

**START  
HERE**

# SETUP

STEP

**1**

LEARN YOUR SHIPS

## THE DECKPLATE CARD

Cargo Capacity  
(How much you  
can carry)

Speed  
(How fast you  
can move)

Cannons  
(Your guns for  
firing at enemies)

Cannons are  
attached to masts,  
so the order on  
your deckplate card  
is the same order  
of your masts.

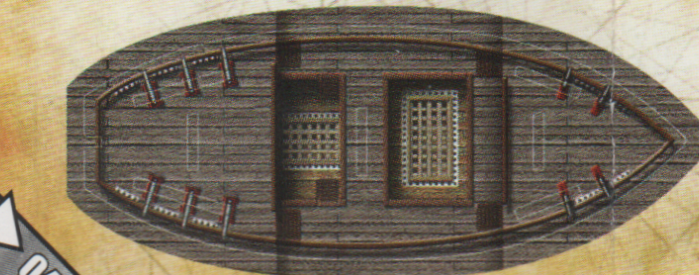
When this  
ship is  
carrying  
gold, put  
it here.

15  HMS EXAMPLE  
POINTS  3  3  → L+S    

THIS SHIP ELIMINATES TWO  
MASTS WITH ONE HIT.

Collector's  
Number

Set  
Symbol



HINT: The  
collector's  
number and  
the card  
number will  
help you  
match up  
the cards  
that make  
your ship!

Card  
Number

NOTE: Most ships take more than one card, so be sure to match the cards up right!



STEP

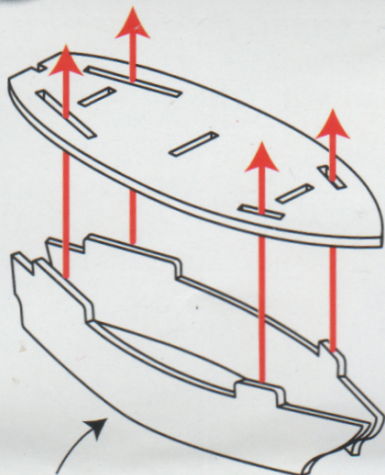
2

## BUILD YOUR SHIPS

NOTE: Most ships take more than one card, so be sure to match the cards up right!

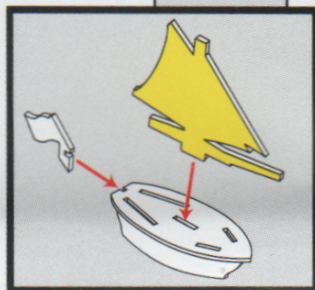
These are the six different kinds of ships in *Pirates of the Spanish Main™*. Go to [www.piratescardgame.com](http://www.piratescardgame.com) for complete assembly instructions.

