

# Mint Tin Pirates

Mini-size cards - 1.75" x 2.5" or 44.45mm x 63.5mm



CUT	FOLD	CUT	FOLD	CUT
<p><b>Mint Tin Pirates</b></p> <p><b>Aye, sworn pirate enemies!</b></p> <p><b>Destroy their crew or sink their galleon to win.</b></p> <p><b>Beware the Pirate Ghost!</b></p>	<p><b>Game Setup &amp; Play</b></p> <p>Pick your color and roll dice. Higher roll goes first.</p> <p>Place your pirates on your ship and matching damage cube on your ship's damage counter.</p> <p>Place the gold cube and Pirate Ghost between the ships.</p> <p>Shuffle and deal 5 cards face-down to each player.</p> <p>Place remaining deck face-down.  2</p>	<ol style="list-style-type: none"> <li>On your turn discard and draw up to 2 cards, if desired.</li> <li>Play a matching pair, if possible, or your turn is over.</li> <li>To play a matching pair - roll the dice. If total matches any of the card's bottom numbers, it wins! If not, your turn is over.</li> </ol> <ul style="list-style-type: none"> <li>Knife/Pistol/Bomb/Cannon - Take an opponent's pirate and place it beside your ship as a lost pirate. Count cannon hits with damage cube. Four hits sinks ship and you lose game.</li> </ul>  3	<ul style="list-style-type: none"> <li>Desertion - An opponent's pirate becomes one of your ship's crew.</li> <li>Davy Jones' Locker - Raise any lost pirate and place on your ship. </li> </ul> <p>If you played a pair, win or lose, draw 2 replacement cards.</p> <p>4. Next player's turn.</p> <p>Doubloons are wild and can be used to complete a pair.</p> <p>If needed, shuffle discarded cards to continue. 4</p>	
<p>Top right number is the total number of that card in the deck and its chances of success -  <b>!!! best !! fair ! least</b></p> <p><b>Pirate Ghost!</b></p> <p>First one to lose all their crew places the Pirate Ghost on their ship and discards 2 cards.</p> <p>Pirate Ghost always plays with only 3 cards (or 4 cards with the gold). Pirate Ghost is always the last to be lost if you gain back any crew. Losing the Pirate Ghost loses the game. 5</p> 	<p><b>Dice Doubles!</b></p> <p>Place gold on your ship and play with an extra card!</p> <p>If the other player rolls a double, they take your gold and an extra card, and you lose your extra card.</p> <p><b>Game Interrupted?</b></p> <p>Each standing pirate on your ship is 2 victory points, lost pirates you've claimed are 1 point each, and 1 point for the gold.</p> <p>Most victory points wins! 6</p> 	<p><b>Mint Tin Pirates contains:</b></p> <ul style="list-style-type: none"> <li>2 Spanish Galleons</li> <li>3 Black Pirates</li> <li>3 Red Pirates</li> <li>1 Pirate Ghost</li> <li>1 Gold Treasure</li> <li>2 Kraken Bone Dice</li> <li>2 Damage Cubes (black &amp; red)</li> <li>8 Twelve Pound Cannons</li> <li>12 Flintlock Pistols</li> <li>12 Throwing Dirks (knives)</li> <li>12 Hand Mortars (bombs)</li> <li>8 Davy Jones' Lockers</li> <li>2 Treasonous Desertions</li> <li>4 Spanish Doubloons</li> <li>4 Instruction Cards</li> </ul>   7	<p>For illustrated instructions and more games, go to <a href="http://subQuark.com">subQuark.com</a></p> 	
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