

Pirates on the prowl



Pirates on the Prowl



Pirates on the Prowl

A game for 2 to 8 players

Ronaldo Siète

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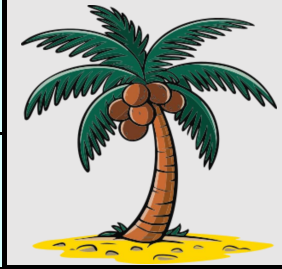
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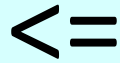
TORTUGA



NASSAU



TW



BLUE BLAKE'S BARRACK

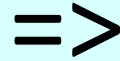


GREEN GREG'S GRANGE

BORA ISLA



ISLA PERDIDA



TW

BIKINI



CARGO

HAY TAC



I
R

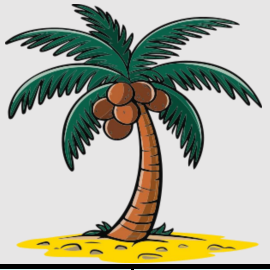
ISLAND

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CARDS

ISLAND

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v

ISLA DEL
DIABLO



HO
KO
ISLA

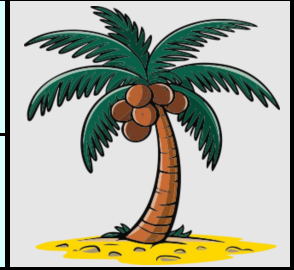


CLEW BAY

=>

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TRIPOLI



TW

/IR		CAMPECHE					PORT ROYAL
=		<=		>=			
BORA AND		 BLACK BETTY'S BEACH		 RED RITA'S REFUGE			
	=			ISLA BONITA	^		
	=			=>			
			TREASURE				
	OCRACOKE				CHICKEN	T W	

V	ISLAND		TICKETS				V	ISLAND		I R
										
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	⇓				ISLA PROHIBIDA				^	
									⇓	
NG NG AND						PURPLE PERCY'S PORT				
>			=>			=>				
										
/IR				SAINT MARY						

 CAPE FARINA

**TORTUGA +
NASSAU**



TW

< =

>

**||
v**



**BLACK BETTY'S
BEACH**

**ISL
PERD
ISLA B**

**BORA BORA
ISLAND +
HONG KONG
ISLAND**

=



CARGO

VIR

^

TM

||

TREASUR



**BIKINI
ISLAND +
OCRACOCKE
ISLAND**

<

**ISLA
DIAB
ISI
PROH**

||
v



**YELLOW JEREMY'S
JOINT**

|| >

=

**CLEW BAY +
TRIPOLI**

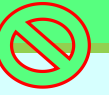


TM

/IR



PORT ROYAL +
CAMPECHE



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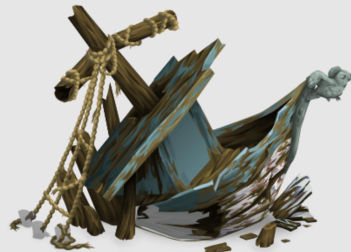
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GREEN GREG'S
GRANGE

<=

LA
IDA +
ONITA



>



CARDS +

||

HAY TAC
ISLAND +

TM

E TICKETS



V

CHICKEN ISLAND

/IR

=



DEL
LO +
LA
IBIDA

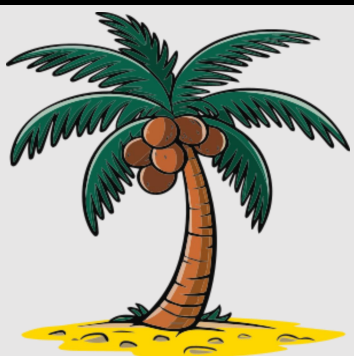
>=
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RED RITA'S
REFUGE

>

=>



/IR



CAPE FARINA +
SAINT MARY



In Tortuga
they trade this cargo of
Silk
for a precious
Silver Statue



In Nassau
they trade this cargo of
Sugar plus a Bronze Cannon
for a precious
Gold Medal



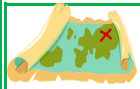
In Campeche
they trade this cargo of
Olive Oil plus a Bronze Cannon
for a precious
Gold Medal



In Port Royal
they trade this cargo of
Tobacco
for a precious
Silver Statue



Go to Bora Bora Island
and find, thanks to this
TREASURE MAP
a precious
Bronze Cannon



Go to Bora Bora Island
and find, thanks to this
TREASURE MAP
a precious
Bronze Cannon



Go to Hong Kong Island
and find, thanks to this
TREASURE MAP
a precious
Bronze Cannon



Go to Hong Kong Island
and find, thanks to this
TREASURE MAP
a precious
Bronze Cannon



