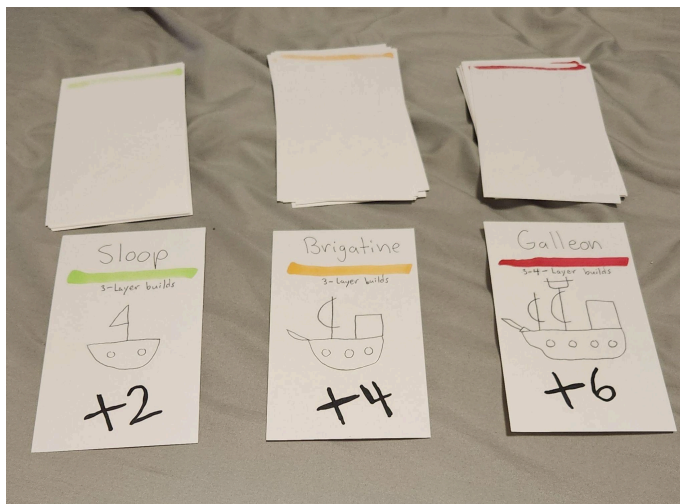


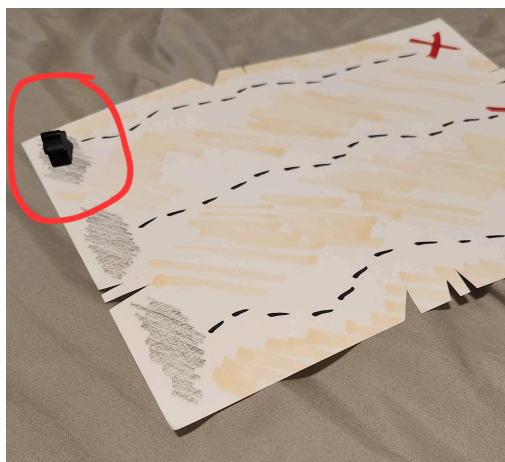
Buccaneer Builders (3-4 Players)

Setup - Players are given a pile of loose ship pieces, which should be placed in the middle of everybody playing. Cards are put into separate piles ranking in difficulty from easy to hard. The *Galleon* ranking is the hardest, whereas the *Sloop* ranking is the easiest.

Place cards down with the ranking cards laid in front of the card pile, like this:



Next, lay out the map, putting a character on the gray-shaded start tile.



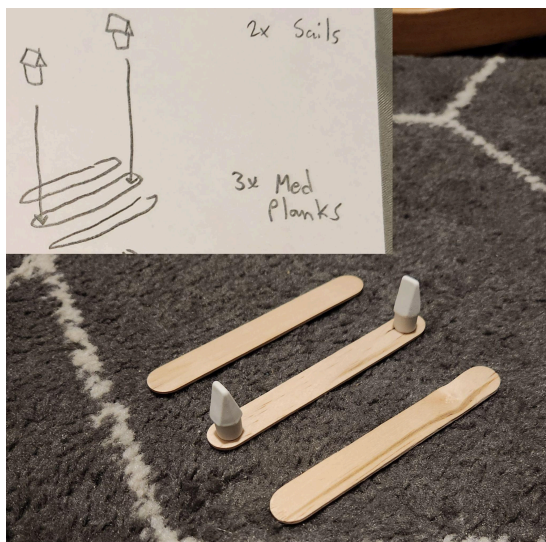
Refer to the info card to show what pieces look like, along with the names of each piece.

Objectives - There is only one goal, which is to be the first person to complete the ship building. After so many rounds, someone will win overall. (The ship must be standing without falling over)

Actions to take - All players will pick a card from the "hard" "medium" or "easy" pile. This will determine how hard the ship you will build will be, but the harder the build, the more points you earn. Since the *Galleon* card builds are the hardest, they yield a six-point potential. *The point numbers are at the bottom of the title cards, indicating how many points you earn for the builds.*

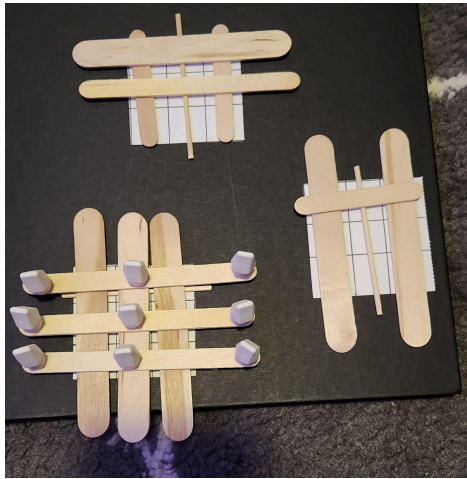
Once the card is chosen from one of the three card piles, everybody waits until all players are ready. Once the cards are chosen, everybody will have their mystery instructions face-down in front of them.

