



YO HO HO and a BATTLE of FUN!

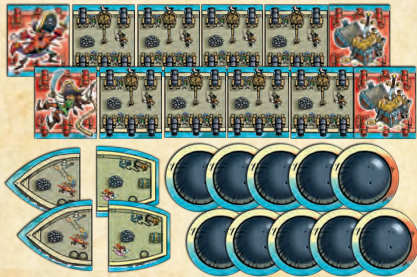
For multi-language instructions and how-to videos for this game, please visit www.haywiregroup.com

2 PLAYERS • AGES 6+ • AVG. GAME: 15 MIN.

The masts creak and the sea birds squeal as the first blast echoes over the water. Avast ye, scallywags! Join Captains "Red Robert" Toescabs and Sydney "Saltybrine" DeSoto in this battle of bombastic buccaneers on the high seas. Will YOU be the victorious captain?

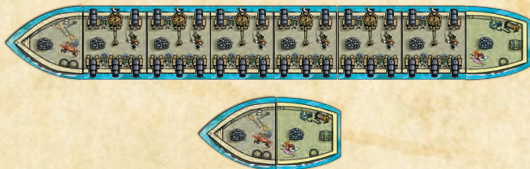
What's in the box?

12 square ship cards, 2 ship bow cards, 2 ship stern cards, 10 cannonballs



Winning the game

The first player to successfully reduce their opponent's pirate ship down to the size of a rowboat is the winner of the game.



Each player starts with

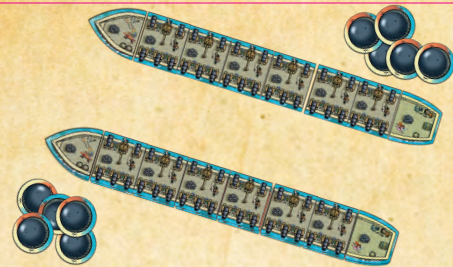
1. One ship bow card.
2. One ship stern card.
3. One captain ship card.
4. One treasure chest ship card.
5. Four generic ship cards.
6. Five cannonball cards.



Setting up the game

Important Note: This is a dexterity game. You will be tossing cannonball cards at your opponent's ship. The difficulty of this game is increased with the distance of the ships. Place them within two feet of each other for easy play. Place them as far as 5 feet from each other for expert play.

1. Each player builds a full pirate ship. The cards are all placed with the damaged (red) side down. Secretly place the location of the captain and treasure chest cards anywhere you would like in the ship.
2. Both players starts with 5 cannonball cards each (you will only be using one or two cannonballs on a turn, but we have provided extra cards so players don't have to do a clean-up at the end of every round).



This image above shows two undamaged pirate ships side by side. The captain and treasure chest are hidden somewhere in each ship. The players have chosen to place the ships very close to each other because it is their first game.

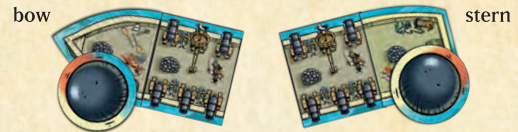
Playing the game

The youngest player goes first. Play alternates back and forth between players.

1. Select a cannonball card and toss it (like a small Frisbee®) at your opponent's ship.

MISS

- If you miss their ship, your turn is over.
- If you are overlapping the bow or the stern of the ship and nothing else, your turn is over (the bow and stern pieces are simply bookends for the ship and do not count as part of the game play).



In both of these examples, the cannonball is only overlapping the bow and stern of the ship. These are considered a miss and your turn is over.

HIT

If your cannonball is overlapping any piece of your opponent's hull, it is considered a Hit. Read below:

- Each square hull piece has two hit points (meaning they must be hit twice before being removed from the game). There is an undamaged side and a damaged (red) side to each hull piece.
- If a cannonball hits two undamaged hull pieces, flip them BOTH over to the damaged (red) side.



EXAMPLE 1

In EXAMPLE 1 above, two of the undamaged hull pieces are hit and the player must flip them over to the damaged (red) side.

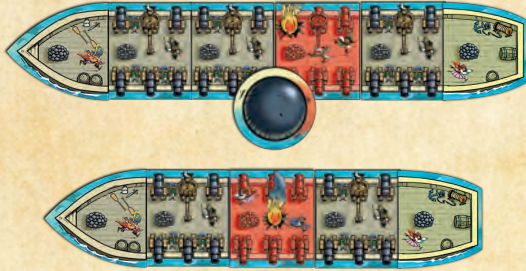
- If a cannonball hits a damaged (red) hull piece, remove it from the game and make the ship smaller in size.



EXAMPLE 2

In EXAMPLE 2 above, a damaged (red) hull piece is hit and the piece is removed from the game. The player then pushes the ship together to make it smaller.

• If a cannonball hits two hull pieces, one damaged (red) and one undamaged, remove the damaged piece and flip undamaged piece to the damaged side.



EXAMPLE 3

In EXAMPLE 3 above, a damaged (red) piece and an undamaged piece are hit. Remove the damaged piece. The undamaged piece is flipped to damaged (red).

The Captains



If your opponent flips over and reveals the hull piece with their captain on it, you may immediately take another shot.

This only happens once when the captain is revealed. If you land a cannonball on a piece that already has the captain face up, simply remove it from the game.

The treasure chest

If your opponent flips over and reveals the hull piece with their treasure chest on it, you may immediately repair a damaged piece of your own ship. Take one of your damaged (red) pieces and flip it back over to the undamaged side. This only happens once when the treasure chest is revealed. If you land a cannonball on a piece that already has the treasure chest face up, simply remove it from the game.



Winning the game

Once all the ship hull pieces are removed from the game, and your opponent's left with just a tiny rowboat, YOU WIN!



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