

# PIRATATAK



For 5 to 99 year olds

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2 to 4 players

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55 cards: 4 x 6 = 24 "boat" cards, 20 "gold coin" cards, 8 "pirate" cards, 3 "cannon" cards.

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**Aim of the game:** to be the first to piece together a boat of your colour.

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**Rules of the game:**

Cards are shuffled and placed in the middle of the table, in a pile, face down.

The youngest player starts and play moves in a clockwise direction. At their turn, each player takes a card from the centre pile and shows it to the other players. When it is a player's turn they must take at least one card from the centre but they can then decide to continue or pass the hand.

**There are 4 possibilities of card.**

- **A boat card** - Each boat consists of 6 cards. If a player has not yet begun constructing a boat they must now construct a boat of this colour (except if another player is already constructing this colour). The card is placed face up in front of them. A player may only ever construct one colour boat at a time. If a player manages to collect all 6 boat cards of one colour before any other player he has won the game. If he picks a boat card he is not collecting the card is placed face up to the side of them. He will be able to sell them or get rid of them later in the game. After having drawn a boat card the player may continue his turn and draw another card.

- **A gold coin card** - Once a player has collected 3 gold coin cards they can buy a piece of their boat from another player. He may only buy boat cards of his own colour. He may only buy one boat card per turn and once he has purchased a boat card he must end his turn. A player must sell a boat card when asked. After having drawn a coin card the player may continue his turn and draw another card.

- **A Pirate card** - Bad luck! If a player draws a pirate card they must return the pirate plus 3 other cards (gold coins, spare boat cards or their own boat cards) to the centre. The cards returned should be placed face up next to the centre pile. If a player has less than 3 cards they must return what they have. The player may not continue with their turn.

- **A cannon card** - If a player draws a cannon card they can place it to the side ready for use when they choose. If a player draws a pirate card the cannon card can be replaced with the pirate card to the centre instead of losing 3 other more valuable cards. If a player draws a cannon card they can continue their turn and draw another card.

Once the centre pile is used up the face up pile of returned cards is shuffled and placed face down in the centre to resume the game.

### Who wins?

The player who completes their boat first (6 cards of the same colour) wins the game.