In Clew Bay
they trade this cargo of
Coffee
for a precious
Silver Statue



In Tripoli
they trade this cargo of
Tea plus a Bronze Cannon
for a precious
Gold Medal



In Saint Mary
they trade this cargo of
Silk plus a Bronze Cannon
for a precious
Gold Medal



In Cape Farina
they trade this cargo of
Sugar
for a precious
Silver Statue





In Tortuga
they trade this cargo of
Olive Oil
for a precious
Gold Medal



In Nassau
they trade this cargo of
Tobacco plus a Bronze Cannon
for a precious
Silver Statue



In Campeche
they trade this cargo of
Rum plus a Bronze Cannon
for a precious
Silver Statue



In Port Royal
they trade this cargo of
Gunpowder
for a precious
Gold Medal



Go to Isla Perdida
and find, thanks to this
TREASURE MAP
a precious
Bronze Cannon



Go to Isla Bonita
and find, thanks to this
TREASURE MAP
a precious
Bronze Cannon



Go to Isla Del Diablo
and find, thanks to this
TREASURE MAP
a precious
Bronze Cannon



Go to Isla Prohibida
and find, thanks to this
TREASURE MAP
a precious
Bronze Cannon



In Clew Bay
they trade this cargo of
Silk
for a precious
Gold Medal



In Tripoli
they trade this cargo of
Sugar plus a Bronze Cannon
for a precious
Silver Statue



In Saint Mary
they trade this cargo of
Olive Oil plus a Bronze Cannon
for a precious
Silver Statue



In Cape Farina
they trade this cargo of
Tobacco
for a precious
Gold Medal





In Tortuga
they trade this cargo of
Rum
for a precious
Bronze Cannon



In Nassau
they trade this cargo of
Gunpowder plus a Silver Statue
for a precious
Ruby Ring



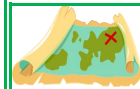
In Campeche
they trade this cargo of
Sandalwood plus a Silver Statue
for a precious
Ruby Ring



In Port Royal
they trade this cargo of
Spices
for a precious
Bronze Cannon



Go to Isla Perdida
and find, thanks to this
TREASURE MAP
a precious
Silver Statue



Go to Isla Bonita
and find, thanks to this
TREASURE MAP
a precious
Silver Statue



Go to Isla Del Diablo
and find, thanks to this
TREASURE MAP
a precious
Silver Statue



Go to Isla Prohibida
and find, thanks to this
TREASURE MAP
a precious
Silver Statue



In Clew Bay
they trade this cargo of
Olive Oil
for a precious
Bronze Cannon



In Tripoli
they trade this cargo of
Tobacco plus a Silver Statue
for a precious
Ruby Ring



In Saint Mary
they trade this cargo of
Rum plus a Silver Statue
for a precious
Ruby Ring



In Cape Farina
they trade this cargo of
Gunpowder
for a precious
Bronze Cannon





In Tortuga
they trade this cargo of
Sandalwood plus a Silver Statue
for a precious
Ruby Ring



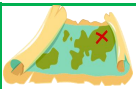
In Nassau
they trade this cargo of
Spices plus a Silver Statue
for a precious
Gold Medal



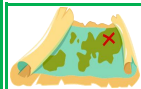
In Campeche
they trade this cargo of
Coffee plus a Silver Statue
for a precious
Gold Medal



In Port Royal
they trade this cargo of
Tea plus a Silver Statue
for a precious
Ruby Ring



Go to Bikini Island
and find, thanks to this
TREASURE MAP
a precious
Silver Statue



Go to Hay Tac Island
and find, thanks to this
TREASURE MAP
a precious
Silver Statue



Go to Ocracoke Island
and find, thanks to this
TREASURE MAP
a precious
Silver Statue



Go to Chicken Island
and find, thanks to this
TREASURE MAP
a precious
Silver Statue



In Clew Bay
they trade this cargo of
Rum plus a Silver Statue
for a precious
Ruby Ring



In Tripoli
they trade this cargo of
Gunpowder plus a Silver Statue
for a precious
Gold Medal



In Saint Mary
they trade this cargo of
Sandalwood plus a Silver Statue
for a precious
Gold Medal



In Cape Farina
they trade this cargo of
Spices plus a Silver Statue
for a precious
Ruby Ring





In Tortuga
they trade this cargo of
Coffee plus a Silver Statue
for a precious
Diamond Crown



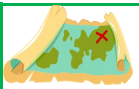
In Nassau
they trade this cargo of
Tea plus a Gold Medal
for a precious
Diamond Crown



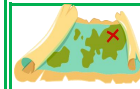
In Campeche
they trade this cargo of
Silk plus a Gold Medal
for a precious
Diamond Crown



In Port Royal
they trade this cargo of
Sugar plus a Silver Statue
for a precious
Diamond Crown



