



KOSMICZNI PIRACI

INSTRUKCJA

Gra dla 3–5 graczy w wieku 8–108 lat

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You are the captain of a space ship travelling through unexplored areas of the galaxy. Collect many treasures to become the greatest pirate of all worlds!

COMPONENTS

6 planet boards – 20 treasures (two with a value of 1, 2, 6 and 7 each, and four with a value of 3, 4 and 5 each) – 40 pirate cards (8 per player) – 2 ship tokens with standees – ships board (as a reminder of the direction of the ships)

SETUP

1. Place the **ships board** in the middle of the table.
2. Place the **planets** around the ships board (in any order).
3. Place the **two ships** on their starting planets (the planets from where the two ships start have a picture of the corresponding ship).
4. Place the **treasures** randomly on each planet in different quantities according to the number of players:

3 players	2 on each planet
4 players	3 on each planet
5 players	4 on any two planets except those with the ships and then 3 on the other planets.

Place any unused treasure back in the box.

5. Divide the **pirate cards** by colour. Each player chooses one colour and takes the eight cards in that colour. Place all the unused cards back in box. All players keep their cards hidden from the other players.

Game setup in a 5-player game.



THE GAME

During the game, the players try to collect treasures. Each treasure is worth a different number of points. The player with the most points at the end of the game is the winner.

OVERVIEW

A game is played in two phases:

1. Sending pirates to the planets.
2. Collecting the treasures.

SENDING PIRATES TO THE PLANETS

Players take their turn in a clockwise order. The youngest player is the first player.

On each turn, the active player selects **one card** from his hand and places it on **any** planet of his choice. By doing so, players increase their strength on each planet.

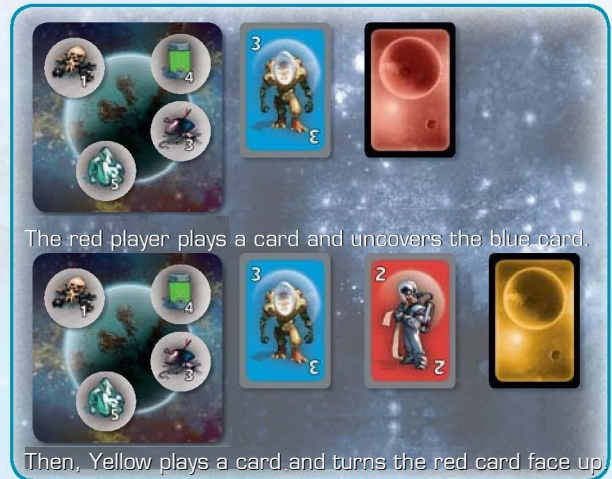
Attention! Cards must be played face down!
The other players don't know which pirate is added.



On each following turn, the players can add cards to the same planet or to a different planet. There can be any number of cards on each planet.

Turning the cards face up

Every time a player plays a card on a planet where there is already a card, the previous card played on that planet is turned face up. This way, it is only the last card played to remain hidden.



Teleport



This trap can be played to eliminate the pirates of the other players. Play it like any other card. When a player uncovers a Teleport card, he must place it back in the box together with the card just played (even if it is another Teleport). The player does not show which card he loses.



The two space ships



merchant ship



pirate ship



Every time a player turns face up a card on the planet where the token of a space ship is currently located, he must move that ship to an adjacent planet according to the following rules:

- The merchant ship moves **in a clockwise direction**.
- The pirate ship moves **in an anticlockwise direction**.
- If both ships are located on the same planet, **each** of the two ships moves in their corresponding direction.
- If the card uncovered is a **teleport**, the ships are not moved.

COLLECTING THE TREASURES

The treasures are distributed as soon as one of the two following conditions becomes true:

- Any of the two space ships returns to the same planet from where it started the game.
- No player has any cards left in their hand.

Then, all the cards still face down on the table are turned face up and the players compare their strength on all planets, one at a time.

Strength = sum of the values of a player's cards on a planet.

On each planet, the player **with the highest strength** chooses one of the treasures on that planet and places it on the table in front of himself. Then the second player also chooses one of the treasures and so on.

After all treasures on all planets have been collected, the players sum up their score.

Additional rules for the distribution:

- **Teleport** cards are ignored when evaluating the strength of a player.
- If there are less treasures than players on a planet, the players with the lowest strength do not get any!

• All the treasures present on the planet where the **Pirate Ship** is currently located are discarded: they are stolen by the ship crew!



- The **Merchant Ship** is regarded as a treasure worth 10 points.
- If there are more treasures than players on a planet, all the treasures left after distribution are taken by the player with the highest strength on that planet.
- If only one player has played pirates on a planet, that player takes all the treasures on the planet.
- In the case of a tie, the tie is broken in favour of the player with the highest strength on the previous planet in an anticlockwise direction. If there is still a tie, keep going anticlockwise until the tie is broken.

Example of how to distribute treasures on a planet.

The green player has two pirates on this planet and he is the strongest player (strength: $7 + 3 = 10$). He takes the Merchant Ship, worth 10 points. The yellow player has the second-highest strength (=6). He chooses the treasure worth 5 points. The purple player is the weakest (strength: 1). He takes the treasure worth 4 points. There is one treasure left, but there are no other players on this planet, so it is assigned to the player with the highest strength, green.

SCORING AND END OF THE GAME

All players count their points. The player with the most points at the end of the game is the winner. In the case of a tie, the winner is the player who has collected the most types of treasure (Do not forget that the Merchant Ship counts as a treasure).



The player adds up the values of his treasures. The total is 20 points with 4 different treasures.



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