

PIRATES OF THE CARIBBEAN

POCKETMODEL GAME

COMPLETE GAME

Now that you have mastered one ship, it's time to create a fleet, search for treasure, and hunt your enemies in a complete Disney's Pirates of the Caribbean PocketModel game. The quick-start rules you have learned so far still apply—just add these rules to what you already know!

CREATING A FLEET

Each ship, crew, and kraken has a point cost and belongs to one of two nations:



Note: The *Flying Dutchman* ship (#001) flies an all-black flag, but in all other ways belongs to the Pirate nation.

To create a fleet, determine the build total at which you will play your game. We recommend a game with a 40-point build total; that is, choose ships, crew, and krakens (crew and krakens are optional) with a combined point cost up to 40 points. Any build total can be chosen as long as both fleets use the same build total. Each ship must fly her nationality's flag from her stern (rear of the ship); players can build mixed-nationality fleets.

SETUP

The game can be played on any tabletop or other flat surface. Each player rolls a d6 (reroll ties). The player who rolls the highest result is the first player; the other is the second player.

PLACING ISLANDS

For a 40-point game, players must use six islands. If you don't have enough islands, use similarly sized and shaped objects to represent them and make up the difference.

Starting with the first player, players take turns randomly choosing an island and placing it on the play area. Islands must be placed at least 3" from each other.

PLACING TERRAIN

Terrain is printed on the backs of islands. Using terrain in your games is optional. If you use terrain in your game, players should agree on the number of terrain pieces that will be used; we recommend that players place the same number of terrain pieces, in the same order that they placed islands. Terrain can be placed anywhere on the play area, but each piece must be placed at least 3" from any island or other piece of terrain. See "Terrain" for details.

CHOOSING HOME ISLANDS

The second player chooses which island will be the home island of the first player. The first player places his or her ships so that their bows (fronts of the ships) touch that island; a kraken is placed so that any part of its base touches that island. The first player then chooses a

different island to be the second player's home island, and that player places his or her ships so that their bows touch that island. The remaining islands are called wild islands.

PLACING CREW

If you have chosen crew, put them face down either on your home island or on the deckplate card of the ship to which you assign them. Each crew takes up one cargo space on a ship. No matter a ship's cargo capacity, it can't carry crew with a combined point cost higher than the ship's point cost.

Crew can use their abilities only on ships, never on islands. If a crew and ship are not of the same nationality, that crew can't use its ability while on that ship. You must reveal (turn face up) a crew when using its ability, and it must remain face up the remainder of the game.

Linked crew and ships. Some crew are "linked" to other crew and ships (as noted by the S symbol printed on their cards). When two linked crew are assigned to the same ship, that ship gets +1 cargo space. In the same way, if one crew is assigned to a ship to which it is linked, that ship gets +1 cargo space. Multiple links on the same ship are cumulative; that is, a ship gains +1 cargo spaces each time two linked crew are assigned to her, or a crew linked to her is assigned to her.

PLACING TREASURE

Each treasure coin is printed with a number indicating how much gold it is worth. For a 40-point game, each player should contribute eight treasure coins totaling 15 gold points. Shuffle this treasure with the numbers face down, and then randomly distribute four coins to each wild island.

Unique treasure. Some treasure is unique. A player can't contribute more than one unique treasure with the same name to the total treasure contributed to the game. At the beginning of the game, each unique treasure is worth 0 gold. A unique treasure's value might change later in the game, depending on its ability text. Players can insert unique treasure into the treasure that is randomly sorted and placed on wild islands. If you contribute unique treasure, however, the rest of the treasure you contribute must still total 15 gold points (for a 40-point game).

RULES OF THE HIGH SEAS

Here are some game concepts important to the Disney's Pirates of the Caribbean PocketModel game rules:

- Six-sided dice are abbreviated "d6."
- Ability text (found on the fronts of cards) supercedes these rules; that is, abilities are meant to be exceptions to these rules. The only rule that is never superceded is that a cannon die roll result of 1 always misses.
- Some crew, such as Captains, must be assigned to a ship in order for that ship's ability to work.
- Flavor text (found on the backs of cards) has no bearing on game play; it is there merely to tell part of the game's story. Reference a card's ability text to see what it can do in the game.
- Two sources of the same ability text on a ship (such as from the ship and a crew, or from one crew and another crew) are not cumulative; that is, you can use that ability on that ship only once each turn.
- The bow of a ship is a zone at the front of the ship. It begins where the front of the ship actually

mast from the rammed ship. As a free action, this ship can rotate on her stern (the rear of the ship) in any direction after she completes a move action. If derelict, this ship can move S.