## SINGLE-DECK DESIGN

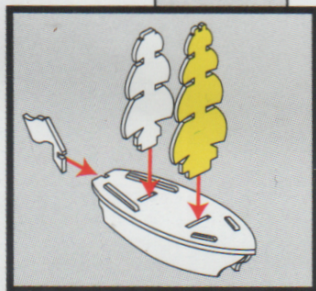


Bend to fit

1-Mast



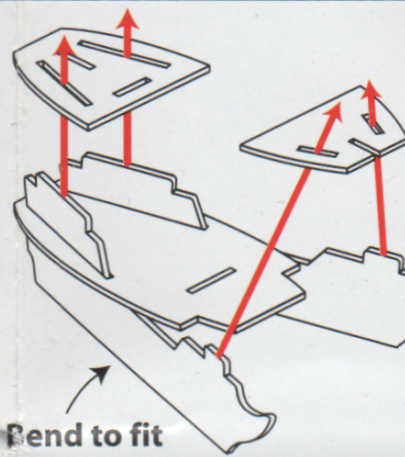
2-Mast



3-Mast

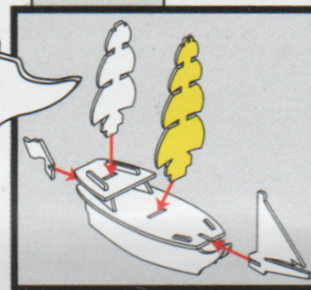


## MULTI-DECK DESIGN

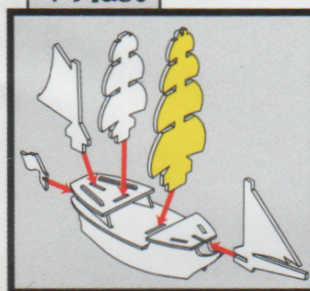


Bend to fit

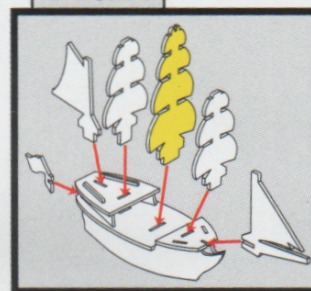
3-Mast



4-Mast



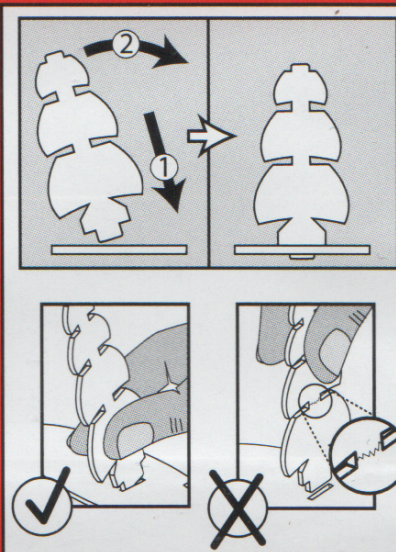
5-Mast



NOTE: The tallest mast on each ship is called the "movement mast." We have marked them in yellow in the above diagrams, but they will not be marked on your ships.

CAUTION!  
FRAGILE PARTS

The masts of these ships are fragile. Hold them near the base and work them in gently at an angle. If you push on them too hard, they may break.

