

PIRATE'S MARK

Official Rules

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OBJECT

Be the last player standing without a Pirate's Mark.

GAME SETUP

PREPARE THE DECK

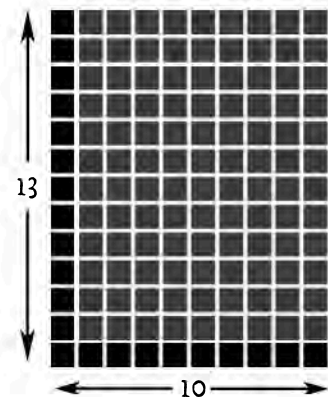
- Step 1: Include the correct number of Pirate's Mark cards.
 - The number of Pirate's Mark cards in the deck must be one less than the number of players.
- Step 2: Include the correct number of Curse cards.
 - The combined number of Pirate's Mark and Curse cards should equal 25. For example, a group of 4 players will need 3 Pirate's Mark cards. You can customize the game by choosing which Curse cards to leave in the deck and which to remove.
- Step 3: Include the correct number of Luck cards.
 - The number of Luck cards in the deck should equal 25. You can customize the game by choosing which Luck cards to leave in the deck and which to remove.
- Step 4: Include the correct number of Item cards.
 - All 80 Item cards included with the game should remain in the deck.

SHUFFLE THE DECK

- Put the unused Pirate's Mark, Curse, and Luck cards aside and shuffle the remaining deck.

SPREAD THE DECK

- Spread the deck out into a 10 x 13 grid.
- There should be 130 cards in the "sea of play".
- Start by making an L-shape with at least a finger-width of space between cards. Then finish the grid by filling in the columns and rows.
- Place the compass card near the grid to indicate which direction will be N, S, E and W for the game.



GAME PLAY



Luck
card



Curse
card



Still in play during
Duel Mode

TAKING TURNS BIDDING

- To decide who goes first, choose the player that looks most like a pirate.
- The game begins with the first player announcing how many cards they think they can pull without getting a Pirate's Mark. You can start with any number.
- The game continues clockwise with each player saying how many cards they think they can pull without getting a Pirate's Mark.
- Each player must raise their bid by at least one card, but can raise it by as much as they'd like.

CALLING A BLUFF

- If someone doubts a player's ability to accomplish a bid, they can call their bluff.
- Anyone may call another player's bluff, except the player that is next in line to bid.

PULLING CARDS

- Cards can be pulled from any part of the grid and in any order.
- Cards must be shown to other players and not kept secret.
- Luck and Curse cards that use the phrase "Play this card" can be held and played at any time during the game.
- If Luck and Curse cards do not say "Play this card," then they are instant-action cards and must be followed or used immediately.
- After any card is used or followed, it is discarded. Place the discard pile face down near the compass card.
- If a player successfully navigates the waters without pulling a Pirate's Mark, the player who called their bluff must now pull one card as punishment.
- If a player pulls a Pirate's Mark, they are "marked" and are unable to participate in bidding.

CARDS THAT AFFECT WHICH CARDS MUST BE PULLED

- There are three cards that can affect which cards must be pulled. In order of priority, they are Walk The Plank, Whirlpool, and Winds of Fate. This means Walk The Plank and Whirlpool must be followed even if Winds of Fate has already been pulled.

BECOMING UNMARKED

- A player that has pulled a Pirate's Mark can try to get unmarked and return to bidding by calling another player's bluff.
- If a player draws a Pirate's Mark after a marked player called their bluff, the marked player returns their Pirate's Mark to the sea, becomes unmarked, and re-joins bidding. While this usually happens when the player whose bluff was called pulls a Pirate's Mark, it can also happen if any player gets a Pirate's Mark as a result of the turn.
- However, if a marked player calls another player's bluff and they do not draw a Pirate's Mark, the marked player is "dead" (permanently out).
- When a player returns their Pirate's Mark card to the sea of play, all other marked and unmarked players must close their eyes. When the player is finished placing the card as stealthily as possible, he or she says "Arrrrgh!" to signal that all other players can open their eyes.