Ghost Ship. If a ship has this keyword, or a crew aboard a ship has this keyword, decide if the ship is ghostly at the beginning of each of your turns. If ghostly, the ship gains the following abilities: She ignores islands, terrain, and other ships when moving; she can't end a move with any part of her physically overlapping an island or another ship; she can't be rammed or pinned; and she can't dock.

Junk. This ship's masts do not block her line of fire.

Kraken. To play a game piece with this keyword, use all the rules for ships, except as noted in this section. A kraken consists of a base and eight tentacles that act like masts in the game for purposes of shooting; a kraken with no tentacles is eliminated. Krakens can't be pinned, boarded, rammed, or given explore or repair actions, nor can they board ships, load treasure, tow a ship, or be assigned crew. Measure a kraken's movement from anywhere on its base.

On your turn, if your kraken's base is within S of an opponent's ship, you can immediately place the kraken's base beneath the ship so that its tentacles are surrounding her. If more than one ship is within S, the kraken can surround only one of them. A kraken can't be shot at unless it surrounds a ship—and then only the surrounded ship can shoot at the kraken. The surrounded ship can't be given a move action until the kraken is eliminated or moves away.

If a kraken surrounds a ship, it can be given a shoot action to shoot at the surrounded ship (only). A kraken can't both surround and shoot at a ship on the same turn, and it can't surround a docked ship or another kraken.

If you have Captain Davy Jones in your fleet, you can declare an enemy ship a target of a kraken in your fleet; this uses Davy Jones' ship's action for the turn. That kraken can move toward and shoot at only that ship, and it gains +S to its base move while the target is declared. You can change the target or remove the declared ship as a target by using an action, as described above.

Parley. If a ship is given a shoot action to shoot at a target ship assigned with a crew that has Parley, before any dice are rolled the target's player can parley for safe passage. In order to parley, the target must be carrying treasure coins or her player must have treasure coins on his or her home island. The attacking player receives one treasure coin at random from either the target or her player's home island (chosen by the target's player). The treasure coin is automatically placed on the attacking player's home island, and the target can't be shot at the remainder of that turn.

TERRAIN

Terrain is printed on the backs of island cards. You may choose to use the terrain side (per the rules for that terrain, below) or the island side (per the normal rules for islands).

FOG BANK

A fog bank has the numbers 1–6 printed around its edges.

touches the table and extends forward (including any masts, mastheads, etc.).

- Play with good sportsmanship and have fun!

ACTIONS

The first player takes the first turn and is able to give one of four actions (move, explore, shoot, or repair) to each of his or her ships. You can give actions only to ships in your fleet.

Free action. Unless a game effect specifically requires one of the four actions, that effect is a free action. Free actions happen automatically and immediately. A free action does not count as a ship's action for the turn on which it occurs.

MOVING

A ship can't move through any island or another ship. If a ship has a combination move, such as S + S, you can choose to move her either S or S first, though she can change direction only between each measurement. If a ship touches another ship or an island during her movement, she must stop, even if she could move farther that turn.

Derelict. A ship is derelict (can't move) if she has no masts. A derelict can be given only explore or repair actions. A derelict can still carry treasure and crew. If a derelict ship is hit, she sinks.

The following game functions can be performed using a move action or as the result of a move action.

DOCK

Ships can't dock at an opponent's home island. As a free action, a ship docked at an island can drop off and board crew, or transfer crew to and from another ship docked at the same island.

Unloading treasure. When you dock at your home island, you must unload all treasure worth gold points; this is a free action.

RAM

After a ship resolves a move action, if any part of her bow physically touches any part of an enemy ship, she rams that ship. Roll a d6; if the result is higher than the number of masts remaining on the enemy ship, the enemy ship's player must choose and eliminate (remove from the game) one mast from that ship. Unless the enemy ship becomes derelict from being rammed, the ramming ship automatically becomes pinned. Ships can't ram each other while they are pinned.

Pin. A ship is pinned when her bow is in contact with any part of an enemy ship. The pinned ship can't move until the other ship moves away or is derelict.