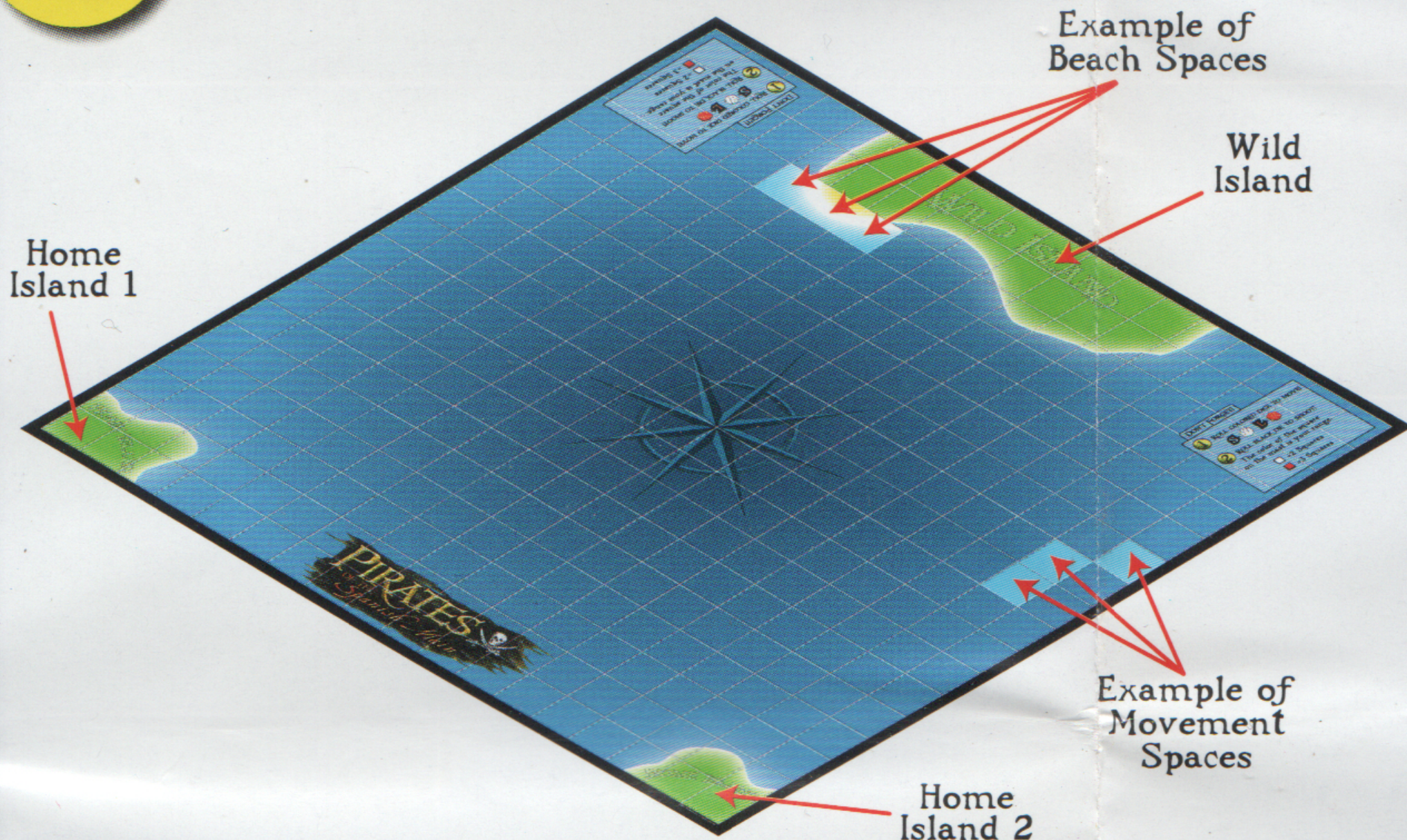




STEP

3

# LAY OUT YOUR GAME MAT





STEP

4

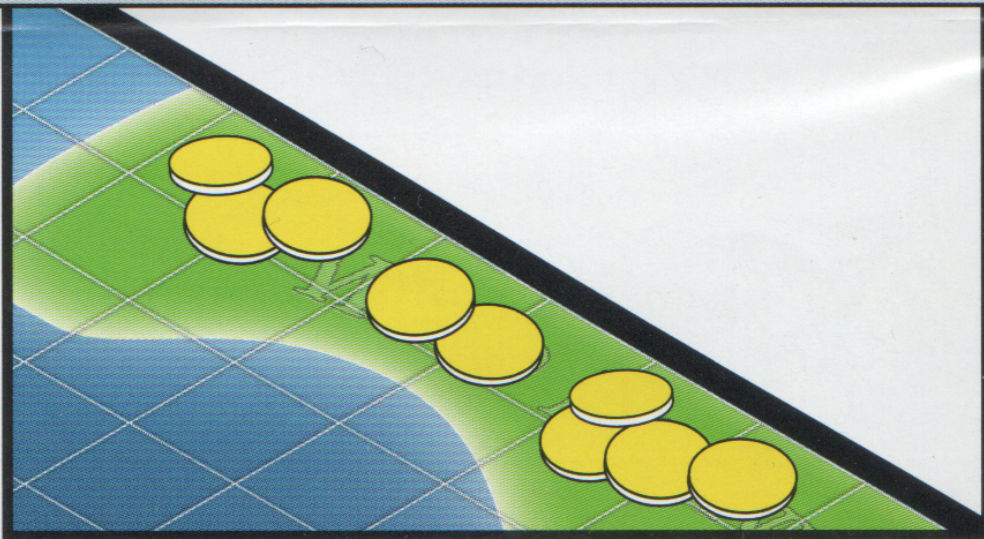
## SET UP THE PIECES

### WHO GOES FIRST?

Roll the black die. The player who rolls the highest number goes first.

### PLACE TREASURE

Put nine (9) treasure tokens on the wild island, with the numbers facing down.

