

PIRATATAK



Game + 5 ans



2 to 4 players



55 cards: $4 \times 6 = 24$ «boat» cards, 20 «gold coin» cards, 8 «pirate» cards, 3 «cannon» cards.



Object of the game: Be the first to piece together the boat of your colour.



Game:

Put all cards face down in the centre of the table.

Progress:

In a clockwise direction, each player at his turn draws a card and shows it to the other players. During the course of a game, players are obliged to draw at least once; then they can decide to continue to draw or pass the hand...

4 possibilities:

- **The player draws a «boat» card:** If the player has not begun the construction of a boat, the card is placed in front of him and he has to piece together the boat of that colour. (Except if another player is already constructing a boat of that colour).

During subsequent turns, all boat cards of that colour enable the player to piece together his boat; the other coloured boat cards are placed to his right. (He will be able to get rid of them or sell them later in the game).

After having drawn a boat card, *the player can continue to draw.*

- **The player draws a «cannon » card:**

He puts it on his right and *can continue to draw.*

- The player draws a «gold coin» card:

He puts it on his right and *can continue to draw*. The «gold coin» cards enable a player to buy a «boat» card from another player in order to complete his own boat.

(3 «gold coin» cards in exchange for a «boat» card).

Attention:

- If the player wants to buy a boat card (only one per turn) he does not draw any cards.

- The opposing player may not refuse to sell a boat card.

- The player draws a «pirate» card:

- No luck! The player puts back 3 cards of his hand (gold coins, boat parts of other players or even his own!)

+ the «pirate» card next to the stock and *pass the hand*.

(If he has less than 3 cards left, he gives back all that remain).

- On the other hand, if the player has a «cannon» card : he puts next to the stock this «pirate's card» + the «cannon» card. *The player then passes the hand*.

Stock:

Once the stock is exhausted, a player takes all the cards, shuffles them and puts them down to make a new stock.

Who wins?

The winner is the first to form a complete boat (6 cards of the same colour).

