

Les Petits Pirates

In Les Petits Pirates players are pirates, trying to gather resources and gold while trying to prevent their opponents from doing the same. The game is played on a micro sized game board (3.5" x 5") and with a number of readily available components (dice, coins, and a first player marker). The game is for 2-3 players, but can support more players by combining more game boards or a solitaire game with special rules and map.

Features:

Les Petits Pirates will be an easy game to expand for more players or larger games. A single 3.5" x 5" game board can support 2-3 players with 3 ships each. Additional game boards can be added to easily expand the game for 4+ players or for games with more ships per player and special rules and map allow for solo play. More variety can be easily introduced by simply printing new maps in either postcard size or even larger maps that can be used alone or combined with other maps. The game can easily be re-themed for a variety of genres, like Vikings, Space, High Fantasy, etc. The game can easily be played with just the game board and typical household items, but the game lends itself to having a 'deluxe' edition that includes nicer components, player mats, screens, etc.

Components:

- Game Board – a map of island ports and ocean spaces
- Per Player:
 - Set of 3 coins of the same type (pennies, nickels, or dimes)
 - 4 D6 dice (recommended 3 12mm D6 of one color and 1 16mm Numerical D6 to track resources)
- First Player marker (a pawn, meeple, bottle cap, peanut, etc.)
- 30+ pennies – each represents 1 Gold.
- 10+ nickels – each represents 5 Gold.
- Dimes can be used to represent 10 Gold if needed.

Overview:

Each round is played in three phases, Action Selection, Action Assignment, and Resolution. Play goes until one player has collected and buried 20 Gold. Alternately, play until each player has been the starting player 5 times and the winner is the player that has buried the most gold.

Setup:

Randomly determine a starting player. That player gets the First Player marker that indicates turn order for that round.

Each player takes one of their coins (these represent the ships in their fleet) and places it at one of the Home Ports (marked with a ) on the game board. Each player also takes 1 D6 Action die and 4 Gold (pennies). The beginning of the game or when a player buys another ship are the only times two or more ships may occupy the same space.

Place the other 3 dice and 2 ship coins in the Reserve for now – they will be used for two additional ships that can be added to your fleet and for managing Resources.

Place the 30 pennies and 10 nickels in an easily accessible Bank. These will represent gold, so be sure to keep them separate from the player's ships if any are using pennies and nickels for their ships.

Layout:

This is a standard layout for 2 players. Each player should have their Reserves to the left. These will be dice and coins for any ships that are as yet unavailable. If the Resources in the player's Hold are 0 the Resource Die can also be stored here. Directly in front of the player will be the area used for his Hold. This is where Gold that has been acquired can be stored. If there are more than 0 Resources in the player's Hold the Resource Die will be here to indicate how many resources the player has in his Hold. To the right will be the player's Treasure, for all the Gold that the player has managed to bury. Between the two players will be the Game Board.

