



PIRATED POLY

GAME PLAYING INSTRUCTIONS!

OBJECT...

The object of the game is to be the player with the most Loot (Bits) at the end of the game. The game ends when any player owes more Bits than he or she can pay.

GAME CONTENTS...

Each game contains a game board, 8 printed Parrot tokens, 4 token stands, 24 Skull and Crossbones, a packet of Bits numbered 1 through 5, 28 Walk the Plank cards, 16 deed cards, and one die.

GETTING STARTED...

Each player chooses a token stand and 6 Skull and Crossbones of the same color. If there are only 2 players, they each get to choose 2 colors of Skulls giving them a total of 12 Skulls. A parrot is chosen from those available and placed in the token stand. The parrot token will be used by a player to move around the board. The Skull and Crossbones will be placed on each pirate space a player owns.

To start the game, choose someone to be the Hornswaggler, (the person who tends to all the Loot and Deeds). The Hornswaggler gives each player the following in Bits: five 1's, four 2's, three 3's, two 4's, one 5.

The Hornswaggler also deals out the Deeds as follows:

- With 2 players - Six Deeds each
- With 3 players - Four Deeds each
- With 4 players - Three Deeds each

Upon receiving the Deeds, a player becomes the proud owner of those pirates and places a Skull and Crossbones on the matching board space.

HERE WE GO!

All players place their parrot token on the Ahoy space. The youngest player starts the game by rolling the die, moving their token forward the number shown and doing whatever the space landed on requires. Play then continues to the left.

If a player lands on a pirate space without a Skull and Crossbones on it:

- The player must pay the Hornswaggler the number of Bits shown at the bottom of the space
- Receive the pirate deed from the Hornswaggler
- Place his or her Skull and Crossbones on the space
 - * *What happens if the player doesn't have a Skull to place on the space? Answer: No Bits have to be paid. No deed is collected.*

If a player lands on a space occupied by another player's Skull and Crossbones:

- They must pay the owner of the space in Bits
- **ARRGGH!** The owner must thrust out their hand, bellow "Arrggh!" and request the number of Bits owed, shown at the bottom of the space
- If a player owns both spaces of the same color, they must be paid twice the amount of Bits shown
 - * *What happens if the owner doesn't bellow out "Arrggh!" before the next roll of the die? Answer: No Bits have to be paid!*



LANDING ON AHOY!...

A player collects 2 Bits each time he or she lands on or passes Ahoy!

GO TO SHARK BAIT...

If a player lands on Go to Shark Bait, the player must immediately move to Shark Bait, does not pass Ahoy, does not collect 2 Bits. The player must also give 5 Bits to the Hornswaggler. On the next turn, the player moves forward as usual.

SHARK BAIT...

If a player lands on Shark Bait with a roll of the die, that player is just going for a swim and moves forward as usual on the next turn.

BOOTY SPACES...

If a player lands on a Booty space, they bury two Bits under the Free Treasure space (place the Bits under the edge of the board).

FREE TREASURE...

If a player lands on Free Treasure they collect all the Loot (Bits) buried under this space.

WALK THE PLANK...

If a player lands on a Walk the Plank space they must draw a card and follow the instructions. The used card is then placed on the bottom of the card stack.



NO BONES ABOUT IT...

If a player draws a card that says “No Bones About It,” one of three things can happen.

If no one owns either pirate indicated on the card, the player:

- Does not move
- Places one of his or her unused Skull and Crossbones on either pirate
- Pays the amount of Bits shown on the bottom of the space
- Collects the Deed from the Hornswaggler
 - * *What happens if the player doesn't have a Skull to place on the space? Answer: No Bits have to be paid. No deed is collected.*

If one pirate is owned or both pirates are owned by different players, the player:

- Does not move
- Places one of his or her unused Skull and Crossbones on either pirate
 - * *If the player chooses to place a Skull and Crossbones on a space occupied by someone else's Skull and Crossbones, the Skull and Crossbones is removed and returned to its owner.*
- Pays the amount of Bits shown on the bottom of the space to the Hornswaggler
- Collects the Deed from the Hornswaggler or the previous owner of the pirate
 - * *What happens if the player doesn't have a Skull to place on the space? Answer: No Bits have to be paid. No deed is collected.*

If both pirates are owned by another player, the player:

- Does not move
- Does not replace any Skull and Crossbones
- Loses this turn

AND THE WINNER IS...

The game ends when someone owes more Bits than he or she can pay. All players add up their Bits and the winner is the player with the most Loot at the end of the game.

Please direct all questions or comments to:
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