

AIM OF THE GAME

The winner is the first player to assemble a complete **PIRATE CREW** by collecting one each of the 5 **CREW** cards below, plus one **SHIP** (6 cards). You must also have got rid of all the **RATS** that infest your ship, but it is ok for a **CAT** to remain in your hand.



HOW TO PLAY

SET UP: Separate the **RAT** cards (red backs) and place in a pile face up. Shuffle and place the **CREW** cards (blue backs) in a separate draw pile face down. Create a space for a discard pile for the **CREW** cards.

BEGINNING PLAY: First player - roll both dice, multiply the numbers together and say the answer. Your answer must be correct before you can continue.

*You can use the **CAPTAIN'S CHART**  to look up answers - if you all agree.

IF THE ANSWER IS EVEN - Attempt to gather your crew.

Draw a card from the **CREW** pile, or you may take any card except a **CONFLICT** card from the top of the discard pile. **Keep crew cards hidden in your hand.**

- You can only collect one of each **CREW** member, and one **SHIP**.
- You can only have one **CAT** in your hand at a time.
- Discard face up on the discard pile any of the above you draw and already have.
- You can collect as many **CONFLICT** cards as you like.
- If you already have a **SHIP** or **CAT** in your hand and you draw the unsinkable **JOLLY MAMMOTH**, or the fearsome **ADMIRAL McCLAW**, you can swap!
*If the Crew draw pile runs out, shuffle, place face down and continue play.

IF THE ANSWER IS ODD - Uh oh! **RAT** infestation...

Take a **RAT** and place it **face up in front of you for all to see!**

If the **RAT** draw pile has run out, lucky you! You can't take any more **RATS** until another player has discarded some.

The next player takes a turn.

CONFLICT CARDS

There's no limit to the number of **CONFLICT** cards you can collect. Keep in your hand until you decide to play them. Use only once; always discard after play even if you've been unsuccessful. Play a **DUEL** or **SEIZE/SINK A SHIP** card (only one) at the start of any of your turns; roll the dice as usual afterwards. Play a **WALK THE PLANK** card at any time.



DUEL: Play at the beginning of any of your turns.

Ask one other player for a **CREW** member you need (but not a **CAT**). Only if they have it you **DUEL!** Both of you roll the dice and multiply; the higher answer keeps the card. If you already have all your **CREW** you can still play a **DUEL** card. If you win, discard the crew member **under** your discarded **DUEL** card.



SEIZE/SINK A SHIP: Play at the beginning of any of your turns.

Shout '**HAND OVER YOUR SHIPS!**' All other players place their **SHIPS** in the centre, and each rolls and multiplies the dice. The **JOLLY MAMMOTH** can't be seized or sunk. Players scoring 40 or more reclaim their **SHIPS**. Keep one of the remaining **SHIPS** if you need one, discard the rest under your **SEIZE/SINK A SHIP** card.



WALK THE PLANK: Play at any time.

If you spot another player's answer has a 4 in it (e.g. 49, 64), shout '**WALK the PLANK!**' If their answer is **odd** they must take a **RAT**, but if their answer is even they cannot take a **CREW** card. They must then discard a **CREW** member, if they have one (not a **CAT**), underneath your discarded **WALK THE PLANK** card.

RATS & CATS



RATS: Your **SHIP** will become infested!

There's no limit to the number of **RATS** you could end up with. Keep **RAT** cards face up in front of you. You'll need **CATS** to get rid of them all before you can win!



CATS: Only keep one **CAT** at a time, discard any more you draw.

Use a **CAT** card at the beginning only of any of your turns. For each **CAT** you can get rid of up to 3 **RATS**, but if you are fortunate enough to enlist the fearsome **ADMIRAL McCLAW** you can get rid of up to 5!

Place the **RATS** back on the **RAT** pile and discard the **CAT** face up on the discard pile. You cannot take a **CAT** that you've just discarded during the same turn but the next player can claim it if they score an **even** number and don't already have a **CAT**.



Master all your TIMES TABLES with this awesomely fun, family card game. Outsmart your opponents with a mix of logic, luck, strategy and cunning!

INTRODUCTION

*You want to become a PIRATE? Then head for the High Seas!
Capture a SHIP, round up a CREW, but oh what a bumbling bunch of ragbags.
With skulduggery-a-plenty, loyal they are not.*

*Will you be embroiled in duels, or be forced to walk the plank?
Which putrid pirates will try to sink your SHIP? And then there's the RATS!
Be sure to enlist a CAT, preferably the fearsome Admiral McClaw...*

CONTENTS

66 Playing cards:

CREW cards (blue backs).

30 PIRATE CREW members (6 crews of 5).

6 PIRATE SHIP cards plus 1 unsinkable JOLLY MAMMOTH ship.

6 CONFLICT cards (2 Duel, 2 Seize/Sink a Ship, 2 Walk the Plank).

7 CAT cards plus 1 fearsome ADMIRAL McCLAW cat.

15 RAT cards (red backs).

2 x 12 sided dice.

1 Captain's Times Tables Chart with quick reference guide on reverse.

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