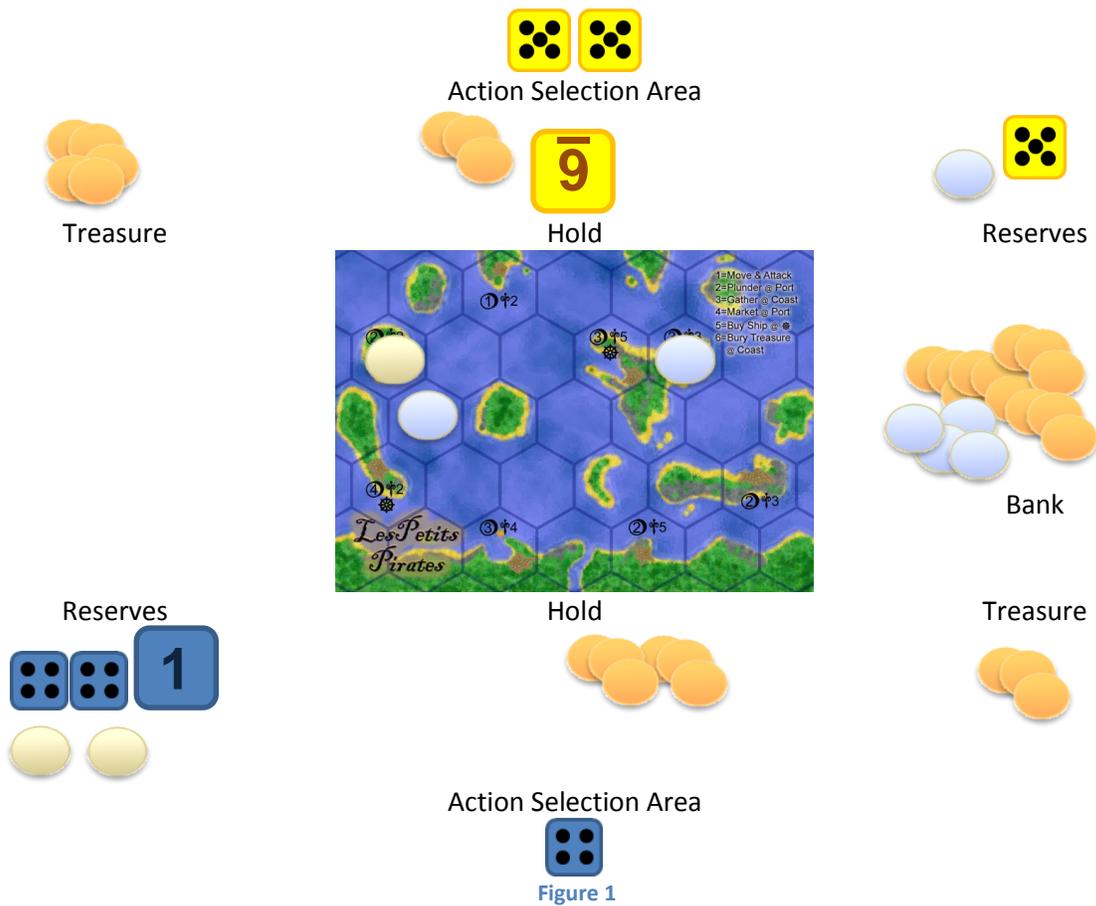


Figure 1

The Maps:

Les Petits Pirates can be played on a number of different maps, or with several maps combined. There are a number of different types of spaces on a map.

Note: When using multiple maps, any partial spaces on each map card that are significantly more than half complete count as individual spaces. Any partial spaces that are close to half complete or less are considered a single space. If there is any question players should come to a consensus before the game begins.

1. Open Ocean – Ships may move through and stop at these spaces. The only action available in the Open Ocean is to Attack.

2. Coast – Spaces that are partially land and sea but don't have a port are coastal areas. Players may Attack, Gather Resources, or Bury Treasure here.
3. Port – Ports are indicated by the Gold and Resources they provide (○ and ♣). Ships in port may Attack, Plunder, or Go To Market.
4. Shipyard – Some Ports have a Shipyard, as designated by the ⚙ symbol. In addition to the actions available at any other Port, ships may also Buy a Ship to add to their fleet here.
5. Land – Some spaces may be entirely landlocked. These spaces are inaccessible.
6. Impassable – Some waters are treacherous and impassable. These spaces are indicated with red borders. Impassable spaces cannot be moved onto or landed on and must be avoided. Coastlines with red borders cannot be landed on.
7. Rivers – Any map that has an entire side that contains land will have a river space in the middle. This provides access to an adjacent map if multiple maps are used.



Figure 2

Gameplay:

Phase 1 – Action Selection:

Each player secretly rolls their Action Dice (1 per ship currently in play). They can do this behind their hands so other players don't see the actions they roll (this becomes more important after players have more than one ship in play). At this point the actions are not assigned to any specific ships yet. At the beginning of the game players will have only one die for their one ship, but as the game progresses they can have more ships in their fleet.

