



## **RULES OF ENGAGEMENT**

2 to 6 players\*, Ages 8 to Adult

(\*Different modes of play restrict the amount of players)

## **GAME PIECES**

45 Total Pawns (1 black, 20 red, 1 orange, 1 yellow, 1 green, 20 blue, 1 purple)

3 Dice (x1 black D12 and x2 D6 = '1 Red, 1 White')

13 Plastic Golden Doubloons

## **CARDS**

152 Total Cards/6 Total Decks (35 Merchant Run, 36 Pillage And Plunder, 36 Man O' War, 17 Find The Freebooter, 13 Davy Jones' Booty, 15 Scavenger),

1 Hurricane Template

## **OBJECT OF THE GAME**

Here Thar Be Pirates™ is an adventure board game packed with six different modes of play, each with their own rules, cards, gameplay, and ways to win. (See each mode below for the different descriptions.)

## **GETTING STARTED**

- Decide the mode of play in which you will be playing. (See **MODES OF PLAY** for details.)
- Pull the correct set of rules for the chosen mode of play.
- Collect the appropriate deck of cards, pawns and dice for the chosen mode of play.

## **MODES OF PLAY**

**MERCHANT RUN:** \*2-6 players\* You are a merchant making your rounds from town to town, picking up shipments and making deliveries. Avoid Hurricanes and Pirates at all costs!

**PILLAGE AND PLUNDER:** \*2-6 players\* You are a pirate, raiding and pillaging towns, looking to profit yourself with a large amount of treasure or some specific piece of treasure. Avoid Hurricanes and the military vessel at all cost, for you will engage in battle!

**FIND THE FREEBOOTER:** \*2-6 players\* You are a member of the naval military, looking for the most ruthless pirate in the sea, who has hidden himself in one of the local ports. It's a search and capture assignment!

**DAVY JONES' BOOTY:** \*2-6 players\* Search the sunken ship graveyards and recover all the lost treasure of Davy Jones!

**SCAVENGER:** \*3 players only\* One player is a merchant ship, one player is a pirate ship, and one player is the naval military ship; each ship with their own personal agenda. Who will rid the cards from their hands first?

MAN-O-WAR: \*2 players only\* It is all-out war between the naval military and the entire pirate fleet. All twenty pirate ships and the twenty best ships in the naval military will use the sea as a battlefield. Who will remain afloat until the bitter end?

#### **DEDICATION**

Here Thar Be Pirates™ is dedicated to Tim Kilgore and Melissa Brown.

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Concept by Saphyre Brown  
Game, configured designs, cards, and rules created by Jason D. Brown



## **RULES OF ENGAGEMENT**

2 to 6 players, Ages 8 to Adult

### **GAME PIECES**

7 Pawns (1 black, 1 red, 1 orange, 1 yellow, 1 green, 1 blue, 1 purple,)  
3 Dice (x1 black D12 and x2 D6 = '1 Red, 1 White')  
13 Plastic Golden Doubloons

### **CARDS**

35 Cards: Merchant Run Deck (Orange)  
1 Hurricane Template

### **OBJECT OF THE GAME**

You are a merchant making their rounds from town to town, picking up shipments and making deliveries. Avoid hurricanes and pirates at all costs!

### **GETTING STARTED**

- Everyone choose a colored pawn. (No one can choose the black pawn.)
- Shuffle the deck well.
- Place the Merchant Run deck where everyone can reach, face down.
- Pile the plastic Golden Doubloons off to the side.

### **GAMEPLAY**

- Everyone place their game pawn on any port town of their choice. Put the black peg on the Skull & Bones square marked "1".
- The youngest player will pull a single card off the deck, then the player to the left of the youngest player, and everyone else in a clockwise motion.
- Follow the directions on the card and keep the card face down until shipment has been made. If your destination is the town you are beginning on, you must leave town and return.
- Be aware of hurricanes; they may temporarily block your route.
- The youngest player will play first by rolling the white D6 and the black D12 together. Only the youngest player will roll the black D12. The white D6 will move the player's vessel pawn while the black D12 will move the black pirate ship pawn.
- *IMPORTANT:* The black pirate ship pawn will always move first.
- The youngest player will move the black pirate ship pawn to the Skull & Bones space that matches the number on the black D12. Then, he/she will move their pawn the amount of spaces as indicated on the white D6 in the direction of the town you need to reach.
- After the black pirate ship pawn has moved and the youngest player has moved, it is everyone else's turn to roll the white D6 and move, beginning with the next player to the left of the youngest player.
- Every time a player successfully delivers their cargo to the town indicated on their card, turn the shipment card over face up in front of you, place a Golden doubloon on it, and then pull another card. Keeping the delivered cards face up shows your current 'score' to other players.