MARKED VS. DEAD

- If you have a Pirate's Mark, you are considered "marked". This means you are temporarily out of the game. You are unable to participate in bidding and unable to play cards. You may attempt to re-enter the game by successfully calling another player's bluff, or by successfully calling "Kiss of Death" during Duel Mode.
- If you have a Pirate's Mark and unsuccessfully attempt to re-enter the game by calling another player's bluff or by calling Kiss of Death, then you are "dead". This means you are permanently out of the game. You may also be killed by other means in the game (Scurvy, Flying Dutchman, etc). When you die, you take your Pirate's Mark card out of the game with you. It does not return to the sea of play.

DUEL MODE

- All games will end in Duel Mode.
- Duel Mode is triggered if either:
 - There are only two players remaining that are alive and unmarked.
 - There are 10 or fewer cards remaining in the sea of play.

DUEL MODE (Continued)

- When Duel Mode begins, all marked and unmarked players must discard all of their cards (except for any Pirate's Mark cards held by the players).
- In Duel Mode, the remaining unmarked players must take turns pulling one card at a time until the game is over.
- Once Duel Mode begins, any cards that change how a Pirate's Mark is treated are ignored. In other words, you cannot transfer or avoid a Pirate's Mark during Duel Mode. However, other cards that affect how many cards must be pulled are still in play.
- All cards with the Duel Mode symbol are still in play in Duel Mode.
- The following cards are still in play during Duel Mode:

KISS OF DEATH

- If a Duel is underway and there are still more than 10 cards left in the sea of play, any marked players may attempt to re-enter the game by calling "Kiss of Death".
- A marked player should call "Kiss of Death" if they believe a Pirate's Mark will be drawn within the next three turns. Since it's possible that a player may have to draw more than one card in their turn during a duel, a "Kiss of Death" prediction could span more than just three cards being pulled.
- Only one "Kiss of Death" prediction can be active at a time.
- If a marked player successfully predicts the "Kiss of Death", that player gets to return their Pirate's Mark to the sea, becomes unmarked, and joins the Duel.
- Once there are 10 or fewer cards remaining in the sea of play, marked players may no longer call "Kiss of Death".

TWO PLAYER MODE

PREPARE THE DECK

- Step 1: Include all nine Pirate's Mark cards.
- Step 2: Include the correct number of Curse cards.
 - Add 16 Curse cards for a combined total of 25 Curse and Pirate's Mark cards.
 - Note: Scurvy, deal With Davy Jones, Trident Of Poseidon, and Isla Muerta cannot be added into the deck for Two Player Mode.

PREPARE THE DECK (Continued)

- Step 3: Include the correct number of Luck cards.
 - The number of Luck cards in the deck should equal 25.
 - Note: Bring 'Er About, First Mate, Flying Dutchman, Tortuga, and Parlay cannot be added into the deck for Two Player Mode.
- Step 4: Include all 80 Item Cards.

SHUFFLE AND SPREAD THE DECK AS NORMAL

GAME PLAY

- The player who looks most like a pirate begins the game.
- Players roll the die to determine how many cards they must pull.
- If you pull a Pirate's Mark card, your turn ends.
- Play continues until one player has accumulated five Pirate's Mark cards at which point their opponent wins!
- If there is only one Pirate's Mark or there are 10 or fewer cards remaining in the sea of play, you enter Duel Mode as normal.
- Note: There is no distinction between marked and unmarked players. If a card states "All unmarked players....," the opponent must still follow the rules of the card whether they have a Pirate's Mark card or not.

PARRGHHTY MODE

PREPARE THE DECK

- Step 1: Include the correct number of Pirate's Mark cards.
 - The number of Pirate's Mark cards in the deck must be one less than the number of players.
- Step 2: Include the correct number of Curse cards.
 - The combined number of Pirate's Mark and Curse cards should equal 44. You can customize the game by choosing which Curse cards to leave in the deck and which to remove.
- Step 3: Include the correct number of Luck cards.
 - The number of Luck cards in the Deck should equal 44. You can customize the game by choosing which Luck cards to leave in the game and which to remove.