Actions:

1. **Attack** – The ship may spend resources to move up to two spaces and then choose one ship that is in an adjacent space to attack. The ship that is attacked defends instead of completing its action.
2. **Plunder** – If your ship is at a port you may collect the Resources and Gold listed there. Resources are tracked with each player's 4th D6 die and may not exceed 6 in a player's Hold. Gold is tracked with the extra pennies and nickels and may not exceed 10 in a player's Hold.
3. **Gather Resources** – If you are at an island without a port you may collect 3 Resources or 1 Gold.
4. **Go to Market** – You may trade Gold for Resources or Resources for Gold if you are at a space with a port. 1 Gold = 2 Resources.
5. **Buy a Ship** – If the port you are at has a shipyard () you may purchase an additional ship for 5 Gold or 4 Gold and 3 Resources. Return the Gold and Resources to the Bank (for Resources turn down your Resource Die to the new value, or remove the die from your Hold if exhausting all your Resources).
6. **Bury Treasure** – If you are at an island without a port you may bury any Gold you have available. Any amount of Gold can be buried, but a single player cannot have more than 10 Gold in their Hold at any time.

For each value players will be able to use that action if the space they are on allows it, or move a ship that many spaces.

Phase 2 – Action Assignment

Beginning with the Starting Player and continuing to the left each player chooses 1 Action Die and places it on one of their ships. When the last player has assigned an action to a ship then, starting with the last player and continuing in reverse order, each player with a second ship can assign one of their action dice to a second ship. If any players have a third ship in play that may be placed after the second ship, beginning with the Starting Player.

Phase 3 – Resolution

Now all ships and actions are resolved. Starting with any ships with Action 1, resolve that action. The player may either move their ship as many spaces as that Action's number or take that Action. If there are multiple ships with the same Action resolve them in turn order, beginning with the Starting Player and proceeding clockwise. As Actions are resolved remove the dice from the ships.

Once Action 1 has been resolved, continue with the same process for Action 2. Then Action 3, 4, 5, and 6.

Once all Actions have been resolved pass the Starting Player token counter-clockwise to the player on the right and return to Phase 1 – Action Selection.

End Game:

There are two possible methods of ending the game:

1. **Bury Enough Gold**

The first player to bury the target amount of Gold is the winner. The game ends immediately when the target amount is buried, even if there are unresolved Action Dice. The target amount of Gold for a standard game is 20 Gold. You can play for more or less gold to adjust the length of the game.

2. Set Cycles

Play for a pre-determined number of cycles. One cycle is when each player has been the Starting Player once. Recommended is playing for 5 cycles, but you can play more or fewer cycles to adjust the length of the game. The winner is the player who has buried the most Gold by the end of the game.

Tie Breakers – If there is a tie the winner is the player with the most unburied Gold in their Hold. If there is still a tie then the player with the most Resources in their Hold is the winner. If there is still a tie then there should be a sword fight on the deck of a pirate galleon to determine the winner.

Action Details:

Before completing any action a player has the following choices:

1. Move the ship the number of spaces indicated on the Action Die, optionally Luring an opponent away from the location they occupy.
2. Take the Action indicated on the Action Die.
3. Pay 1 Resource to re-roll the Action Die. The player may pay as many Resources as they desire on re-rolls. 1 Resource = 1 Re-roll. Gold may not be used for re-rolls. Re-rolling a die does not change the original sequence that Actions are resolved.
4. Pay 1 Gold to change the Action by 1 level. The player may pay as much Gold as they desire to change the Action to whatever they desire, 1 Gold for 1 Level. Resources may not be used to change an Action Level. Changing an Action Level does not change the original sequence that Actions are resolved.

Note: On any turn where two ships occupy the same space (e.g. at the beginning of the game or on the turn after buying a ship), one of those ships must move. If the ship that resolves its Action first does not move then the second ship must move for its Action. A round may not end with two ships on the same space unless one of those ships was built that turn.

