Michael J. Richardson's
PIRATES!
of Port Royal

"Pirates! of Port Royal" – Pocket Edition
© Copyright 2017 KickAss Games V1.2
Players 2-4 ~Time 30 min. ~Skill Easy ~Age 12+
Master Gamer's Pocket Mini Games No.1001

The stories of fierce Pirates such as the infamous Henry Morgan and legendary Blackbeard live on in our times with their relentless quest for adventure and treasure sailing the High Seas were their symbol, the Jolly Roger caused fear in the hearts of all who saw it and Pirate havens such as Port Royal gave temporary shelter from tropical storms and the British Warships hunting them.

Objective

The first Pirate Player to win three rounds becomes the Pirate King and winner of Pirates! of Port Royal.
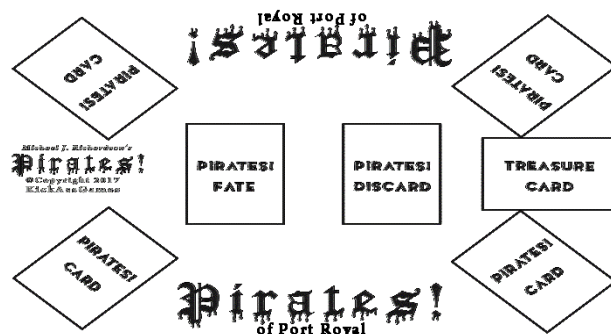
Diagram No.1 – Shuffle and deal out one Pirate! card face down in the Treasure space in the centre right, this becomes the Treasure Card. Deal one card in front of each Player facedown, later you can peek at these to see what Pirates! Card you have. The rest go into a pile in the centre, face down, to create the Pirates! Fate pile.

Setup

In some Editions you may need to make the Cards and counters. Cut them out on the face side, trim the corners and then you can then maybe sleeve them in standard clear plastic card sleeves to protect them.

The owner of the game, or the first person who wanted to play this KickAss game, goes first and then the winner of any previous round goes first the next round. See **Diagram No.1** for initial setup. All players should have one Pirate! Card in front of them in their turn they pick up a Card from the Pirate! Fate deck to give them a second Pirate! Card in their hand to choose from. After looking at both cards, they play one face up on the Pirates! Discard pile and do the actions of that card. Play then proceeds clockwise to the next Player.
* The anchors on the Cards indicate how many of that type of card there are in the entire pack. Yarrrr……….

Winning and losing the Game

The game ends if you have eliminated all the opposing pirate Players by cunning, skill and clever card play so you are the last Pirate Captain left, you win the round or when it is a Players turn and the Pirate! Fate pile has no more cards left in it which immediately ends the round. If more than one Player is still alive when the Pirate! Fate pile is exhausted, all Pirate! Players still alive show see their last card. The Player with the highest numbered card wins the game. e.g. so if you end the round with the Pirate! Fate deck exhausted and multiple Players still alive and your card is the 9-"Black Spot" card and the others was a 6- "Port Royal" card, the 9- "Black Spot" card would win. The first person to win three rounds (coins) is the overall winner and pronounced the Pirate King and master buccaneer.
* If there is a tie for highest score at the end of a round then both get points (coins/counters) for that round.

Turn Sequence

1. **Pickup-** you pick up a single card from the Pirates! Fate pile. This with the first card in front of you now gives you two cards to pick from to play.

2. **Play-** choose one of your two Pirate! Cards & play it on the Pirate! Discard pile, then follow the card's instructions. If a "Port Royal" Card, place it on top of your card it is to protect it until your next Turn.

3. **Effect-** you MUST do whatever effect the card you played has on the game or other Players, unless they are in Port Royal harbour which means they cannot be affected by any card you play and are skipped. If all Players are in "Port Royal" then your card is played but has NO effect of any sort on the other Players and is just discarded on the Discard pile.

4. **Elimination-** If you have beaten any player then they are eliminated from this round till next round.

5. **End-** your Turn is over and the next Player clockwise now has their turn if they are still alive.

Credits

Dedicated to my wife, Kaye & kids Mikey and Michelle.
Game Artwork: Michael J. Richardson, Thomas 68
Play Testers: John, Mikey, Nathan Rowe, the Guys from the Hills Games Club, Jeff, Jason, Christine, Tahnea, Kathy, Alex, James, Mikey, Peter, Philip, Jez, Allison, Freddy, Ricco, Ron, Waz, Shannon, Justin, Tim & Sean.
Thank you for playing - *Michael J. Richardson's*
"Pirates!" of Port Royal is © Copyright 2017 KickAss Games.
All rights in all media's strictly reserved and Copyright.
For "How to Play" videos, game run-throughs and extras as well as many other great games, please check out our website:

www.KickAssGames.com.au

Pirate! Cards Explained -

0 - Pirate Map - If you place this card on the Pirates! Discard pile then you must swap your face down Pirates! Card for the face down "Treasure Card".

