

JOLLY ROGER

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THE MERCILESS HUNT FOR THE PIRATE'S TREASURE

for 3-5 pirates aged 8 and upwards

Our pirates have already discovered where the fabulous treasure of Capt'n Flint has been hidden. On the way to the treasure, there are constant quarrels about who will be the first to delve into the treasure chest. As each of our pirates wishes to be the leader of the small band, the order changes every minute. The courage to take risks and to wait for the right moment are significant for victory in this thrilling and entertaining card game.

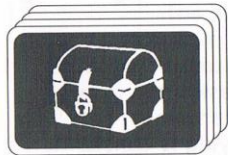
Contents:

- 5 pirate cards
- 32 playing cards
- 10 treasure cards
- 16 small gold cards (a)
- 4 small worthless plunder cards (b)
- 1 set of rules.



Preparation for play:

Each player chooses a pirate card. When there are four players, the card with the x-symbol (c) is removed from the game. If there are only three players, the card with the rum barrel symbol (d) is also removed.



The pirate cards are then shuffled and laid face up in the middle of the table. The ten treasure cards are also shuffled and laid face down on the table. (see picture)

The 16 gold and 4 worthless plunder cards are laid face down on the table and thoroughly mixed - they will be needed later for the search for the treasure.



(a)



(b)

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The 32 playing cards are now shuffled as well, and dealt to the players. - 3 players, each player receives 10 cards, - 4 players, each player receives 8 cards, - 5 players, each player receives 6 cards. Any cards left over are laid aside, face down, for the remainder of the round.

The aim of the game:

Whoever has the most gold after all ten treasures have been found is the winner of the game.

Playing the game:

By clever playing of their cards, the players are always trying to be at the front of the row of pirates. After all the cards have been played in the round, the player in the lead is allowed to reach into the treasure chest first. Only if he stops voluntarily, or is stopped by worthless plunder, is it the other players turn.

The card game:

The order in which the pirates follow, is determined by the card game. It is a simple game of „tricks“, like whist.

The pirate who is in front, always lays the first card. The rest of the players follow clockwise. They have to follow suit to the symbol of the card laid by the first player. Only if you don't have a card with this symbol, are you allowed to throw a card of your choice away, or „trump“ over the cards played. An exception are the two special cards. (see under „special cards“)

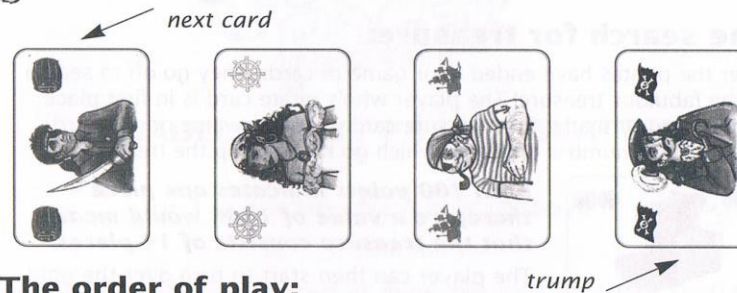
When each player has played a card, the round is finished. The player with the highest card of the symbol first played wins the „trick“, unless trump cards have been played. In that case, the player with the highest trump card wins the trick.

Trumps:

Even in the pirate card game you can „come up trumps“ - at least, most of the time! The pirate card which is lying last in the row, determines with its symbol, which symbol is to be trumps. However, as the order in which the pirates are laying is constantly changing after each trick, the trump symbol will change frequently in the course of a single round. If the card with the x-symbol is lying last, then there are no trumps.

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The order of play:

After each trick, you have to check if the order of the pirates has changed. the player who won the trick immediately takes over the leading position. The player who is now lying in the lead, plays the next card. Only when the special cards „black spot“ and „Ben Gunn“ are played, is there an exception to this rule.

The special cards:

There are 4 special cards among the 32 playing cards: the two yellow cards (wheel) with the value of 8, the „black spot“ and „Ben Gunn“.

While each colour has cards with the values 1-7, the yellow cards have two extra cards with the value 8. During the game, these cards are treated normally.

Only if they are played together during the same trick, does their special power come into effect. If this is the case, then both of the yellow eights cancel each other out, and the winner of the trick is according to the normal rules. If yellow is the first colour played, and only one yellow eight is played, then the yellow eight takes the trick. If one of the yellow eights is played out as the first card, then the first normal card to be played is the one which determines the colour to follow suit.

The yellow 8:



The black spot:

The black spot can be played at any time, even if the player is able to follow suit. It is not a trump card, so cannot win the trick. What it does do, is reverse the rule - the player who wins the trick goes to the BACK of the row of pirates, not to the front.



Ben Gunn:

Ben Gunn can be played at any time, even if the player is able to follow suit. It is not a trump card, so cannot win the trick. What it does do is change the rule - for this trick there is no change in the position of the pirates. If Ben Gunn and the black spot are played together in the same trick, then only Ben Gunn is valid.



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The search for treasure:

After the pirates have ended their game of cards, they go off in search of the fabulous treasure! The player who's pirate card is in first place begins, and turns the first treasure card over. The value on the card indicates the number of pieces which go to make up the treasure.



Each 100 points indicates one piece - therefore a value of 1400 would mean that the treasure consists of 14 pieces.

The player can then start to turn over the gold and plunder cards, up to a maximum of the number of pieces which make up the treasure - in our example, 14 pieces. The pieces are turned over one after the other. Each gold card is worth 100 points. The player can stop turning over the cards at any time he chooses, he does not have to turn over all 14 cards. However, if he turns over a card with worthless plunder, he has to stop straight away and forfeits all of the points for gold which he turned over during this round. If a player stops turning the cards over voluntarily, or if he has turned over a card showing worthless plunder, then the next pirate in the row is allowed to carry on. All of the cards turned over by his predecessor (including worthless plunder) are not reused, but are removed from the pile. Once the required number of pieces has been turned over, or if all the players have turned up worthless plunder, the number of points are noted.



Each gold card is worth 100 points. However, the players who have turned over worthless plunder cards get 0 points in this round.

Example: The treasure consists of thirteen pieces (1300). Anna is lying in first place and starts. Unfortunately, her fourth card is worthless plunder and she has to stop. Bernard is in second place. He can turn over up to 9 cards, as Anna has already turned 4 over. After 3 cards, Bernard chooses not to carry on. That means that Carol, who is next in line, can turn over up to 6 cards, as Anna and Bernard have already turned over 7 cards together. Bad luck!! The second card turns out to be worthless plunder. Dennis is the last to go, and is lucky enough to turn over 4 gold cards in a row. Therefore Anna and Carol get 0 points, Bernard gets 300 and Dennis 400.

The next round:

After a treasure card has been played, the next round starts. The player in last place shuffles the cards, and deals them. The player in first place plays the first card.

The end of the game:

... cards have been