Go to Bikini Island
and find, thanks to this
TREASURE MAP
a precious
Bronze Cannon



Go to Hay Tac Island
and find, thanks to this
TREASURE MAP
a precious
Bronze Cannon



Go to Ocracoke Island
and find, thanks to this
TREASURE MAP
a precious
Bronze Cannon



Go to Chicken Island
and find, thanks to this
TREASURE MAP
a precious
Bronze Cannon



In Clew Bay
they trade this cargo of
Sandalwood plus a Silver Statue
for a precious
Diamond Crown



In Tripoli
they trade this cargo of
Spices plus a Gold Medal
for a precious
Diamond Crown



In Saint Mary
they trade this cargo of
Coffee plus a Gold Medal
for a precious
Diamond Crown



In Cape Farina
they trade this cargo of
Tea plus a Silver Statue
for a precious
Diamond Crown





STORM!

Move your ship to the
Trade Town
on the opposite end of the bord.

Move your ship.



FIRE!

In the fire, you lose
every Card
you have on board.

Dump your Cargo.



STORM!

Move your ship to the
Trade Town
on the opposite end of the bord.

Move your ship.



FIRE!

In the fire, you lose
every Card
you have on board.

Dump your Cargo.



STORM!

Move your ship to the
Trade Town
on the opposite end of the bord.

Move your ship.



FIRE!

In the fire, you lose
every Card
you have on board.

Dump your Cargo.



SHIPWRECK!

Go to your
Home Town
for the necessary repair.

Go Home.



MUTINY!

You lose
two turns
to find a new crew.

Lose 2 turns.



SHIPWRECK!

Go to your
Home Town
for the necessary repair.

Go Home.



MUTINY!

You lose
two turns
to find a new crew.

Lose 2 turns.



KRAKEN!

You're the breakfast of a
sea monster!
You lose all your treasures.

You're DEAD!



MUTINY!

You lose
two turns
to find a new crew.

Lose 2 turns.





2.000
doubloons



Silver Statue



3.000
doubloons



Gold Medal



2.000
doubloons



Silver Statue



3.000
doubloons



Gold Medal



2.000
doubloons



Silver Statue



3.000
doubloons



Gold Medal



2.000
doubloons



Silver Statue



3.000
doubloons



Gold Medal



2.000
doubloons



Silver Statue



3.000
doubloons



Gold Medal



2.000
doubloons



Silver Statue



3.000
doubloons



Gold Medal

Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



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Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl





