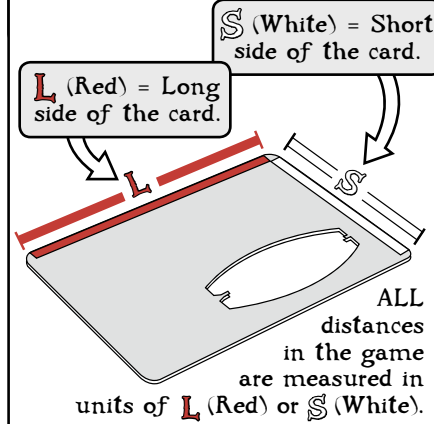


START HERE

GAME OVERVIEW

The goal of **Pirates of the Spanish Main™** is to sail to the wild island and take treasure back to your home island. Whoever brings the most treasure points back to their home island wins!

IMPORTANT!
ALL DISTANCES IN THIS GAME ARE MEASURED WITH THE LONG AND SHORT SIDE OF ONE CARD, LIKE SO:



These rules are designed for two people to play out of a single pack. As a result, not all the pieces you might get in your pack will be used in this version of the game.

A one-pack game will give you a taste of action on the high seas, but more ships and crew will add to the size of your fleet and make the game even more enjoyable.

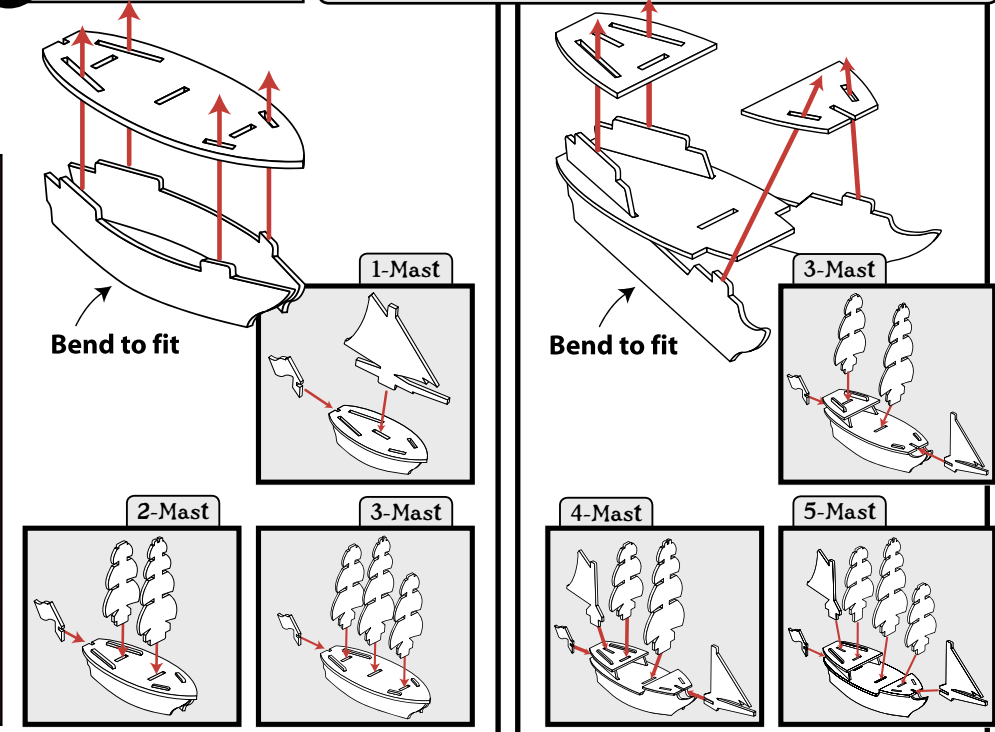
Check out wizkidsgames.com for more information.

- 1** Punch out one ship and assemble it.
- 2** Punch out the other ship and assemble it.

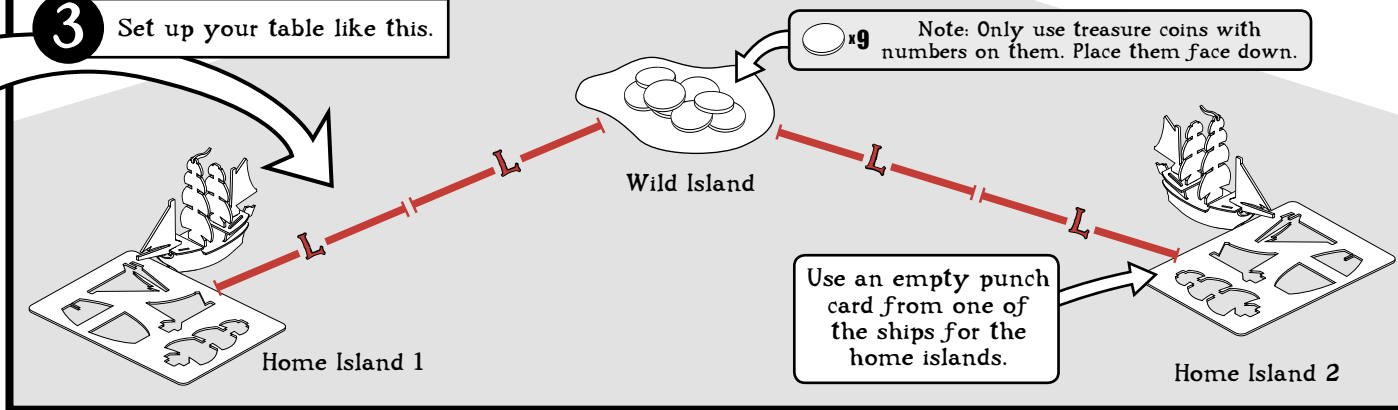
NOTE: Most ships take more than one card, so be sure to match the cards up right!