Moving & Luring Opponent Ships

If a player chooses to move, or if a ship cannot take the Action indicated on its die the player must move the ship. The player may opt to Lure an opponent ship within their movement range away from its space.

- Lure – Before moving a player can choose to Lure another player's ship away from a space it is in by setting up a decoy. To do this the player must pay 1 Gold to the Bank and then give the opponent 1 Gold. The active player chooses any space adjacent to the opponent's ship to send the target ship. The opponent does not lose any Action die on his ship. An opponent can only be Lured away with Gold unless the opponent agrees to take 2 Resources instead, in which case the opponent decides where to move his ship. The Bank always demands Gold when Luring.

A player cannot elect to not move. When moving, ships cannot occupy the same space, so if a ship is already present in a space other ships must move around it. Ships must move between water spaces and cannot cross land. Ships may not backtrack to any space they have already occupied this turn, this includes returning to their starting space. In the event that a ship cannot complete its full movement the ship must move as far as possible.

Action 1 – Attack

When a ship has been assigned the Attack action the player may move before Attacking by expending resources. The ship may remain where it is without expending any Resources, move 1 space for 1 Resource, or 2 spaces for 3 Resources. The player may then choose any ship in an adjacent space to Attack. Note: The adjacent ship must be accessible by water. A ship that is separated by land cannot be attacked, even if its space is adjacent, e.g. in Figure 2, a ship in Space 4 may not attack a ship in Space 7.

The defending player must remove his die from the attacked ship. He will be unable to complete any Actions for that ship this round since he is defending instead. The attacking and defending players now roll the dice they removed from their ship.

If the Attacker's die is higher than the defenders' the defenders must give the difference in Gold or Resources to the Attacker (Attacker's choice). E.g. the Attacker rolls a 5 and the Defender rolls a 2 the Defender must give the Attacker 3 Gold. If the Defender doesn't have enough Gold then he must give the remaining amount in Resources. E.g. the Defender only had 2 Gold then he gives the Attacker 2 Gold and 1 Resource.

If a Defender's die is higher than the Attacker's die then the Attacker must give the Defender's choice of 1 Gold or 1 Resource.

In the event of a tie no Gold is exchanged.

If the Attacker wins the battle by 2 or more he may sacrifice two Gold or Resources (from those earned in battle) to make the Defender retreat to an adjacent space. The Attacker may then occupy the Defender's space. The Attacker chooses where the Defender retreats to. This sacrificed Gold or Resources remains with the Defender. If the Defender does not have the Gold or Resources needed the Attacker may still make the Defender retreat if the victory was by 2 or more.

A player cannot give or owe more Gold or Resources than he has available at the time of Attack. The victor does not get Gold from the Bank instead. If the victor of the battle already has a full hold the loser must return his choice of Gold or Resources to the Bank instead of to the victor.

Action 2 – Plunder

If a player's ship is at a port he may Plunder at the port. The map will show two icons. The player may plunder the amount of Gold indicated by the  icon and Resources indicated by the  icon.

A player can collect Gold by taking the appropriate amount of Gold from the Bank and placing it in his Hold. A player can collect Resources by incrementing his Resource Die by 1 for each Resource collected.

Remember, there is a limit to 6 Resources and 10 Gold in any one player's Hold. If a player reaches that limit and is unable to plunder any more items then the remaining Gold or Resources is not collected by anyone.

The player should also remove the Action die from the ship that was in the port.

Action 3 – Gather Resources

Gathering Resources works exactly the same way as Plunder, except only on coastal spaces without a port. All coastal spaces without a port produce 3 Resources (3) or 1 Gold (). The player may choose which to

Gather, but may not Gather both Gold and Resources. The player should also remove the Action die from the ship that was at the coast.

Action 4 – Go To Market

If a ship is at a port it may go to the market there to trade. Resources and Gold can be traded at an exchange rate of 1 Gold = 2 Resources. Remember, there is a limit to 6 Resources and 10 Gold in any one player's Hold. The player should also remove the Action die from the ship that was in the port.