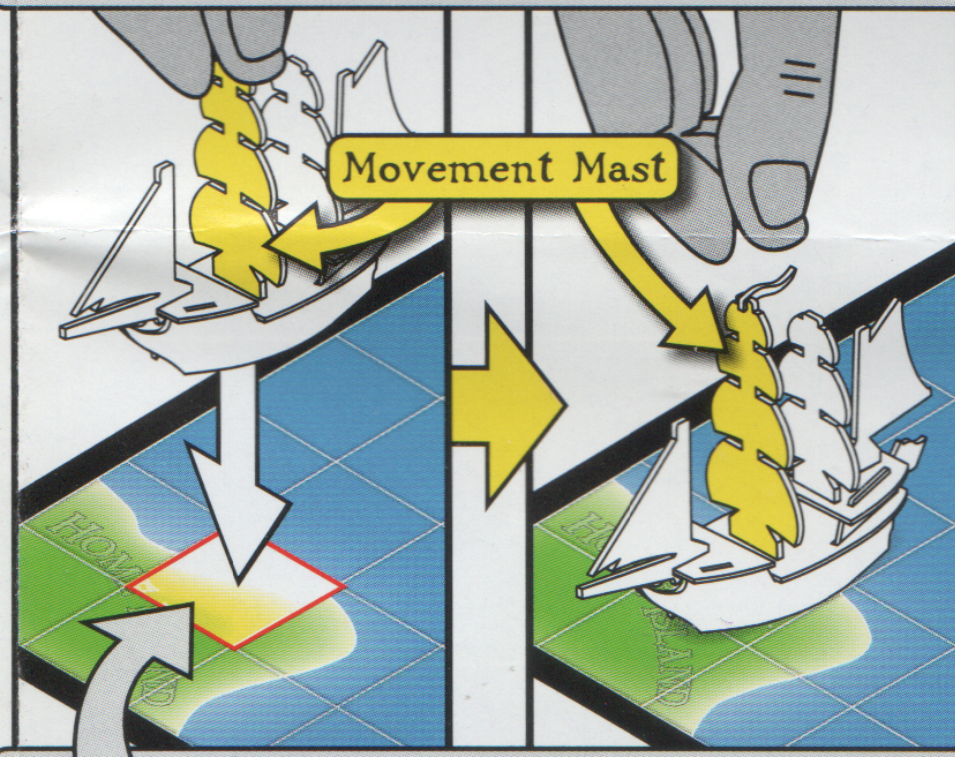


### PICK YOUR SHIPS

Divide ships evenly among players.

### PLACE SHIPS

All ships begin the game docked at your home island. A ship is docked when its movement mast is on a beach square.



The movement mast (the tallest mast on your ship) is what you use to figure out what square your ship is in. All counting for moving and shooting starts from this square.



# PLAYING YOUR FIRST GAME

## TAKING TURNS

The first player goes first. Take turns with your opponent. Each of your ships has a Captain aboard, who lets you move your ship AND fire all your cannons during your turn.

### STEP 5 MOVE YOUR SHIPS

Unless docked, all your ships can move each turn. Before you move, make sure your ship is facing one of these directions. Ships can move only in straight lines.



#### FIND YOUR SPEED

Look at the Speed area on your ship's deckplate. Check Step 1 to find out where the Speed is. This shows you what dice you get to roll to move.

If you have more than one die on a ship, that means you get to move once for each die.

S = LOWER NUMBERS

L = HIGHER NUMBERS

S =

L =

L+S =

S+S =

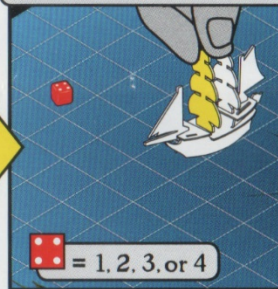
L+L =

#### ROLL ONE DIE

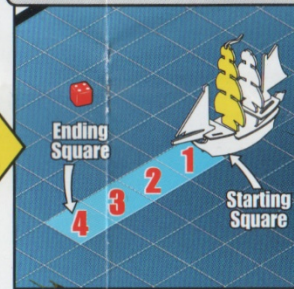
Roll the first die for your ship.



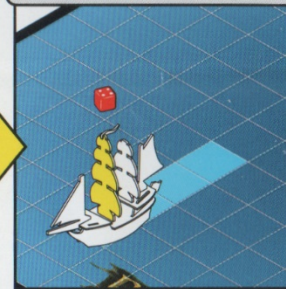
Rotate the ship so it is facing the direction you want to move.



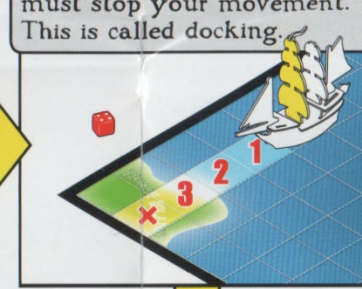
Move UP TO the number of squares you rolled, but you have to move in a straight line.



Move the ship so that its movement mast is in the last square.



You cannot move through ships or island squares. If your ship's movement mast enters a beach square, you must stop your movement. This is called docking.