Board. After a ship rams another ship, either player can initiate one (and only one) boarding party as a free action; the player whose turn it is decides first. Each player rolls a d6 and adds the result to the number of masts remaining on his or her ship involved in the ram. The player with the highest total can eliminate one crew on, or take one treasure from, the other ship.

TOW

After a ship is given a move action, if any part of her is touching the bow of any derelict, she can tow that derelict as a free action. As a free action, move the derelict so that her bow touches the stern of the towing ship. The towed ship and any crew and treasure on that ship become part of the towing player's fleet. The base move of the towing

When any part of a ship or kraken (game piece) touches a fog bank, the entire game piece must be placed within the fog bank as a free action; the game piece's turn ends, even if it could move farther that turn. A game piece in a fog bank is lost. Lost game pieces can't shoot, be shot at, ram, pin, or board other ships. Fog banks block lines of fire.

Game pieces exit fog banks in random directions. When a game piece is given a move action to exit a fog bank, roll a d6 before moving it. Place the game piece outside of the fog bank facing away from the fog bank and touching the number on the fog bank that matches the die result; it can face in any direction away from the fog bank and is no longer lost. Begin moving the game piece from that point.

WHIRLPOOL

When any part of your ship or kraken (game piece) touches a whirlpool, you may choose to place it so that it touches any other whirlpool on the play area. If you do, roll a d6 after it is moved. On a result of 4–6, eliminate either one mast (or tentacle), one treasure, or one crew from the game piece.

WINNING THE GAME

The first player to get more than half of the starting treasure (measured in gold points) to his or her home island wins the game! After the game, return any ships that changed fleets (such as if a player towed a derelict belonging to another player back to his or her home island) during the game to their owners.

Now that you've built a fleet and played the complete Pirates game, go to www.wizkidsgames.com to view a photo gallery of all the ships and game pieces. While there, you can view our how-to-play animations, find stores in your area, learn how to host Pirates league nights, print out fun scenarios to play at home (including rules for forts and playing with more than two players), chat with other fans, and find out more about other Pirates releases and promotions.

ship becomes S; the towed ship moves with the towing ship as a free action. When the towing ship docks, dock the towed ship at the same island as a free action.

EXPLORING

If a ship begins one of your turns docked at a wild island, give her an explore action to look at all the treasure on that island (without revealing it to the other player) and choose as much treasure as you want to take (within the ship's cargo capacity limits). Place each chosen treasure face down on the ship's deckplate card. Any treasure not taken is left face down on the island.

After you have explored a wild island, you can explore that wild island as a free action when you dock at it on subsequent turns.

A unique treasure does not take up a cargo space. A unique treasure must be taken by the first player to explore the island on which it is placed. Place it face up on the ship's deckplate card; any ability a face-up unique treasure has comes into play as a free action.

You can also explore any allied ship or derelict that your ship touches, which allows you to transfer crew and treasure between ships.

SHOOTING

When a cannon shoots, draw an invisible "line of fire" from the associated mast's center point to any part of the target. If this line crosses your own ship's masts or sails, any island, or other ships (other than the target the line is being drawn to), the shot can't be made. You can't shoot at ships docked at their home islands, and you can't shoot at a member of your own fleet.

A die roll result of 1 automatically misses.

Sinking a ship with treasure on her. Add together all the gold on the sunken ship and divide it equally between the ship's controller and the player who sank the ship. If the total gold can't be divided equally, the player who sank the ship gets the greater amount. Place treasure you gain in this way on your home island as a free action. Unique treasure is removed from the game when it sinks.

Sinking a ship with crew on her. Crew on a sunken ship are removed from the game.

REPAIRING

The repair action allows a ship docked at her home island to repair (bring back into play) one mast.

KEYWORDS

A keyword represents an ability a card has. If a card has a keyword, it appears in bold on the front of the card. When playing that card, follow the rules of that keyword in addition to any other ability text the card might have.

Eternal. When this ship is sunk, do not remove her from the game. Instead, place her docked with no masts at your home island; she keeps all crew aboard her, but any treasure she carries is divided as described above. You may repair her as normal at your home island.

Fear. For each target enemy ship within S of this ship at the beginning of this ship's turn, roll a d6. On a result of 5, none of the target's ship or crew abilities can be used this turn. On a 6, the target's base speed is S on her next turn.

Galley. A ship with this keyword can't pin or be pinned. If this ship rams, she can't eliminate a