Action 5 – Buy a Ship

If a ship is at a port with a shipyard, indicated by a  icon, they may buy a ship. A ship can be purchased for 5 Gold or 4 Gold and 3 Resources. When a ship is purchased a new Ship token (coin) should be placed on that space and another Action die taken from the reserves. The player should also remove the Action die from the ship that was in the shipyard. Note that on the next turn at least one of the two ships in the shipyard must move as its Action.

Action 6 – Bury Treasure

If a ship is at any coastal space that does not contain a port the player may bury some or all of the Gold they have in their hold. To Bury Treasure a player can move whatever Gold to be buried out of the player's Hold and to his Treasure pile. Only Gold can be buried and once Gold is buried it cannot be stolen during an Attack, nor used to adjust Action Levels or traded for Resources. The player should also remove the Action die from the ship that was at the coast.

Map Descriptions:

Basic Map – Figure 3 – This is a basic map with a wide selection of ports and islands. Gold and Resources are easy to come by and movement is very open. This is a good board to play your first game on.

Viking Map – Figure 4 – This Nordic map has deep fjords and provides much more challenging navigation with several choke points. Gold and Resources are readily available though, and there are three Home Ports with Shipyards to choose from.

Ocean Voyage Map – Figure 5 – The only vacant islands to bury treasure on are pretty far from the main ports. Combined with a treacherous whirlpool that must be avoided, safe travel and wise management of Gold and Resources are key in this map.

Treacherous Waters – Figure 6 – This map has a number of treacherous areas that may not be occupied as well as a number of choke points. Gold and Resources are readily available, but a bit less plentiful than in some other maps. There are two Home Ports with Shipyards at opposite ends of the map.

Space Map – Figure 7 – While the map looks significantly different the gameplay is the same. Colonies can be found on orbiting space stations and on the surface of several planets. Treasure can be stashed on uninhabited moons and areas of planets without colonies, including the rings of the gas giant. But beware the treacherous asteroid field that is un-navigable. Gold and Resources will be difficult to come by in Space.

4+ Player Map – Figure 8 – A larger map is available for games of 4-6 players. This map can be combined with other maps for even larger games. The 4+ player map has some impassable areas, including rocky coasts, a

whirlpool, sea serpent, and cannibal villages. There are several choke points, but also plenty of opportunity to sail, plunder, and bury treasure.



Figure 3



Figure 4



Figure 5



Figure 6

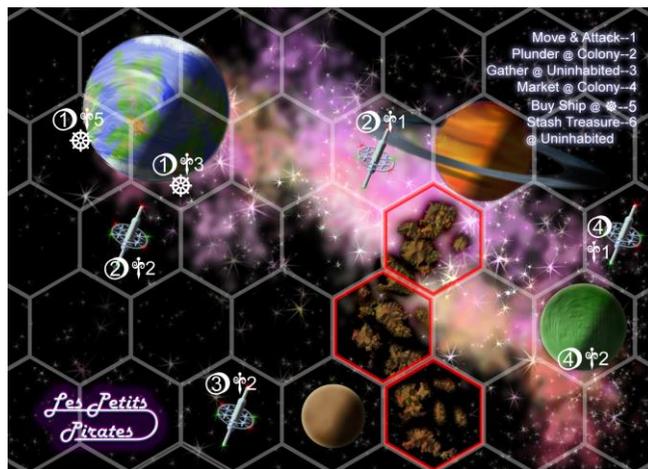


Figure 7



Figure 8

Les Grands Pirates Variants:

Les Petits Pirates can also be adapted to play easily with more than 3 players or larger games with more ships. Simply add additional game boards to create a larger map to explore, pillage, and plunder.

With a single game board the game will accommodate up to 3 players with 3 ships each. Each additional board can accommodate an additional 3 players with 3 ships each.