2.000
doubloons



Silver Statue



3.000
doubloons



Gold Medal



2.000
doubloons



Silver Statue



3.000
doubloons



Gold Medal



2.000
doubloons



Silver Statue



2.000
doubloons



Silver Statue



2.000
doubloons



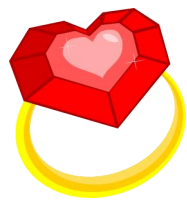
Silver Statue



2.000
doubloons



Silver Statue



4.000
doubloons



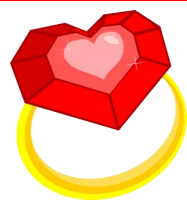
Ruby Ring



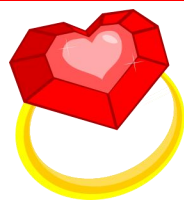
5.000
doubloons



Diamond Crown



4.000
doubloons



Ruby Ring



5.000
doubloons



Diamond Crown

Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl

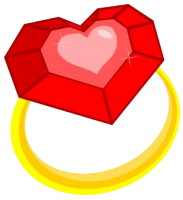


Pirates on the Prowl

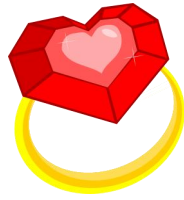


Pirates on the Prowl





4.000
doublons



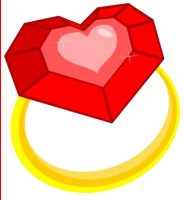
Ruby Ring



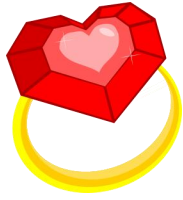
5.000
doublons



Diamond Crown



4.000
doublons



Ruby Ring



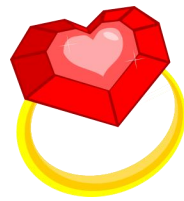
5.000
doublons



Diamond Crown



4.000
doublons



Ruby Ring



5.000
doublons



Diamond Crown



4.000
doublons



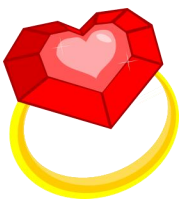
Ruby Ring



5.000
doublons



Diamond Crown



4.000
doublons



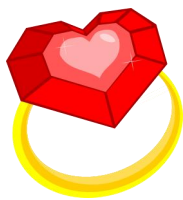
Ruby Ring



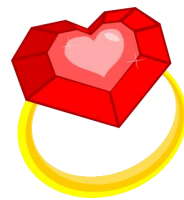
5.000
doublons



Diamond Crown



4.000
doublons



Ruby Ring



5.000
doublons



Diamond Crown

Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl





1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon

Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl





1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon



1.000
doubloons



Bronze Cannon

Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl



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Pirates on the Prowl



Pirates on the Prowl



Pirates on the Prowl





Black Betty



Blue Blake



Green Greg



Pink Patty



Purple Percy



Red Rita



Yellow Jeremy



White Wilma



Davy Jones

Black Betty

Black Betty



Blue Blake

Blue Blake



Green Greg

Green Greg



Pink Patty

Pink Patty



Purple Percy

Purple Percy



Red Rita

Red Rita



Yellow Jeremy

Yellow Jeremy



White Wilma

White Wilma



Davy Jones

Davy Jones



Pirates on the Prowl - Player's Manual



Goal of the game

The winner is the first who collects **12.000 doubloons in treasures** in her Home Town treasure chest.

You can earn treasures by selling stolen cargo, you can find buried treasures on deserted islands, and you can steal treasures from other pirates.

With eight players, the game gets more action, tactics, strategy, and fun. The main goal of this game is not winning; it's having fun, so invite your friends and steal everything they have.



Components

The game consists of:

1. A play board, 20 x 30 squares (5 to 8 players)
2. A play board 16 x 22 squares (2 to 4 player)
3. 5 dice and 8 coloured pawns
4. 8 coloured Pirate Ships, each with three 'masts' (Card-slots) + 8 pirate characters
5. 60 Green Cargo Cards + 12 Green Bad Luck Cards
6. 24 Yellow Bronze Cannon Cards (1.000 doubloons)



7. 36 Red Treasure Tickets:

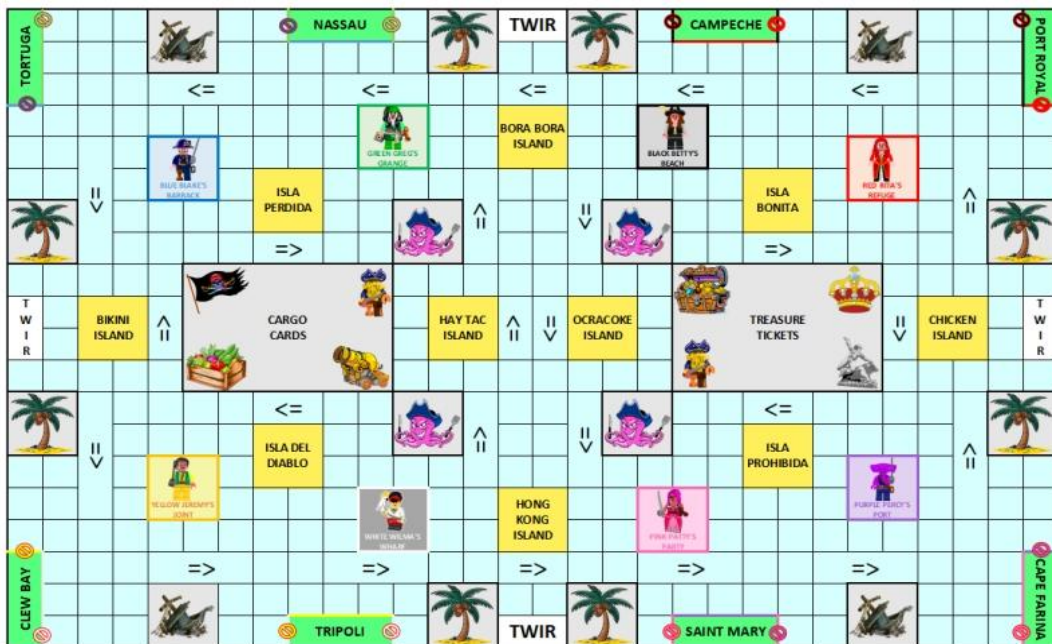
- 8 x Diamond Crown (5.000 doubloons)
- 8 x Ruby Ring (4.000 doubloons)
- 8 x Gold Medal (3.000 doubloons)
- 12 x Silver Statue (2.000 doubloons)

8. A Player's Manual and a Construction Manual



The Game Board

The board is divided in squares. Sometimes, several squares of the same colour (green Trade Towns, coloured Home Towns, white Bridges, sand-coloured Islands and => Currents) form one field. Each field is a step. You can't access the big grey central Continents and the grey Palmtrees, Shipwrecks and Krakens.