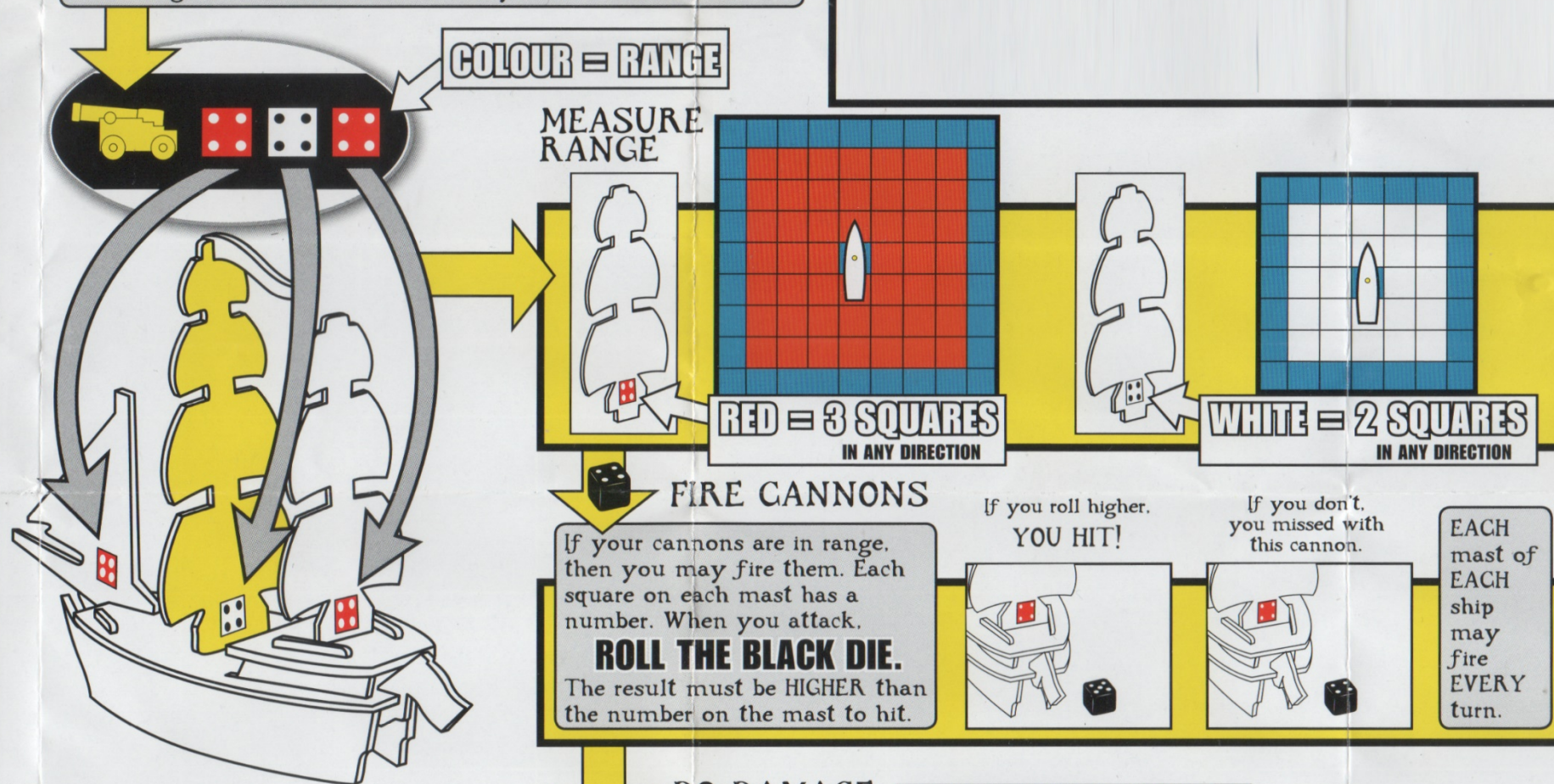


If you get to roll more than one die for this ship, then roll the second die and move again. You are allowed to change the direction your ship is facing before you do.



## SHOOT YOUR ENEMIES

Each mast has a die symbol on it. It can also be found on your deckplate where the information on cannons is found. The colour is the range, and the number is the roll you have to beat to hit.



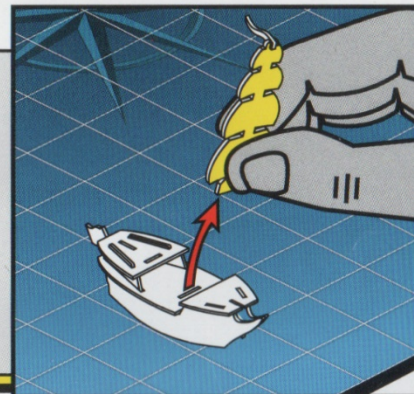
## SHOOTING RULES

- A ship can shoot only after it is finished with all of its movement.
- You cannot fire on a ship docked at any island.
- You cannot fire through another ship.
- You cannot fire through a beach space.

