
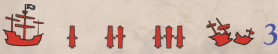



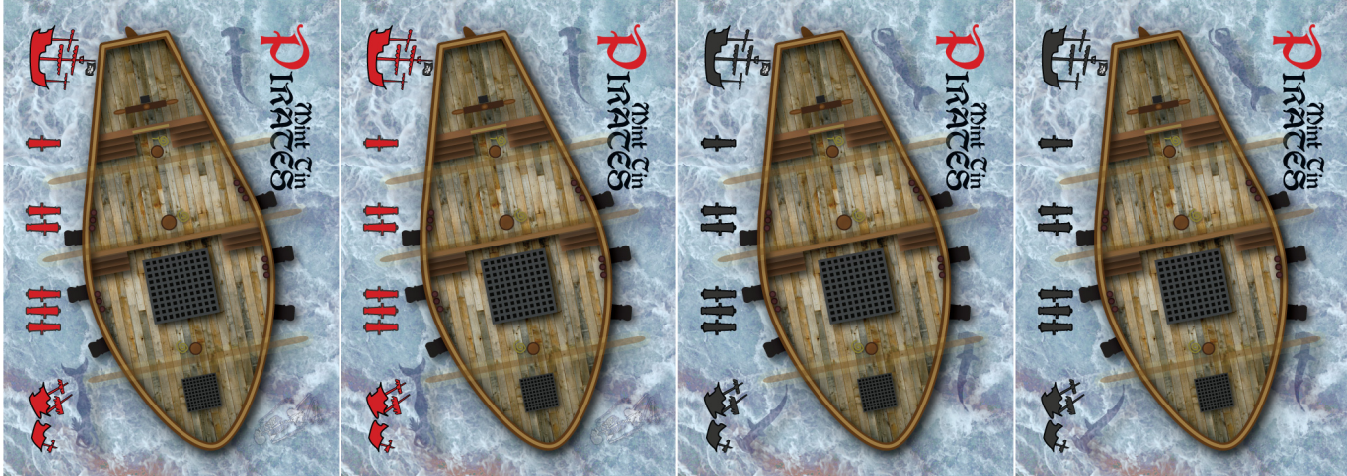


Mint Tin Pirates

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



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| CUT | FOLD | CUT | FOLD | CUT |
| <p>Mint Tin PIRATES</p> <p>Aye, sworn pirate enemies!</p> <p>Destroy their crew or sink their galleon to win.</p> <p>Beware the Pirate Ghost!</p> | <p>Game Setup & Play</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"> On your turn discard and draw up to 2 cards, if desired. Play a matching pair, if possible, or your turn is over. 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. <ul style="list-style-type: none"> 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.  3 | <ul style="list-style-type: none"> Desertion - An opponent's pirate becomes one of your ship's crew. Davy Jones' Locker - Raise any lost pirate and place on your ship. <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 - !!! best !! fair ! least</p> <p>Pirate Ghost!</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>Dice Doubles!</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>Game Interrupted?</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>Mint Tin Pirates contains:</p> <ul style="list-style-type: none"> 2 Spanish Galleons 3 Black Pirates 3 Red Pirates 1 Pirate Ghost 1 Gold Treasure 2 Kraken Bone Dice 2 Damage Cubes (black & red) 8 Twelve Pound Cannons 12 Flintlock Pistols 12 Throwing Dirks (knives) 12 Hand Mortars (bombs) 8 Davy Jones' Lockers 2 Treasonous Desertions 4 Spanish Doubloons 4 Instruction Cards  7 | <p>For illustrated instructions and more games, go to subQuark.com</p>  | |
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This is a **Kickstarter Edition** Print-and-Play of **Mint Tin Games** which you made possible! **Thank you!** =>
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