Light-blue squares are sea. Some of the blue squares are rectangles with an arrow inside, showing currents and favouring wind. If you enter such a Current Field, you go twice or three times as fast, but always in the direction of the arrow (you can't 'leave' the field in any other direction than via the square at which the arrow points, or one of the diagonal squares next to it).

The four white TWIR fields (The World Is Round) are 'Bridges': the next step takes you to the white TWIR field on the other side of the board (north connects with south, east connects with west).

Coloured fields are Home Towns. Each pirate has his own Home Town. No other pirate can enter or attack you there. Only in your Home Town, can you move Cargo, Cannons, and/or Treasures between your Ship (using the three 'mast-slots') and your Treasure Chest.

Green fields are Trade Towns. No other pirates can attack you there.

Sand-coloured fields are deserted islands. You can only enter them with a Treasure Map for that island. If you are on an Island, other players may attack you!

Preparing the game

Between two and eight players can play. Each player chooses a colour and a Home Town. With less than five players, each player might get two colours (of opposite Home Towns).

The stack of Treasure Cards depends on the amount of players. Per player, you select 1 Diamond Crown, 1 Ruby Ring, 1 Gold Medal, 3 Bronze Cannons, and for every 2 players 3 Silver Statues.

Each player throws a die and the highest starts (if two throw the same value, they keep throwing until one of them wins). The other players follow clockwise.

You place the pawn of your colour on your Home Town and you put your Ship in front of you. Other players can see what you have on board (Cargo, Cannon or Treasure), but they'll have to remember to which port you're going, or the value of your treasure.



Sailing your ship

When it's your turn, you throw a die. The number on the die tells the amount of steps you can move your ship. You get 3 extra steps if your ship is empty (a so-called Prowler, with no Cargo Card, Bronze Cannon or Treasure Card on board). For each green Cargo Card (= extra sail), you get one extra step. With two Cargo Cards on board, throwing a 3, you can move your ship 5 steps. Throwing a 6 with an empty ship (a Prowler) or three Cargo Cards on board, gives you the top speed of 9 steps in one turn, handy when you chase a rival with a valuable treasure.

When you start on a field that's not blue (a Trade Town, your Home Town, an Island, or a TWIR field), you can take your first step on any of the blue squares that surround your starting point. With every step, you can move your ship in any direction, straight or diagonal (except on => Current fields).

You can't move your ship to a square that's already occupied by a rival. Trade Towns have 3 parking spaces and TWIR fields have 2. If there's no space to pass a rival's ship, for instance because it's parked in the small passage between Bikini Island and the Cargo Cards Continent, you should find another route.

If you want to engage with another player in a fight, you can use your steps to move your ship alongside (so: left, right, above or below the square where the rival is parked; diagonal is not alongside). You'll need to do that with the exact amount of steps. If there's one empty blue square between your ship and your rival, and you throw a 3, you move left-forward-right, or if you throw a 2, you move diagonal-forward. If a ship lands on a blue => Current field or a sand-coloured Island, there are six or eight squares from which others can attack.

Once you hit a green (Trade Town), coloured (Home Town) or sand-coloured (Island) field, you lose the remainder of your steps. It's not necessary to use all your available steps to enter a town.



After Sailing

After you've moved your ship, you have six options:

- 1) You give the dice to the next player (telling her: "Your turn").
- 2) You enter your Home Town. Here you can load and unload treasures. You can keep one Cargo Card in your Home Town Treasure Chest.
- 3) You enter a Trade Town with a Cargo for this town. Trade the Cargo Card (plus any required additional Treasure) for the promised Treasure on the card. If your promised Treasure is sold out, you keep your Cargo Card (and additional Treasure Card).
- 4) If you don't have cargo for this town, you raid the Trade Town: rob a fresh Cargo Card from the stock and read it aloud. If your ship is full, dump a card into the sea (return to the stock). When the destination on your new Cargo Card is the same as the Trade Town you've just robbed, bad luck, you lose the new Cargo Card. If you draw a Bad Luck card, follow up the instructions before continuing the game.
- 5) You enter a sand-coloured Island. You can only visit it with a Treasure-Map Card for this Island, which you change for the Treasure on the card. You're not safe on an Island; others can attack you.
- 6) You fight a rival's ship and try to steal its cargo. With your last step, you park your ship/pawn alongside the other ship and say: "«name of the rival», prepare for battle!". Then you attack.



Attacking another ship

You can only fight each other at sea (or an Island), and only if two ships are alongside each other.

Every ship has an Iron Cannon on the bow, and can have a maximum of three additional Bronze Cannons on board. If pirate A attacks pirate B, each take a die for every cannon on board (the first die is for the Iron Cannon on the bow, plus an additional die for each Bronze Cannon). The highest di(c)e counts. When one pirate has more dice than the other, she uses only the highest di(c)e. With an equal score, the attacker loses.

