

Don't Touch My Booty!

A Pirate Game by
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Materials Required

- 2 Players with 15 minutes to kill!
- The enclosed game board
- One set of play cards (also enclosed)
- 20 coins (plastic pirate coins are great but any coin-like item will do!)
- 1 pirate token (a plastic pirate is best but any pirate-like item will do!)

The Goal

Arrrgghh! To be the pirate with the most booty at the end of the game, of course! This is done by creating rows of 3 or more coins.

Prepare to Play

- Give each pirate 10 coins
- Deal 5 cards from the deck to each player
- Each player places a coin on each Jolly Roger on their side of the board. The remaining coins become a player's booty.
- Each player draws a card from the deck. Whoever has the highest value plays first. Discard both of these cards to the discard pile. If there's a tie, both draw again. The wild card (the card with the sword arm) counts as a seven!
- The Pirate token starts the game of the board.

Play

Each player on his/her turn completes the following steps: Play Cards, Plunder (if possible), Bury Booty (both players if required), Move the Pirate, Draw Cards.

Play Cards

On your turn, you play 2 cards from your hand. The cards have a value from 1 to 6 or a sword arm. The number shows how far in a column you **must** move a coin. Coins may never move horizontally into another column. You may move any free coin; even ones put into play by another player. A coin with the Pirate token on it is not free to move! You may move the same coin twice. A coin may be moved and stopped by the edge of the board. For example, a player wants to move a coin back towards himself and it's 3 spaces from the edge. If the player plays a four card, the coins "hits" the edge of the board and stops, wasting the last movement. The played cards are placed in the discard pile.

Plunder!

If you align 3 or more in a row then remove those coins and add them to your booty.

Bury Booty!

The player who has a Jolly Roger in the column or columns where coins were just removed must replenish them from their booty. (Yes, this means you will end up putting some of your hard won booty back into play! So choose your plundering well!)

Move the Pirate!

You may move the Pirate! Place the pirate in any space on the board. If it is on top of a coin then that coin cannot be moved by your opponent or yourself if your opponent leaves the pirate there. If it is in a normal space, then the coin in that column cannot move beyond it. It's just like moving a coin against the edge of the board.

Draw Cards

Draw 2 cards to bring your hand back to 5 cards! If there's no cards left to draw, shuffle the discard pile and continue. Now it's your opponent's turn.

Winning

If a player cannot bury booty due to a lack of coins then the other player is the winner!

Assembly

On the following pages you'll find the materials you'll need to print to play the game. The game board is on page 3. On 4, 5, and 6 you'll find the fronts of the cards. On page 7 is the backs for all the cards. Good luck and have fun! Arrrrggghh!

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1	1	1
1	2	2
2	2	3

3	3	3
4	4	4
4	5	5

5	5	6
6	6	6
		

