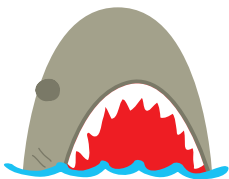


Other Stuff...

SHARK ATTACK!

The Shark Attack! side of the game board follows the same rules as Classic Word Pirates except you cannot create words or bridges over the shark spaces. Instead, you must go around the sharks on the way to the Treasure!



The first player to reach a Treasure wins the game!
Or, play until a player reaches two or more Treasures!

COLOR-YOUR-OWN GAME BOARDS

Use the included Color-Your-Own Game Boards to color and create your own Word Pirates! game boards.

Need more game boards? Go to...
www.haywiregroup.com/wordpirates
to download and print more Color-Your-Own game boards!

Let's get social! Follow us and be the first to know about new titles, exclusive opportunities for FREE games, and other cool stuff!



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Kids

AGE
6+

30

2-4
PLAYERS

How to play...

DICECAPADES! WORD PIRATES!

What's in the box?

10 Letter Dice, Jumbo Die, Double-Sided Game Board, Dry Erase Marker, Cleaning Cloth, 4 Pirate Pawns and Character Stands, 10 Bridge Pieces, 10 Wall Pieces, and 2 Color-Your-Own Game Boards

Object of the game

Be the first Pirate to reach the Treasure by creating a path of words and bridges. Block your opponents from the Treasure by building impassable walls!

Setting up the game

- 1 Place the game board in the center of the playing area. If this is your first time playing, place the Word Pirates Classic side of the game board face-up (the side with one single treasure in the center of the game board. Or, see Shark Attack rules on back).
- 2 Each player selects a pirate pawn and places it in a character stand.
- 3 Each player chooses a corner "start" space and places their pirate pawn on it.
- 4 Place the 10 letter dice, dry erase marker, cleaning cloth, 10 bridge pieces, 10 wall pieces, and the Jumbo Die next to the game board.



Game Play Overview

- ★ Players will create paths to the Treasure starting from their “start” space. On their turn, and depending on what they roll, players will spell words, build bridges, or build walls to block their opponents’ way to the Treasure.
- ★ Players will advance their Pirates to the Treasure as they create their paths made of words and bridges. The Pirates can only walk on written words or bridges on their way to the Treasure. They cannot walk in the shark-infested water or travel on the impassable walls.
- ★ **IMPORTANT:** The “Word Pirates” logo is considered the bottom of the game board. Please note its orientation; all words must be spelled from left to right or vertically from top to bottom. No reverse spelling (i.e., right to left or bottom to top) is allowed.
- ★ Players will begin from their “start” space. On their FIRST turn creating a path, a player’s word or bridge must begin ON “their start” space.
- ★ After a player’s first turn, words must be created off existing words or bridge pieces on THEIR path.
- ★ When spelling words, all letters that touch must form a word.
- ★ A Pirate may walk along any part of his path and may spell a word off any letter along his path.
- ★ If two Pirates’ paths connect, those Pirates may walk onto each other’s paths and may spell words off each other’s paths.
- ★ When a player rolls ‘Build,’ that player picks one of the bridge pieces available and places it along his path.
- ★ When a player rolls ‘Block,’ that player picks one of the wall pieces available and places it along one of his opponent’s path.
NOTE: You may not completely block somebody so they are unable to spell a word on their turn.



What to do on your turn

When starting the game the YOUNGEST player goes first.

- 1 At the beginning of each turn, a player rolls the Jumbo Die once and follows the instructions on the die (see below).
- 2 After performing the instruction on the die (spell, build, or block) your turn is over and it is now the next player’s turn (going clockwise).



Winning the Game

- ★ The first player to advance to the Treasure Chest is the winner!
- ★ In order to win, the player must land on one of the four squares **INSIDE** the red box.

Optional: after the winner is declared, the other players can keep playing to determine who can finish in 2nd, 3rd, or 4th place.

The Jumbo Die



If you roll a “Roll 8 And Spell”, “Roll 9 And Spell”, or “Roll 10 And Spell” then **RANDOMLY** take that many letter dice, roll them, and spell a word using only the letters rolled (each rolled letter can only be used once). Write this word on the game board with the Dry Erase Marker and move your Pirate to the end of your word path and closer to the Treasure! The word you spell must be touching part of your already existing path (words or bridges) or be on your “Start” space.



If you roll a “Build” then take ONE “Bridge” piece and connect it to your path. Your Pirate can now travel on this bridge piece towards the Treasure. You also can start a new word from this bridge piece on your following turns.



If you roll a “Block” then take ONE “Wall” piece and use it to block your opponents path. This piece must be touching a piece of your opponents path. Once placed, your opponent can not pass through the wall and must navigate around the wall towards the Treasure.