporates a third pirate captain known as the Phantom, which will be controlled according to a special set of rules.

Setup



1. Pass out player components as usual, making sure to give the Phantom its own set.
2. Separate gold and silver action cards into two piles. Deal 6 cards from the silver pile to the Phantom, face down.
3. Mix and shuffle the remaining silver cards with the gold cards. Deal 6 cards to each player.
4. Deal the tiles between the two players and lay them out on the board, taking turns.

Gameplay



The game plays as usual, except the Phantom will not make any bets. (Its dice still count when revealed.) Players will take turns shaking the Phantom's cup. Make sure to keep the Phantom's dice concealed except when they are required to be revealed.

The Phantom will begin every Action Phase by playing a random card from its hand. If this card must be resolved against only one player, the two players duel, with the loser being affected by the Phantom's card. The card then plays out as normal, and the player who was not affected will roll the Phantom's Battle Die.

If one player is required to miss the next Betting Phase, they must play for the Phantom during the Betting and Sail Phases, using its cup, dice, and ship. (Never look at its cards, though!)

If the Phantom reaches the Start/End tile before either of the players, it will continue forward around the map. If it then catches up with one of the players, the Phantom will sink that player's ship, and the other player wins the game. However, if the Phantom catches up to both of the players' ships, then they are sunk simultaneously, and the Phantom claims the Pirate Thone!

Suggested First Game Setup

When playing for the first time or introducing new players to the game, we recommend skipping Step 3 (building the map) and Step 6 (the card draft) of the usual game setup.

Instead, use the standard map layout shown here to create the game board. Once finished, place it in a central location.

When you use this pre-built board setup, designate someone to act as the Navigator. Have them take a coin and place it on the Betting Phase section of the Dice Board. As each round progresses, the Navigator will move this coin to keep track of the current phase.

The Navigator then takes the Starting Captain Token and places it in front of them with the side up that indicates a clockwise direction of play. Continue on with Steps 4 and 5, but skip Step 6.



