

Big Pirate

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x 3

x 7

x 13

Will the ship's apprentices be able to steal Big Pirate's treasure before he catches them?

Age : from 5 to 9 years
Number of players : 2 to 4
Playing time : 15 mins



Contents:

1 pirate figurine, 3 ship's apprentice figurines, 3 treasure chests, 1 game board, 7 coconut palms / hiding places, 1 large pirate die, 1 small ship's apprentice die, 9 coconut palm cards, 4 parrot cards.

Object of the game:

For the ship's apprentices: to succeed in taking a treasure chest from the pirate's cave to the small boat without being caught by the pirate.

For the pirate: to catch all the ship's apprentices so that none of them can get away with it.

Preparation of the game:

Choose the player that will be the pirate: if several players wish to play the pirate, each throws the pirate die: the person with the highest score will be the pirate. The other players choose a ship's apprentice piece. Plant the 7 coconut palm/hiding places in the spots provided near the darkest squares of the game board.

Put the ship's apprentices on the small boat square of the game board. Put the pirate and the treasure chests on the cave square. Cards given to the ship's apprentice players:



- to 3 ship's apprentices: each ship's apprentice receives 3 coconut palm cards and 1 parrot card,
- to 2 ship's apprentices: each ship's apprentice receives 4 coconut palm cards and 2 parrot cards,
- Only 1 ship's apprentice: receives 5 coconut palm cards and 3 parrot cards.

Progress of the game:

The ship's apprentice player to the left of the pirate player begins: he throws the small die and move his piece the corresponding number of squares.

If there are several ship's apprentices, the other ship's apprentices do the same in a clockwise direction.

Then it's the pirate player's turn to play: he throws the black die and moves the pirate the corresponding number of squares.

After this first full turn is completed, a second turn is played and so on.

Moving the pieces:

- **The ship's apprentices** can move forward or backward but only in one direction for each roll of the die.

A ship's apprentice can take one chest with him, just by passing on to the cave square (He can only carry one treasure chest at a time).

- **The pirate** can only move forward never backwards. (As a marker: the pirate's hat should always show the direction in which the pirate is moving).

Whenever the pirate catches a ship's apprentice (that is to say when the numbers on the dice enable him to catch up with, or overtake a square a ship's apprentice is standing on) the pirate takes that ship's apprentice who is eliminated from the game.

To escape from the pirate, the ship's apprentice can:

- **Use a parrot card:**

This card repeats the score obtained on the die. **Before rolling the die**, the player gives the pirate player a parrot card. If he rolls 3 on the die for example, he moves his piece 2×3 squares = 6 squares.

- **Hide behind a coconut palm:**

- When a ship's apprentice player passes in front of or stops on a coconut palm square (the darker squares on the path), he can say «hiding place» and put his ship's apprentice behind the coconut palm.

- If before playing, a ship's apprentice piece is already on a coconut palm square (without being hidden), the player can say «hiding place», put his piece behind the coconut palm and in this case not roll the die.

- When a ship's apprentice piece is hidden and it's his turn to play again, he can:

- **Remain hidden:** he must then use one of his coconut palm cards and give it to the pirate player. In this case he doesn't roll the die.

- **Come out of hiding** by rolling the die. In this case, the player advances his ship's apprentice by counting the coconut palm square (if the player rolls 1 with the die, he puts his piece on the coconut palm square). If the ship's apprentice player has no more coconut palm cards, he must come out of hiding. Careful: if the pirate is on the hiding place square, the pirate catches the ship's apprentice upon coming out and eliminates him from the game.

- **Abandon his chest:** at his turn, a ship's apprentice can advance his piece but abandon his chest on the last square he stopped on. This way he forces the pirate to stop on this square and put the chest back on the cave square.

Who wins?

- As soon as one of the ship's apprentices gets back to the small boat with a chest, he wins the game.

Careful! To be able to return to the small boat square, the ship's apprentices must get the exact number on the die.

- Whenever the pirate manages to catch all the ship's apprentices, he wins the game.