## DO DAMAGE

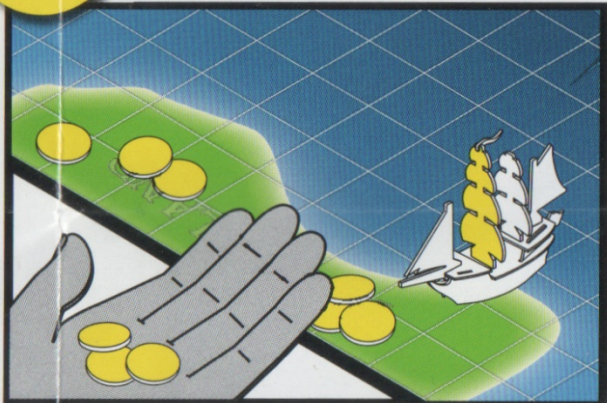
For every hit you get, your opponent must remove one mast. Take off the movement mast last. When a mast is removed, it cannot fire that cannon.

When a ship has no more masts, it is called a derelict ship; it stays on the board.



If a derelict ship takes another hit from a cannon, it is sunk and removed from the game. If one of your ships sinks an opposing ship, it can take treasure from the sinking ship (up to your ship's cargo capacity).



**STEP****7****FIND TREASURE**

On the turn after you dock at the wild island, randomly take up to your ship's Cargo Capacity of treasure onto your ship. Keep what you find on the back of the coins secret from your opponent. (place them face down near or on your deckplate card). On your next turn you must leave the island.



You may unload your treasure on the turn that you dock at your home island. Place the treasure on your home island face up. Add them up and that's how much treasure you have.

**WINNING THE GAME**

The game ends when all the treasure is on a home island. The player with the most treasure wins the game!

**OR**

The game automatically ends if one player has no more ships.

Now that you've played a little Pirates of the Spanish Main, check out the "More Adventure Awaits" section and learn how to make the game even more fun!



## MORE ADVENTURE AWAITS!

These rules have introduced you to the world of **Pirates of the Spanish Main**, but there's a whole lot more fun waiting to be discovered!

### ⊛ Use Special Abilities

Almost all the ships have special abilities on their deckplate card. Try using those for a more intriguing game.

### ⊛ Fleet Building

All the ships and crew have a point cost associated with them. Each player should try building a 30-point fleet. When building a fleet, all ships do not automatically have a Captain aboard (see below).

### ⊛ Use Crew

Crew are special pieces that add more fun to the game. Crew have a point cost and a special ability. Crew are assigned to a ship, so place the crew token on the deckplate of the ship he or she is on. Each crew takes up one cargo space on a ship. Some crew are "linked" to other crew. When linked crew are on the same ship, that ship gets +1 cargo space.

The following are the basic crew types. Each provides an ability to the ship that carries it; keep reading to learn how to use these abilities in the game!

#### ⚔ Cannoneer (2 pts)

Once per turn, one of this ship's cannons may shoot again if it misses.

#### ⚔ Captain (3 pts)

This ship may move and then shoot using the same move action.

#### ⚔ Explorer (1 pt)

This ship may dock and explore a wild island using the same move action.

#### ⚔ Helmsman (2 pts)

This ship gets +S to her base move.

#### ⚔ Musketeer (3 pts)

This ship gains one cannon that may not have its range or cannon roll increased. It can shoot from any mast (even an eliminated mast).

#### ⚔ Oarsman (1 pt)

If derelict, this ship gains a base move of S. This crew takes up no cargo space.

#### ⚔ Shipwright (2 pts)

This ship may repair at sea or at any island.

### ⊛ Repair Ships

At your home island, you may repair one mast instead of moving on your turn. Place the missing mast back on your ship to indicate a repair action. On your next turn, you can leave the island or replace another mast.

### ⊛ Playing with 3 to 4 Players

**Pirates of the Spanish Main** may be played with 3 or 4 players. Just place a second game mat so that the center wild island is completed. All the rules are the same, except that you need two cards of treasure. Use the first player's card as normal and then a second card of treasure from any other player. After the first player goes, play continues clockwise.

## WANT TO DO MORE?

- ⊛ Boarding Parties
- ⊛ Towing Ships
- ⊛ Ramming Ships
- ⊛ Special Treasure
- ⊛ And Much, Much More!

Check out the  
**Complete Game Rules**  
online at  
[www.piratecardgame.com](http://www.piratecardgame.com)