## **MOVEMENT**

Roll the white D6 and move the appropriate spaces. No diagonal movement. All landmass is off limits. Skull & Bones spaces are usable, but use with caution. Entering a town with spaces remaining is okay.

## **HURRICANES**

- If a player pulls a card that indicates a hurricane, then no one may take that water pathway until the storm has moved (by someone else playing another hurricane card later on.)
- Place the hurricane template in the middle of the lettering of the water path on the board.
- Any pawns in the way of the hurricane as it is being placed will be pushed to the outer edge of the storm; you must find another way to your designated town.
- That player who obtains hurricane card must draw another card from the Merchant Run deck to collect a shipment after announcing the storm position.
- The pirate ship is the only ship that is unaffected by hurricanes.
- If a storm completely blocks your destination, you have the option to move to any other port town, discard your current shipment to the bottom of the deck, and collect a new shipment card.

## **PIRATES**

Contact with the pirate ship will result in an instant loss of shipment. If you come into contact with the pirate ship, either on the Skull & Bones space the black pawn is occupying or any one of the 8 spaces surrounding it, put your current Merchant Run card at the bottom of the deck and sail to any town to pick up a new card. You have to roll and move; it is not an instantaneous trip.

Be advised, there is one card in the Merchant Deck that can cause a player's ship to combat pirates. If a player gets their ship sunk, they must begin all over again in a new town and their face up cards are void!

## **HOW TO WIN**

Be the first player to make three complete shipments is declared the winner. (Having three cards face up in front of you with a Golden Doubloon on top of each card).



## RULES OF ENGAGEMENT

2 to 6 players, Ages 8 to Adult

## GAME PIECES

7 Pawns (1 black, 1 red, 1 orange, 1 yellow, 1 green, 1 blue, 1 purple,)  
 3 Dice (x1 black D12 and x2 D6 = '1 Red, 1 White')  
 13 Plastic Golden Doubloons

## CARDS

36 Cards: Pillage And Plunder Deck (Black)  
 1 Hurricane Template

## OBJECT OF THE GAME

You are a pirate, raiding and pillaging towns, looking to profit yourself with a large amount of treasure or some specific piece of treasure. Avoid Hurricanes and the military at all cost, for you will engage in battle!

## GETTING STARTED

- Everyone choose a colored pawn. (No one can choose the black pawn.)
- Shuffle the deck well.
- Place the Pillage And Plunder deck where everyone can reach, face down.
- Pile the plastic Golden Doubloons off to the side.

## GAMEPLAY

- Everyone will place their game pawn on any Skull & Bones space of their choice. Put the black pawn on the Skull & Bones square marked "1".
- The youngest player will play first by rolling the white D6 and the black D12 together. Only the youngest player will roll the black D12. The white D6 will move the player's vessel pawns while the white D6 will move the black military vessel pawn.
- The youngest player will move the black military vessel pawn to the Skull & Bones space that matches the number on the black D12. Then, he/she will move their pawn the amount of spaces as indicated on the white D6 in the direction of the town you need to reach.
- **IMPORTANT:** The black military vessel pawn will always move first.
- After the black military vessel pawn has moved and the youngest player has moved, it is everyone else's turn to roll the white D6 and move, beginning with the next player to the left of the youngest player.
- As a player reaches any port town of their choice, pull a card from the Pillage And Plunder deck. Follow the directions on the card; some cards must be read aloud.
- A player can not leave town until they've obtained a stolen good or treasure\*. Pull and read one card at a time, per turn, until it is a stolen good or treasure card. (\*See **OTHER DANGERS**)
- Every time a player successfully delivers their cargo to the Cave Of Ja'cob, turn the stolen good card over face up in front of you and place a Golden Doubloon on top of it. Journey toward another port town and then pull another card. Keeping the delivered stolen good cards face up with a Golden Doubloon on top to show your current 'score' to other players.
- Be aware of hurricanes; they may temporarily block your route.

## **MOVEMENT**

Roll the white D6 and move the appropriate spaces. No diagonal movement. All landmass is off limits. Skull & Bones spaces are usable, but use with caution. Entering a town with spaces remaining is okay.

## **HURRICANES**

- If a player pulls a card that indicates a hurricane, then no one may take that water pathway until the storm has moved (by someone else playing another hurricane card later on.)
- Place the hurricane template in the middle of the lettering of the water path on the board.
- Any pawns in the way of the hurricane as it is being placed will be pushed to the outer edge of the storm; you must find another way to your designated town.
- That player who obtains a hurricane card must draw another card from the Pillage And Plunder deck to attempt to collect stolen goods after announcing the storm position.
- The military vessel is the only ship that is unaffected by hurricanes.
- If a hurricane completely blocks your destination, you must wait out the storm.