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.

NOTE: There are six different kinds of ships in **Pirates of the Spanish Main**. Go to wizkidsgames.com for complete assembly instructions.



- 3** Set up your table like this.



- 4** Ready Your Fleets

- Each player rolls a die. Whoever rolls higher is player 1.
- Player 1 chooses the first ship. Alternate until none are left.
- Player 2 chooses his or her home island first.

Place your ships at your home island. The bow (front) of your ship must be touching your home island.

NOTE: Read the special abilities of your ship, as they will influence game play.

- 5** START PLAYING!

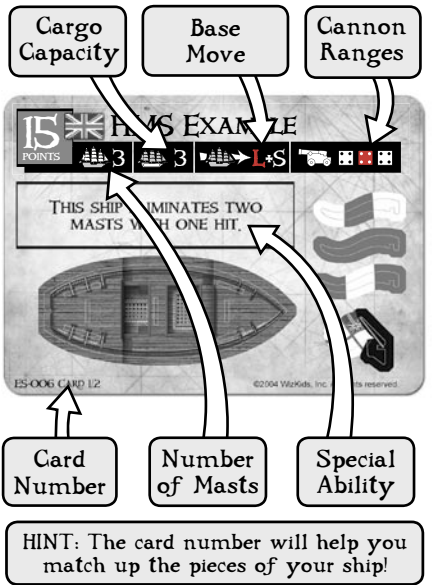
Turn over this page and check out "Playing the Game."

- 6** TRY THE COMPLETE GAME!

After playing a couple of games with these rules, try building larger fleets and using the Complete Game Rules enclosed in this package. With these rules you'll be able to ram, board, and even capture enemy ships, use all sorts of special crew, and discover unique treasures! Aye, mateys—the high seas await ye!

HOW DO I KNOW WHAT MY SHIP CAN DO?

The "deckplate" of your ship (below) contains lots of information about what your ship can do. You will need to refer to this information throughout the game:

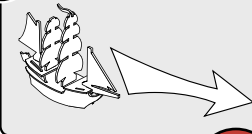


VERSION 4.12
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PLAYING THE GAME

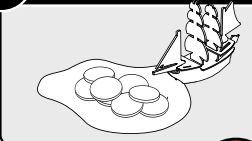
Take turns with your opponent. Each turn you can choose ONE of the following actions for EACH of your ships:

A MOVE ACTION



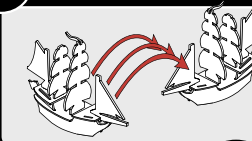
Each ship can move a certain distance. No die roll is required.

B EXPLORE ACTION



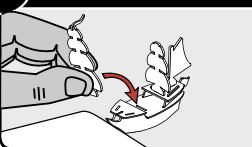
When you dock at a wild island, you can explore it.

C ATTACK ACTION



Sinking the other ship stops it from getting gold!

D REPAIR ACTION



When you're docked at your home island, you can repair.

NOTE: Actions may be altered by ship special abilities.

15

POINTS

HMS EXETER

3

MASTS

L+S

MOVE ACTION

1

This ship's base move is **L+S**. This means that every turn it can move up to one **L** length then one **S** length.

2

Be sure to measure from bow to bow when you're moving!

3

Be sure to end your movement at the bow!

Docking

This ship ended its movement with its bow touching an island. It is **DOCKED**.

You may leave an island by using a move action.

NOTE: Not all ships move this fast. Your ship might have a movement of **S** or **S+S** or **L**. These letters indicate how many Long or Short lengths of a card your ship can move each turn.

15

POINTS

HMS EXETER

3

MASTS

L+S

EXPLORE ACTION

The cargo capacity is how many treasure coins your ship can carry. Each coin is worth a certain number of treasure points.

NOTE: You cannot dock at, explore, or take treasure from your opponent's home island.

EXPLORING

If you're docked at a wild island, you can take treasure. Choose the coins without looking at their value and put those in front of you (be sure to check how much cargo your ship can hold). When you dock at your home island and unload them, turn them over—they're yours!

15

POINTS

HMS EXETER

3

MASTS

7

ATTACK ACTION

1

CHECK YOUR CANNONS

The number on each of your masts is its cannon rank. When you attack, you must roll HIGHER than this number to hit.

The color of the square is the range.

In this case:

Rank 4, Range of S

Rank 4, Range of L

2

MEASURE YOUR RANGE

Measure from each mast to ANYWHERE on the target ship. If you're within range, you can shoot that cannon.

Front cannon IN range.

Center cannon OUT of range.

Rear cannon IN range.

3

TAKE YOUR SHOTS

Roll the die once for each cannon in range, and compare each result to the rank of that cannon.

If you roll higher: YOU HIT!!

If you don't: you missed with this cannon.

NOTE: An attack action allows you to fire ALL of that ship's cannons that are in range of a target.

NOTE: You cannot fire at a ship that is docked at its home island.

4

DO YOUR DAMAGE

When you hit an enemy ship, your opponent has to remove one mast, but he or she gets to choose which one. When a mast is removed, that cannon can no longer fire!

If there are no more masts to remove, that ship is sunk!

D

REPAIR ACTION

You can replace one mast on any ship that is docked at your home island.

Home Island