1 - Doubloons - Place your "Doubloons Card" face up on the Pirates! Discard pile, place your other Pirate! Card face down secretly on the bottom of the Pirate! Fate Card pile and then pick up the Pirate! Discard pile and search through it and choose any card secretly to be your new Pirate! Card and then place this new card it in front of you face down.

2 - Spy Glass - If you place this card on the Pirates! Discard pile then you must then choose another Player who must "Reveal" their card face up to ALL other Players to see. If the "The Black Spot" card is revealed, that Player is eliminated from the game.

3 - Walk Plank - If you place this card on the Pirates! Discard pile then you must choose another Player who must secretly show ONLY you his Pirate! Card, (This does NOT reveal "The Black Spot" card if this is his card). If his Pirate! Card is less than 3 in value then that Player is knocked out of this round.

4 - Hurricane - If you place this card on the Pirates! Discard pile all Players must pass their Pirate! Card, secretly, face down to the Player on their left or right. You decide in which direction all are passed. This is their new card. If a "Port Royal" card is in play then you skip over this Player, he does not pass on a card.

5 - Henry Morgan - If you place this card on the Pirates! Discard pile then you must choose another Player who must secretly show ONLY you their Pirate! Card, (This does NOT reveal "The Black Spot" card if this is his card). If that card it is less than 7 in value that Player is knocked out of the round unless they have "Doubloons Card", which bribes him so has no effect.

Henry Morgan was a skillful organiser and ruthless pirate but liked his rum, women and gold doubloons.

6 - Port Royal - To play this card, place it on top of your Pirates! Card face up in front of you. This protects your Ship and Crew as you are in harbour until your next Turn, when your first action would be to place this card onto the Pirate! Discard pile before you pickup any card to start your turn and you are no longer protected in port. While in port your Pirate Ship and Crew is in the utopian pirate harbour of Port Royal and it protects you from the weather, British pirate hunter Warships and all other Pirate! Cards, so you cannot be targeted by ANY Pirate! card while you have a "Port Royal" card on top of your Pirate! Card. If another Player has no other target and has to play a card that would usually have an effect on you and you have a "Port Royal" Card in play then their card is ignored and it has no effect on you. This card is effective only if played on top and not if it is your face down card.

7 - Blackbeard - If you place this card on the Pirates! Discard pile then you must swap your Pirate! Card secretly, face down with any other Player's card, so their Pirate! Card becomes yours and your other Pirate! Card becomes their new Pirate! Card. You may instead swap your other Pirate! Card secretly with the existing "Treasure Card" on the table.

Blackbeard, Edward Teach, the most famous pirate of all time with his ship the Queen Anne's Revenge terrorised the West Indies & South American coast.

8 - Warships - If you place this card on the Pirates! Discard pile then you must choose a Player their card is immediately revealed and destroyed. If it is "The Black Spot" Card, that Player is eliminated from the round. If any other card, it is placed on the Pirate! Discard file and he draws a new card from the Pirate! Fate pile. If the pile is empty they take the "Treasure Card" & this becomes their new card.

Britain, an empire built on piracy and the slave trade, eventually succumbed to pressure from other countries to stop its "Letters of Marque" which

allowed and encouraged piracy on other countries. Pirate Ports such as Port Royal were established by Britain to fence the stolen goods. After it had made its profits and to pacify the countries it had plundered, it eventually sent in British Warships to clean out the pirate problem it had originally created to profit from.

9 – The Black Spot - If you place this card on the Pirates! Discard pile then you are immediately eliminated from the round. If you have to reveal this card by the e.g. "Spy Glass Card" you are also eliminated from the round. You are not eliminated if you have to secretly show this card to another Player because a "Walk Plank" or a "Henry Morgan" card has been played and you had to secretly show it.

The legend of the Black Spot, some say, is related to the Ace of Spades which looked like the head of a spear and the special spade to which graves were dug. The Ace of Spades was always considered connected to death in fortune telling cards. Pirates made their own cards with simplified hand drawn images and the Spades suit of cards was known as Spots and the Ace of Spades, became the Black Spot. Pirate crews were democratic and held secret courts to give penalties to pirate crew members that stole from or killed their own crewmates. If the death sentence was deemed appropriate for these crimes, an Ace of Spades, the Black Spot, would be given to the offender to let them know that he had been found guilty in a secret pirate court and that at some time in the future the sentence would be carried out. To highly superstitious pirates, this waiting was worse to them than the execution. This is only one myth about the origin of the Black Spot and I am sure there are many more out there.

*Anchors - indicates how many of each card there is.

Arrrrr! shiver me timbers and a bottle of rum! thanks for playing *Michael J. Richardson's* "Pirates! of Port Royal"

For "How to Play" videos, game run-throughs and extras as well as many other great games, please check out our website: www.KickAssGames.com.au