## **BATTLING THE MILITARY VESSEL**

Contact with the black military vessel pawn will result in battle. If you come into contact with the military vessel, either on the Skull & Bones space the black pawn is occupying or any one of the 8 spaces surrounding it, roll both the red and white D6 together.

- White higher than Red? Move your pawn away the number of spaces on the white die.
- Red higher than White? Your ship is sunk and current stolen goods are lost. Restart your game with your pawn on any Skull & Bones space you choose. You keep your stolen goods cards that you already delivered.
- Tie? Roll the black D12 and move the black military vessel pawn to the matching Skull & Bones space identical to the number on the die.

## **BATTLING OTHER PLAYERS FOR UNDELIVERED STOLEN GOODS**

If your pawn and another player's pawn are side by side on the board, a battle can optionally take place. Both players engaged in battle will each roll a D6. The player who has the higher number will steal the other player's current stolen goods card from them and will also move away the amount of spaces as indicated on the winning die. If a tie happens, both ships move away the amount of spaces rolled.

## **OTHER DANGERS**

- There are cards in the deck that may instantly cause a player to engage in battle with the black military vessel pawn.
- The port town villagers will occasionally fight back, preventing you from stealing goods and forcing you to flee the port town. Should this happen, simply roll the white D6 and move away to another port town.

## **SPECIAL STOLEN TREASURE CARDS**

Each player has one special stolen treasure card in the deck, 6 cards total, indicated by the color of their pawn at the bottom of the card. Deliver your matching card to the Cave Of Ja'cob singly, or use someone else's treasure as one of your 3 stolen good shipments.

## **HOW TO WIN**

There are two ways to win Here Thar Be Pirates: Pillage And Plunder:

1. Be the first player to make 3 complete shipments of stolen goods and/or treasures to the Cave Of Ja'cob. (Having three cards face up in front of you with a Golden Doubloon on each card).
2. Deliver your ship's special treasure to the Cave Of Ja'cob. (One card)



## **RULES OF ENGAGEMENT**

3 players only, Ages 8 to Adult

## **GAME PIECES**

7 Pawns (1 black, 1 red, 1 orange, 1 yellow, 1 green, 1 blue, 1 purple)

2 Dice (x2 D6 = '1 Red, 1 White')

13 Plastic Golden Doubloons

## **CARDS**

15 Cards: Scavenger Deck (Purple)

## **OBJECT OF THE GAME**

One player is a merchant ship, one player is a pirate ship, and one player is the naval military ship; each ship with their own personal agendas. Who will rid all the cards from their hand first?

## **GETTING STARTED**

- Everyone choose a colored pawn.
- Shuffle the deck well.
- Everyone will place their pawn on any blue ocean space of their choice.
- Deal out 5 cards to each player, one card at a time. Keep all five cards in your hand.
- Pile the plastic Golden Doubloons off to the side.

## **GAMEPLAY**

- The youngest player will play first by rolling the white D6. After the youngest player has moved, it is everyone else's turn to roll the white D6 and move, beginning with the next player to the left of the youngest player.
- Every time a player successfully completes an obstacle directed on a card, that player will place the completed card down on the table, face up, showing everyone their current 'score' to other players and place a Golden Doubloon on top of it.

## **MOVEMENT**

Roll the white D6 and move the appropriate spaces. No diagonal movement. All landmass is off limits. Skull & Bones spaces are usable. Entering a town with spaces remaining is okay.

## **BATTLING OTHER PLAYERS**

If your pawn and another player's pawn are side by side on the board, a battle will take place. Both players engaged in battle will each roll a D6. The player who has the higher number will win the battle. Read the card in play the differences in winning and losing. If a tie is rolled, both ships move away the amount of spaces rolled at the same time.

## **HOW TO WIN**

Be the first player to deplete all cards from their hand, each card with a Golden Doubloon on top.



## **RULES OF ENGAGEMENT**

2-6 players, Ages 8 to Adult

## **GAME PIECES**

7 Pawns (1 black, 1 red, 1 orange, 1 yellow, 1 green, 1 blue, 1 purple)  
2 Dice (x2 D6 = '1 Red, 1 White')

## **CARDS**

17 Cards: Find The Freebooter Deck (Green)

## **OBJECT OF THE GAME**

You are a member of the naval military, looking for the most ruthless pirate in the sea, who has hidden himself in one of the local ports. It's a search and capture assignment!

## **GETTING STARTED**

- Everyone choose a colored pawn.
- Everyone will place their pawn on any Skull & Bones space of their choice.
- Shuffle the deck well.
- Place the Find The Freebooter deck where everyone can reach, face down.