If you want to play with more game boards but still have fewer players you can increase the number of ships that each player has available. It is recommended to add 2-3 ships for each player per game board added, but no more than 8 ships each. With more ships you may also want to play to a higher amount of buried gold.

Les Petits Pirates Solitaire:

In Les Petits Pirates Solitaire the player is trying to bury his treasure before the Governor's patience in accepting bribes runs out and he decides to imprison the player.

Play is essentially the same for the player, however the Governor gets to move his patrol ships to prevent the player from taking actions. One Governor ship will move from island to island and the other will move along the mainland coast.

Setup:

Les Petits Pirates Solitaire must be played on the Solo map (Figure 8, with the red numbered islands). The Governor will start the game with two ships, one that patrols the islands and one that patrols the mainland. Each Governor ship starts on one of the yellow spaces. The player starts with 4 Gold and one ship at any Home Port (⚓). The player ships and Governor ships may occupy the same spaces, but there can be only 1 player ship on a space (except after building a new ship).



Figure 9

Action Selection & Assignment:

To begin each round roll one die at a time for each Governor ship. Start with the island ship and roll, then roll for the mainland ship. The player then rolls for actions and assigns the actions to his ships in a normal fashion.

Resolution:

The Resolution phase is a bit different. The Governor ships never take the actions that pirates take. Instead, the Governor's ships will be resolved after the player resolves any Attacks and before the player resolves the rest of his dice. Attacks have slightly modified rules, other player Actions are resolved as usual. The player may not Lure a Governor ship, however he can stage a diversion.

1. **Player Attack** – Attacking player ships (Action 1) always resolve first. The player may attack with these ships or move. If Attacking, battles are resolved normally (including removing the Governor's die), except for what the victor receives.
 - If the player is victorious:
 - He may collect 1 Gold from the Governor or 2 Gold from the Bank (if the player's hold is full return 1 Gold from the Governor to the Bank).
 - Remove the Governor's ship from the board. On the next turn the Governor does not roll for the removed ship, but it returns to the board in the yellow marked space in its area (islands or mainland). On the following turn (two after the successful Attack) the die is rolled for the Governor ship and movement resumes as usual.
 - If the Governor is victorious:
 - The Governor collects a bribe of 2 Gold from the player. If the player does not have 2 Gold the Governor takes a bribe of 4 Resources and converts those into 2 Gold. A player must pay as much as he has and the Governor will take any remaining amount from the Bank.
 - In the event of a tie the player loses 1 Gold or 2 Resources (his choice) to the Bank.
2. **Player Diversion** – The player may spend 2 Resources or 1 Gold to stage a diversion for the Governor's ships. For each 2 Resources or 1 Gold that the player spends (back to the Bank) the player may re-roll one Governor Ship die one time. The player may re-roll as many times as he has Resources and Gold to do so.
3. **Governor Moves** – When the Governor ship moves it may occupy the same space as the player's ship.

- Island Governor Ship – The Governor’s ship that is patrolling the islands will move directly to the red numbered space indicated by the die for that ship (assuming its die was not removed to defend an attack).
 - Mainland Governor Ship – The Governor’s ship that is patrolling the islands will move (if it wasn’t attacked) from left to right along the coast the number of spaces indicated on its die. When it gets to the rightmost space on the mainland it will wrap back around to the left side and continue moving.
4. **Governor Actions** – After the Governor’s ships move the Governor may collect bribes:
- Island ship: Any player ship at the same island as the Governor (even if it’s a different space on the same island) must pay the Governor 1 Gold or if he has no Gold, then 2 Resources, which the Governor converts to 1 Gold.
 - Mainland ship: Any player ship adjacent to or in the same space as the Governor ship must pay the Governor 1 Gold, or if he has no Gold, then 2 Resources, which the Governor converts to 1 Gold.
 - Any player ship on the same or an adjacent space may only Move or Attack when taking its Action. A Governor’s ship that was attacked is not included in the Governor Action phase and does not prevent other adjacent ships from taking their Actions.
5. **Player Actions** – A ship that bribed the Governor or is in an adjacent space to a non-attacked Governor ship may only Move. Any other ship may resolve its Actions as usual, following the above guidelines for Attacks if the player decides to attack the Governor again.