Example: pirate A, with one Bronze Cannon on board, attacks pirate B, who has two green Cargo cards and one Treasure card. Pirate A throws two dice and pirate B throws one. When pirate A throws a 3 and a 1, she uses the 3 to attack. Pirate B needs a 3 or higher to win the fight.

Example 2: pirate A has three dice and pirate B has two. Pirate A throws 5, 4 and 3. She uses the two highest to attack, giving her value 54. Pirate B needs a six (gives a winning value of 60-something), two 5's, or a 5 and a 4, to win the battle.

In battle, the winner takes it all. The loser loses all her cards. The winner decides which of those cards she wants to keep on board. As the winner has only three mast-slots, she might throw her own cargo into the sea (the cards go back to the stock) and replace them with the booty.



Attacking a Prowler

It seems pointless to attack a ship without cargo, a so-called Prowler. After all, the attacker has nothing to gain. But when your ship full of treasure and cannons is attacked by several Prowlers at once, you want to get rid of them as quickly as possible. You can do that by attacking them. If you attack a Prowler and win the sea battle, you may move the Prowler to an island of your choice (pick one as far away as possible, of course).

Tactics

If you're transporting treasures of high value, it's smart to avoid other ships and go home as fast as you can, to store your booty in your Treasure Chest. If you have a valuable Treasure on board, one or more Bronze Cannons might help you to return safely. Having three Bronze Cannons on board might seem silly, as there's no room to store booty, but if the other transports a Diamond Crown or a Ruby Ring, and you win (thanks to your superior fire power), you dump your cannon into the sea and replace it with the loser's treasures. And even if you don't want the booty, your rival gets weaker and poorer after losing a fight. Pirate tactics...

A smart player won't attack another player with more guns, but a desperate player and a player with nothing to lose might decide differently. After being robbed by a rival, you still have a chance to steal your stuff back: one 6 beats 4 lower dice. If your rival sails home with enough Treasures to win the game, your best chance is to attack her. You can take Bronze Cannons on board when you're in your Home Town (as long as you've stored Bronze Cannons earlier in the game, of course).



You can NOT rob the same Trade Town twice in a row. You can NOT raid the two Trade Towns in the quarter of your Home Town (Yellow Jeremy can't raid Clew Bay and Tripoli).

Every time someone picks up a Cargo Card or trades a Cargo Card for a Treasure, she tells aloud what's on the Cards. But once a Card is on board, the text is only visible for the Captain; the others can only see the colour of the sail and need to remember the value of the treasure or the destination and reward for the cargo.

Some Cargo Cards demand extra conditions, like "In Campeche, they trade this cargo of Silk plus a Gold Medal for a precious Diamond Crown." Of course, you can only get that diamond treasure if you deliver both this Cargo Card and a Gold Medal Treasure Card in Campeche. So it might be wise to keep this Cargo Card in your Home Town Treasure Chest until you found your Gold Medal.

Bronze Cannons and other treasures slow you down, but going home with every treasure makes you lose precious time against rivals with less patience. It might be smart to rob town after town until you find a cargo with a high-value treasure for a Trade Town close to your home town.

The number of Treasure Cards is limited. You might store many Bronze Cannons (worth 1.000 doubloons) and Silver Statues (2.000 doubloons) in your Treasure Chest, but if all the other players do the same, nobody will collect the necessary 12.000 doubloons to win. You'll need to risk trips with a Silver Statue and/or a Gold Medal to earn a more valuable Ruby Ring and/or Diamond Crown. But as soon as you have such a treasure on board, other pirates will come after you, either empty (and fast) or heavily armed.

The => Current fields and the TWIR fields help you cross the seven seas of the Game Board fast, but sometimes a slower route through the centre might be safer. There is no advantage for a player with a Home Town near the centre or near the corner, as every destination is as close or far away as any other.

Cargo Cards in the centre are 'blind': you won't know what you're going to get. When you return a Cargo Card, it goes 'face up' on the bottom of the stack. When all the 'blind' cards are used, you shuffle the remaining cards and use them as the new 'blind' stack.

Treasures might be 'sold out'. If there are no more Silver Statues in the central stack, you can wait until another player trades one for a higher-value treasure, rob one from a rival ship, or ditch the Cargo Card into the sea and rob another Cargo.

If a Bad Luck Card tells you to "move your ship", you put your pawn on the new spot immediately, but if a Bad Luck Card tells you to "go home", you'll need the next turns to travel to that spot.

There's not just one way to win the game. It requires luck, smart navigation, bravery and risks, just like any epic pirate adventure. With more players, there's more play. Nobody prohibits forming alliances (and breaking them when convenient). Treachery and treason isn't only allowed, it's the best way to win. Did you ever meet a pirate who worked hard, never lied, and gave to charity?