## **GAMEPLAY**

- The youngest player will play first by rolling the white D6. After the youngest player has moved, it is everyone else's turn to roll the white D6 and move, beginning with the next player to the left of the youngest player.
- When a player reaches any port town, draw a card from the deck. Follow the instructions on the card.
  - Didn't find the Freebooter? Keep the card as your travel to the next port town indicated on the card. Discard the card when you reach the port town and draw another card.
  - Found the Freebooter? (See **CATCHING THE FREEBOOTER** below.)

## **MOVEMENT**

Roll the white D6 and move the appropriate spaces. No diagonal movement. All landmass is off limits. Skull & Bones spaces are usable. Entering a town with spaces remaining is okay.

## **CATCHING THE FREEBOOTER**

Find the Freebooter is only half the assignment; capturing him is the other. When a player finds the Freebooter, he/she will roll both the red and the white D6.

- White D6 higher than Red D6? You captured the Freebooter.
- Tie roll or Red D6 higher than White D6? The Freebooter escapes custody. Place the Freebooter card back in the deck and reshuffle the deck with the discarded cards.

## **HOW TO WIN**

Be the first player to find and capture the Freebooter.



### **RULES OF ENGAGEMENT**

2-6 players, Ages 8 to Adult

### **GAME PIECES**

7 Pawns (1 black, 1 red, 1 orange, 1 yellow, 1 green, 1 blue, 1 purple)  
1 Die (White D6)

### **CARDS**

13 Cards: Davy Jones' Booty Deck (Blue)

### **OBJECT OF THE GAME**

Search the ship graveyards and recover all the lost stolen sunken treasure of Davy Jones!

### **GETTING STARTED**

- Everyone choose a colored pawn.
- Everyone will place their pawn on any port town space of their choice.
- Shuffle the deck well.
- Place the Davy Jones' Booty deck where everyone can reach, face down.

### **GAMEPLAY**

- The youngest player will play first by rolling the white D6. After the youngest player has moved, it is everyone else's turn to roll the white D6 and move, beginning with the next player to the left of the youngest player.
- When a player reaches any Skull & Bones space, draw a card from the deck. Follow the instructions on the card.
  - Didn't find Davy Jones' Booty? Keep the card as your travel to the next Skull & Bones space indicated on the card. Discard the card when you reach the Skull & Bones and draw another card.
  - Found Davy Jones' Booty? (See **HOW TO WIN** below.)

### **MOVEMENT**

Roll the white D6 and move the appropriate spaces. No diagonal movement. All landmass is off limits. Skull & Bones spaces are usable. Entering a town with spaces remaining is okay but landing on a Skull & Bones space but be accurate.

### **HOW TO WIN**

Be the first player to find Davy Jones' Booty to be declared the winner.



### **RULES OF ENGAGEMENT**

2 players only, Ages 8 to Adult

### **GAME PIECES**

40 Pawns (20 red, 20 blue)

2 Dice (x2 D6 = '1 Red, 1 White')

### **CARDS**

36 Cards: Man-O-War Deck (Red)

### **OBJECT OF THE GAME**

It is all-out war between the naval military and the entire pirate fleet. All twenty pirate ships and the twenty best ships in the naval military will use the sea as a battlefield. Who will remain afloat until the bitter end?

### **GETTING STARTED**

- One player will use all 20 blue pawns, the other will use all 20 red pawns.
- Shuffle the deck well.
- Place the Man-O-War deck where both players can reach, face down.

### **GAMEPLAY**

- The player who chose the blue pawns (naval military) will get to choose any one side of the board to occupy. The red pawns (pirate fleet) must occupy the exact opposite side of the board. Both players will place all their pawns strategically on the board.
- After all ship pawns are placed on the board, the pirate fleet player will draw the deck. Each card will tell how many spaces 1 pirate fleet pawn & 1 military naval pawn will move.
- Only 1 ship from each fleet will move per turn, as indicated on each card.
- When opposing pawns are side by side on the board, but not including diagonally, a battle will take place. (See **BATTLING** below)
- Continue playing, and reshuffling the deck as needed, until a fleet is completely eliminated.

### **MOVEMENT**

Movement is done by cards, 1 ship pawn from each fleet at a time per turn. No diagonal movement. All landmass is off limits. Skull & Bones spaces are usable. Towns are off limits.

### **BATTLING**

- A battle between ships will take place when two opposing ships are side by side. One player will roll the white D6 and the other player will roll the red D6. The player who rolls the higher number is the winner of that battle. Simply remove the losing ship off the board.
- In case a ship is stuck in between two opposing ships, continue the battle until the single ship is defeated or until the double ships are defeated before pulling the next card to move.

### **HOW TO WIN**

The first player to completely eliminate the opposing fleet will be declared the winner.