

LEVEL 3 - MATCH THE OUTFIT COLOUR!

AIM

To be the first player to build a complete 'Dressed Pirate' of a certain coloured outfit on their board!

STRATEGY

- Lots of strategies to hold back other players from completing their pirates before you complete yours will become apparent as you play!
- Will you try to trap someone's much-needed card within the discard pile? Or even trap it on your own board? How about using Pesky Polly Parrot to take away someone's green treasure chest even though you're collecting the blue outfit?
- Thinking ahead to the consequences of your move will give you an advantage!

PLAY

1. Take turns to spin the compass spinner to decide which coloured outfit each player will build (red, green, yellow or blue). **Important: Each colour can only be built by one player, i.e. every player's colour must be different.**
2. Use the same rules as in Level 1 but with these exceptions:
 - a. Collect the 'Dressed Pirate' cards of the colour you are aiming to build
 - b. When the compass spinner lands on Green East [E] (take 1 card), the player chooses to EITHER:
 - i. Take the top card from the draw pile as normal
OR
 - ii. **Take any 1 card of their choice** from the discard pile. This offers a glimmer of hope when that much-needed card is trapped within the discard pile!
3. Picked-up cards must always be placed in the correct space on the board if that space is empty, regardless of whether the card is the required colour or not.



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Contents

- 4 Game boards
- 20 'Dressed Pirate' body part cards
- 15 'PJ Pirate' body part cards
- 8 'Treasure Map' cards
- 6 'Pesky Polly Parrot' cards
- 1 Compass spinner
- 1 Treasure piece
- 1 Rules sheet

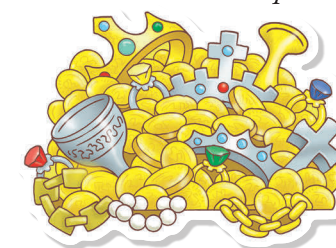
It's treasure hunt time in this fun pirate-building card game for all the family!

Shiver me timbers! Our ship has docked early for Treasure Hunt Day but the sleepy pirate crew are still having breakfast in their PJs! Who will be the first one dressed and ready to plunder? Collect cards, use the compass spinner and avoid Pesky Polly Parrot to build your pirate, fill your treasure chest and win the game!

Setting up

1. Each player takes a game board.
2. Shuffle all the cards together and place them face down in a pile within easy reach of all players. This is the draw pile.
3. Place the spinner next to the cards.
4. Decide together how the game will end: either 'Take the Treasure' or 'Spin to Win!' (see below).

Treasure piece



Ending the game

TAKE THE TREASURE

The first player to build the correct 'Dressed Pirate' required for the level being played instantly wins the game and places the treasure piece on their treasure chest!

OR

Compass spinner

SPIN TO WIN!

Once a player has built the correct 'Dressed Pirate' required for the level being played, they spin the compass spinner on each subsequent turn... the treasure is buried on the north of the island, so the first player to land the spinner on Red North [N] finds the treasure, places the treasure piece on their treasure chest and wins the game!



LEVEL 1 - BASIC GAME

AIM

To be the first player to build a complete 'Dressed Pirate' on their board!

Important: The colours of the outfits do not need to match in Level 1.

PLAY

1. Youngest player goes first.
2. Take the top card from the draw pile and place it on the correct space on your board.
3. Play moves clockwise to the next player.
4. Picked-up cards must always be placed in the correct space on your board if that space is empty, regardless of whether the card is a 'Dressed Pirate' card or a 'PJ Pirate' card.
5. If a 'Dressed Pirate' card is picked up and a 'PJ Pirate' card is already in its place, the 'Dressed Pirate' card is used and the 'PJ Pirate' card is discarded.
6. If a 'PJ Pirate' card is picked up and a 'Dressed Pirate' card is already in its place, the 'PJ Pirate' card is discarded.
7. If a 'Dressed Pirate' card is picked up and a 'Dressed Pirate' card is already in its place, the player chooses their favourite and discards the unwanted card.
8. Each time a 'PJ Pirate' card is picked up, the player shouts "PYJAMAS!"
9. Discarded cards create a discard pile and are always placed face upwards. Each player can then choose to take the top card from either the draw pile or the discard pile.
10. If a 'Pesky Polly Parrot' card is picked up, the player shouts "PESKY POLLY!" and takes any one card from any player's board to place in the correct space on their own board. Any replaced card is discarded. The 'Pesky Polly Parrot' card is then placed back in the box, **NOT** put onto the discard pile.
11. If a 'Treasure Map' card is picked up, take a spin on the compass spinner. The 'Treasure Map' card is then placed back in the box, **NOT** put onto the discard pile.
 - Red North [N] – take 2 cards, playing each one immediately as it is picked up. If the first card taken is another 'Treasure Map' card, this next spin cancels out the first spin. (E.g. if the next spin results in Yellow South [S], the play passes to the next player immediately without a second card being taken).
 - Green East [E] – take 1 card
 - Yellow South [S] – end of turn: play moves on to the next player
 - Blue West [W] – discard 1 card from your own board
12. If the draw pile runs out before the game has ended, take the discard pile, the 'Pesky Polly Parrot' cards and the 'Treasure Map' cards from the box and shuffle together well. Place them face down in a pile and continue play.
13. Once a player has built a complete 'Dressed Pirate', end the game with either 'Take the Treasure' or 'Spin to Win!' as decided when setting up (see above).

LEVEL 2 - USE THE PJ PIRATES!

AIM

To be the first player to build a complete 'Dressed Pirate' on their board! ...However, a player can decide to firstly build a complete 'PJ Pirate' to leapfrog into the lead: the player who has a complete 'PJ Pirate' on their board chooses any player to swap their entire board with. They should choose the player with the most 'Dressed Pirate' cards on their board as a way of leapfrogging into the lead!

Important: The colours of the outfits again do not need to match in Level 2.

STRATEGY

- This strategy is useful if a player finds themselves picking up lots of 'PJ Pirate' cards towards the beginning of the game.
- A player decides **during the game** whether to personally play this strategy or not depending on how the game is developing.
- This strategy is not without risks as someone may build a 'Dressed Pirate' and win the game whilst you are still collecting 'PJ Pirate' cards!

PLAY

1. Use the same rules as in Level 1 with these exceptions for when a 'PJ Pirate' is being built:
 - a. If a 'PJ Pirate' card is picked up and a 'Dressed Pirate' card is already in its place, the 'PJ Pirate' card is used and the 'Dressed Pirate' card is discarded.
 - b. If a 'Dressed Pirate' card is picked up and a 'PJ Pirate' card is already in its place, the 'Dressed Pirate' card is discarded.

THE CARDS



Pesky Polly Parrot



Dressed Pirate



Treasure Map



PJ Pirate