PREPARE THE DECK (Continued)

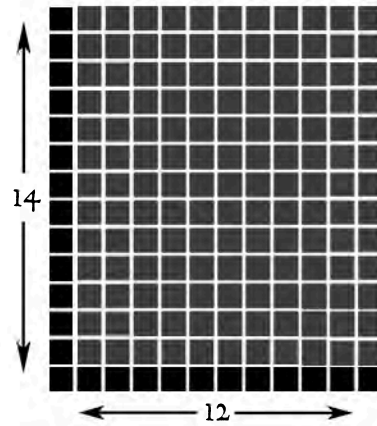
- Step 4: Include all 80 Item cards.

SHUFFLE THE DECK

- Put the unused Pirate's Mark, Curse, and Luck cards aside and shuffle the remaining deck.

SPREAD THE DECK

- Spread the deck out into a 12 x 14 grid.
- There should be 168 in the "sea of play".
- Start by making an L-shape with at least a finger-width of space between cards. Then finish the grid by filling in the columns and rows.



GAMEPLAY PROCEEDS AS NORMAL

CARD DESCRIPTIONS AND SPECIAL NOTES

All Hands On Deck

- Description: If you complete your turn without getting marked, all unmarked players must pull a card.
- Special Notes:
 - All unmarked players take turns pulling a card starting to the left of the player that pulled the All Hands On Deck card and proceed clockwise.
 - The player who called the bluff must still pull a card if no Pirate's Mark cards were pulled during the turn.
 - This card must still be followed during Duel Mode.

Batten Down The Hatches

- Description: If you have this card, you cannot be given a Curse card by another player.
- Special Notes:
 - This card protects you from being given a Pirate's Mark using Queen Anne's Revenge, from being made a First Mate, and from being killed by another player using the Flying Dutchman card.
 - Batten Down The Hatches may protect you from other players, but it does not protect you from Release The Kraken or All Hands On Deck.
 - This card can be stolen by another player using the Plunder card.

Black Beard's Sword

- Description: Play this card to peek under the number of cards left in your bid.
- Special Notes:
 - You can play Black Beard's Sword before, during, or after your turn (saving it for a future turn).
 - Black Beard's Sword is single use. You cannot split it up and use it for multiple turns.
 - This card can still be played during Duel Mode.

Bring 'Er About

- Description: Play this card to change the direction of bluffing. You may only play it when bidding gets to you to avoid taking your turn, and cannot play it to randomly change the direction of bidding mid-game.

Chalices of Cortez

- Description: If your bluff is called, play this card to pull half as many cards.
- Special Notes:
 - If you bid an odd number, you must round up when calculating how many cards you must pull after playing Chalices of Cortez. For instance, if you bid 9 cards, Chalices of Cortez would let you pull 5 cards instead.
 - This card only cuts your bluff in half. It does not cut any additional cards in half, including cards added to your turn by another player using a Mutiny card, or by a Swab The Poopdeck card.

Crow's Nest

- Description: Play this card to peek under X cards.
- Special Notes:
 - You can play a Crow's Nest card before, during, or after your turn.
 - Crow's Nest cards are single use. You cannot split one up and use it for multiple turns.
 - Multiple cards may be used simultaneously to look under more cards in a single turn.
 - This card can still be played during Duel Mode.

Deal With Davy Jones

- Description: You made a deal with the devil! Play this card to erase a Pirate's Mark, but pull another, and you're dead!
- Special Notes:
 - If you have another card that allows you to deflect a Pirate's Mark, like Queen Anne's Revenge, Letters Of Marque, or Raise The Jolly Roger, you would be wise to use it before making a Deal With Davy Jones.