Two to Four Players

The most fun is to play Pirates on the Prowl on the large game board with eight players. If there are four or fewer players, you can give each player two ships/pawns (preferably in the same 'quarter'). On your turn, you get to choose which of the two you want to play with. You win if both ships have collected 12.000 doubloons or more.

An alternative is the game board for two to four players. It is only half the size of the original game board, so it is much harder to outrun each other. Names of Trade Towns and Islands are combined on this board.



To make that power clear, you place Davy Jones' grey Flying Dutchman next to the loser's ship. As soon as it's the loser's turn, he plays FIRST with Davy Jones' pawn (throw the die and always 3 steps extra, because the Flying Dutchman can never take anything on board), and only AFTER that with his own pawn. Note: you may skip Davy Jones' turn and play directly with your own pawn. If you 'forget' that you are playing with Davy Jones and move your own pawn first, you are not allowed to play with Davy again during that turn.

You can attack other players risk-free with Davy, because Davy 'has nothing to lose'. Davy has only one cannon on board, so you attack always with only one die. Davy cannot carry cargo on board.

If Davy loses the battle, he returns to his Kingdom. Put his grey pawn back on the grey square in the centre of the game board.

If Davy wins the sea battle, his opponent loses his loot. The cards disappear into the sea (under the pile in the middle). The loser also takes over Davy Jones' ship and pawn! Davy then immediately moves to his central starting point, where he comes under command of the losing player, so that he can take revenge.

You have to play tactical with Davy Jones. If another pirate has something on board that you would like to have, you should attack his ship with your own pawn. You can also place Davy Jones in the way so that others have to 'sail around'. If you want to prevent someone else from winning the game, Davy Jones' fast boat is of course useful to attack from two sides at once.

If several players are fighting vigorously for a large loot at the same time, command of Davy Jones can move from one loser to another. Since Davy starts back at his central starting point after each 'takeover', you thus withdraw him from the fight.



Version 2.01 (August 2025)

This popular game is now even more fun. We've made the artwork more beautiful. The Silver Statue is inspired by the abduction of Europa by Zeus. Navigating over the game board is more interesting. New are Davy Jones and a game board for 2 to 4 players. We've expanded the rules. Thanks, Md Roni Islam from Pixabay for the Palm Tree and OpenClipart-Vectors from Pixabay for the Shipwreck.



Construction Manual

The game Pirates on the Prowl consists of a pdf-file with all the printable parts of the game (Map, Characters, Cargo Cards and Treasure Tickets) plus this manual. To complete the game, you'll need to build 8 ships, one for each player, and find or buy 8 pawns and 5 dice. Finally, you'll need a computer with a colour printer, a bottle of glue, Scotch tape and a paper cutter.

Step 1: Prints

The game.pdf starts with the Front Page. You can glue it on the box in which you keep the game. You might print it on the back side of one of the Map pages, in case you laminate and fold the Map, as described below.

Pages 4-7 form the Game Board for 5 to 8 players, Pages 8-11 form the Game Board for 2 - 4 players.

Pages 12-33 are 5 pages of Cargo Cards, 1 page of Bad Luck Cards and 5 pages of Treasure Tickets. Each page of Cards is followed by a page with the backside of those Cards. That way, you can print the pages double-sided. Of course, if your printer doesn't have the Duplex mode, you can always print page by page. Turn the paper and feed it again to the printer to print the other side.

Pages 34 and 35 are the Pirate Characters. The large cards are for on the ships and the small figures can be used as pawns.

The final pages are the Manual and the Construction Manual. You'll probably like to have a printed version of the Manual, to avoid discussions with the other players about the rules.

1. The Map

Print the map single-side on normal paper. Cut off the print margins and stick it carefully to a carton board (A2-size). Secure the edges with Scotch tape.

If you laminate the map, cut the connecting sides of the map exactly on the edge. Put the two left parts of the map on a table, make sure the lines fit, and tape them together with invisible Scotch tape on the visible side. Then double them (blanc side out) and tape the back. Do the same with the two right halves. Finally, you connect the left half with the right half and only tape the two top pages, back side. Then you double them and tape the inside. Notice: the bottom-left page is NOT connected to the bottom-right page. That way you 'harmonica' fold the map. If you print the Pirates on the Prowl logo on the back side of one of the bottom pages, it's visible when you fold the map together.

2. The Cards

Print the Cards duplex (both sides), on extra heavy paper, or print the pages on normal paper and laminate them.

A simple laminator costs about € 35,- plus € 15,- for a pack of 100 sheets (125 micron). That investment pays off when you plan to produce more games. For one game (fifteen pages, map and cards), it's cheaper to visit a print shop that laminates A4-size sheets (we paid € 1,50 per page = € 22,50 for a complete game).