3,2,1, Go! Now the game has started, everybody will flip over their card and follow the build instructions based on layers. It is simply following the order in which you stack three pieces in 3-4 layered stacks. Pay attention closely to the build instructions, since there are certain minute details such as the sail placements. For example, the sails are always going to be placed on top of the ships, but they can be placed in the middle, or end of the planks. Think of it like Lego building instructions.

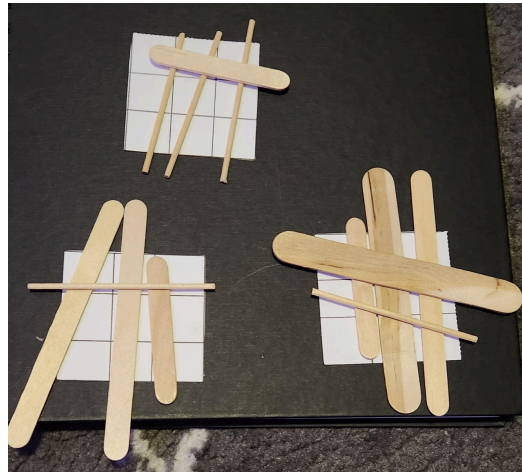


Each player will use their grid guidelines to build their ship. They must contain the pieces within the lines of the blueprint.

In terms of neatness, the ship **must** follow the blueprint guidelines, looking like this:



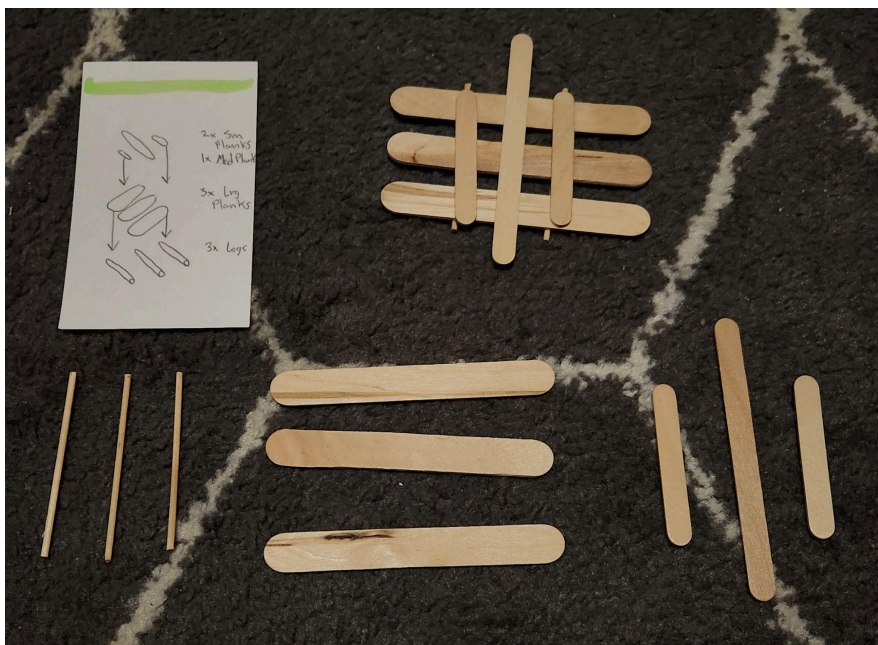
Not this →



Once the round is over and everybody is done, put the cards used for the round in the discard pile, to be sorted and put out for the next shuffle.

Ending the game - There is a tally-board, which tracks how many points you earn. This is the map with the characters on it. With the number of points you earn, is the number of spaces you move, until you reach the end of the scoreboard. Once the end is reached, the player wins. Players will indicate that they are the first to complete their ship by saying "Ahoy!"

In order to determine if your ship is accurate to the instructions you have followed, an example should look like this:



Also it is important to have everybody collectively agree whether your ship is accurate, to ensure you aren't cheating.

Captain Role: The Captain is the one who determines which ship follows the criteria the best. The Captain also prevents pirates from arguing, when it comes to who has the best ship. THE CAPTAIN IS NOT BIASED.

Whoever is the captain role does not play, but makes fair judgment. Whoever comes in last gets to let the Captain into the next game, whereas the loser plays as the Captain for the next. Being "last" is the person who moved the least amount of spaces compared to others.

Note that there does not need to be a Captain during the game, and if there is no Captain present, players are expected to come to an agreement.

Examples

- Jimmy chooses a card from the "easy" category (*Sloop*). There are only a couple pieces to find for the ship, but Jimmy will only earn 2 points. Jimmy is the first to finish. After yelling "ahoy!" he moves his piece two spaces towards the goal.

- Dave picks up a card from the "hard" pile. Although it is hard to keep his ship standing, he ends up pulling off his build without it falling over. Dave wins 6 points, earning him a massive boost on the tally board.

-Daffy and Daisy get into an argument on who's ship is better, since they both seem to finish at the same time. The Captain comes along, and sees that Daisy followed the gridlines better, as well as keeping a neat ship. The Captain determines that Daisy wins.