Game End:

Any time the Governor collects a bribe from the player it goes into a Bribe pile for the Governor. The game ends in one of two ways, depending on your play preference:

- When the player either buries 20 Gold or the Governor collects 10 Gold in bribes. The Governor wins if he collects 10 Gold. The player wins if he can bury 20 Gold before the Governor collects 10 Gold in bribes.
- OR
- When the player buries 20 Gold. Your score is how much Gold the Governor has earned from bribes. The lower your score the better you did. See if you can beat your best score!

Increasing Difficulty:

To increase the difficulty, use one or more of these options:

- Any ship that bribed the Governor may not take any Action, including Move.
- Play until the Governor has earned 8 Gold.
- The Governor ship is not removed from the board after being successfully Attacked.

To make the game easier play with one or more of these options:

- Any ship that bribed the Governor may Move, Gather Resources, or Go to Market.
- Play until the Governor has earned 12, 15, or 20 Gold.
- If the Governor wins in battle he gains 1 Gold (or 2 Resources converted to 1 Gold) instead of 2 Gold.

Credits:

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George J Jaros Games

Les Petits Pirates – Quick Reference:

Setup:

- Choose 1 map. Place map and Bank coins in middle of table. Random player gets Starting Player token.
- Each player: Gets 3 ships, 3 Action Dice, 1 Resource Die, and 4 Gold. Place 2 ships, 2 Action Dice, 1 Resource Die in reserve. Beginning with Starting Player, place 1 ship each on any Home Port (⚓).

Action Selection Phase:

All players roll Action Dice for their active ships.

Action Assignment Phase:

Starting in turn order players assign 1 Action Die to 1 Ship. Last player then places 2nd Action Die and continue in reverse turn order. Starting player places 3rd Action Die and continue in turn order.

Resolution Phase:

Starting with Action 1, resolve each ship in die value order. Ties are resolved in turn order.

Optionally:

- Pay 1 Gold to change a die 1 level up or down, up to as many levels as a player can afford.
- Pay 1 Resource to re-roll a die, up to as many times as a player can afford.

Then one of:

- **Move**
 - Lure – Optionally pay 1 Gold to Bank and 1 Gold to opponent within movement range to move opponent ship to an adjacent space.
 - Move – The number of spaces indicated on the Action Die.
- **Action 1 – Attack**
 - Move – Optionally pay 1 Resource to move 1 space or 3 Resources to move 2 spaces.
 - Attack – Adjacent ship and attacking ship remove their Action Dice. Roll for outcome.
 - Attacker wins – Attacker gets difference in Gold or Resources from Defender. Optionally forgo 2 spoils to make Defender retreat to adjacent space and occupy Defender's space.
 - Defender wins – Defender gets 1 Gold or Resource from Attacker.
 - Tie – No victor.
- **Action 2 – Plunder Port** – Take Gold (○) and Resources (⚓) indicated on port space.
- **Action 3 – Gather Resources at Coast** – Take 3 Resources or 1 Gold at non-port coastal space.
- **Action 4 – Go To Market at Port** – Exchange Gold and Resources, 1 Gold = 2 Resources.
- **Action 5 – Buy Ship at any Home Port (⚓)** – Buy ship for 5 Gold or 4 Gold and 3 Resources.
- **Action 6 – Bury Gold at Coast** – Bury any or all Gold from Hold – move buried Gold to a score pile.

After all Actions have been resolved, pass the Starting Player token.

Note: Players' holds are limited to 6 Resources and 10 Gold. Any excess spoils from war are not collected.

Winning

The 1st to bury 20 Gold wins. Or after each player has been Starting Player 4 times, the player with the most buried Gold wins.