Cut the cards at the same size. You might use a pair of scissors or a Stanley knife, but a decent paper cutter is a better investment here.

3. The Pirate Characters

If you use the large pirate characters, print the sheet twice, on heavy paper (or stick them on carton). Cut the sheets into 9cm x 6cm cards. If you use the small characters, cut the two 'rows', make sure they're the same height, put one on top of the other, and then cut the character cards. If you cut two pages/rows at the same time, the two cards of each character will always be the same size.

Take two similar cards, put their white backsides together and connect them with Scotch tape: one piece of tape on the top and one halfway on each side. When you leave the bottom half open, like a clothes pin, you can pin each character on the backside of her 'ship'.

4. The Manual.

If you like, you can print the manual and keep it with the rest of the game. Other players want to read the rules and tactics. But if you're a pirate, you keep the smart moves to yourself; let the others suffer to find out.

Step 2: Bric-à-brac

For the **Cheapest Version**, we printed the map on normal paper and glued it to an A2 carton. The Treasure Tickets, the Cargo Cards and the Character Cards, we printed on heavy paper. We already had the other elements of the game at home.



For 'ships', each player borrowed four of Mummy's clothes pins, three for the Cargo Cards and one for the Character Card. The Captain clips the card in the clothes pin and puts it in front of her on the table. Now, she can read what's on the card, while the others can only see the coloured backside.

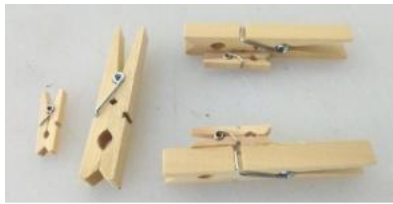
To make it even more fancy, we bought 8 large clothes pins (€ 0,75) and 24 mini clothes pins (€ 0,90). We glued three mini pins (that hold our Cards), facing up on the large side of the large pin, that holds our Pirate Character.

Pawns and dice came from our '12 games in one' box. As we have a colour printer at home and also some heavy paper in stock, this version cost us 'nothing'. If you need to print the docs in a shop, it might cost you about 5 euros.

Our ships in the **Recycle Version** were the bottom half of eight empty bottles of dish soap. For € 0,85 we bought 30 mini clothes pins and for another € 2,- we bought 24 normal clothes pins.

Each ship has three masts, the normal clothes pins, but you'll need 'something' that holds the cards you have on board. That's why you glue the mini pin on the side of the normal pin, with the opening to the other side.

If the hull of your ship is long enough, you can clip the three masts all on starboard. If your hull is short, you clip one mast on the left side, one on the right side, and one on the bow, but don't forget to glue the mini pin for the bow-mast differently.



The **Handyman Version** was more beautiful, but it required quite a bit of work. The hull of our boat was half a clothes pin. We drilled three little holes in it for the masts (wooden toothpicks, or the stronger wooden skewers). In front of each mast, astride, we glued a small ice-cream stick on top of a normal ice-cream stick. Now, our card could stand like a veil against our mast.

A mini clothes pin, clued to the 'bottom-rear' for the Character Card, completed the design. With a bit of acryl paint, we painted the construction in the player's colour. Calculating our (12 colours plus a brush for € 3,95) set of acryl paint, the clothes pins, the glue and the ice-cream sticks, the eight ships cost us € 8,-.



For extended fun, we wanted a **Luxury Version**. For the boats, we bought 8 plastic rectangular containers (10 x 7,5 cm, about 5 cm high) at € 1,15 each. On the side, we clipped the clothes pins with the upside-down mini clothes pins like we made them for the Recycle Version. We laminated the Cargo Cards (6 pages), the Treasure Tickets (5 pages) and the Game Board (4 pages), at € 1,50/page. For pawns, we took a cheap set of chess pieces (€ 1,50) which we painted with acryl paint, and we spent another euro on six dice. We also bought a plastic box, 26x32 (€ 5,40) and an authentic treasure chest (€ 3,-) to keep all the small articles together. Our luxury version cost us € 45,45 so we gave ourselves the task to play the game at least 45 times, to recoup our investment.



Finally, there is **Your Version**. You might use milk bricks or butter tubs for ships, or you can make something nobody ever thought about. It's your creativity and it's fun to come up with a playable prototype you invented yourself.

Step 3: Pirate Pawns

Of course, you can play with regular plastic pawns, but it's more fun to make your own using the figures on page 35.



Print the Pirates page on sturdy paper. Cut out the pirate figures, fold them in half, and attach them to a pin as shown in the photo.

We used an M8 nut with a wide base as our base. A 2.5cm pin went through the hole in a slightly curved O-ring with rubber. Then we superglued the O-ring to the M8 nut. From a piece of sturdy cardboard, we cut 5cm x 2.5cm rectangles and placed them between the pin.