Drop Anchor

- Description: Your turn ends immediately. If you were in the middle of a Walk the Plank or Whirlpool, this card overrides that, and you no longer have to pull any cards

First Mate

- Description: Choose a First Mate. You get their Luck cards, they get your Curse cards—until they get a Pirate's Mark.
- Special Notes:
 - Since First Mate is an instant-action card, you must assign it to another player as soon as you pull it.
 - This does not affect cards that have already been drawn by either player. It only applies to cards that are drawn after it has been assigned.

Flying Dutchman

- Description: Play this card to kill a marked player.

Isla Muerta

- Description: Your treasure is cursed. If you have 10 Treasure cards and pull a Pirate's Mark, you're dead.
- Special Notes:
 - This applies only to Treasure cards. Other item cards like Jewels and Rubies are not included in the count.

Letters of Marque

- Description: Full pardon from the crown! Play this card to negate a Pirate's Mark.
- Special Notes:
 - Immediately after playing this card, you must return the Pirate's Mark card you pulled back to the sea of play.

Mass Mutiny

- Description: Every unmarked player in the game selects one card for you to draw. This counts towards your total and may cause you to go over your bid, but it is not in addition to the number of cards you have to pull. For example, if you bid 11 and pulled mass mutiny with 8 players remaining in the game, your total pull does not go up to 19.

Maelstrom

- Description: Your ship is going down! Return all of your cards to the sea.
- Special Notes:
 - Before returning your cards to the sea of play, you must discard the Maelstrom card. It should never be returned to sea, or the game could continue infinitely.
 - Like returning a Pirate's Mark to sea, all other marked and unmarked players must close their eyes while the cards are returned.
 - This card only pauses your turn. Once you have completed returning your cards to the sea of play, you must finish pulling the remaining cards in your bid.
 - This card must still be followed during Duel Mode.

Mutiny

- Description: Play this card to force a player to pull 1 additional card.
- Special Notes:
 - You can play Mutiny even if you weren't the one who called the player's bluff.
 - Mutiny must be played before a player begins pulling cards. It cannot be played during their turn.
 - This card can still be played during Duel Mode.

Parlay

- Description: If your bluff has been called, play this card to avoid pulling any cards.
- Special Notes:
 - If a player uses Parlay to avoid being called by a marked player, that does not constitute an unsuccessful attempt to get unmarked. The player that called the bluff remains marked, but is not dead.

Plunder

- Description: Play this card to steal a card from another unmarked player.
- Special Notes:
 - You can steal any card from another unmarked player, except another Plunder card.
 - You can use the Plunder card any time during the game, including during your turn right after you draw the card. But beware, other players could also use their own Plunder card right after you use yours.
 - This card can still be played during Duel Mode.

Queen Anne's Revenge

- Description: Play this card to assign your Pirate's Mark to another unmarked player.

Raise The Jolly Roger

- Description: You're a pirate and proud of it! You must pull 2 Pirate's Marks to be marked.
- Special Notes:
 - Immediately after using this card, you must return the first Pirate's Mark card you pulled back to the sea of play. Then discard the Raise The Jolly Roger card.

Release The Kraken

- Description: Your turn is over. Every unmarked player must pull a card.
- Special Notes:
 - This card must still be followed during Duel Mode.

Scurvy

- Description: You've got scurvy! Pull a Pirate's Mark and you're dead. Get 1 orange to cure.

Swab The Poopdeck

- Description: Pull an additional card.
- Special Notes:
 - This card must still be followed during Duel Mode.

Taking On Water

- Description: Discard one Luck card from your hand.
- Special Notes:
 - If you don't have any Luck cards, then this card has no effect and is discarded.
 - This card must still be followed during Duel Mode.

Tortuga

- Description: Play this card to enjoy some rum and avoid bidding for 1 round.

Trident of Poseidon

- Description: Every marked but living player returns to the game.
- Special Notes:
 - Since Trident of Poseidon is an instant-action card, it takes place immediately. The player that pulled it continues pulling cards after marked players have returned their Pirate's Mark cards.
 - Marked players take turns returning their Pirate's Mark cards to the sea of play. They should proceed clockwise starting to the left of the player that pulled the Trident of Poseidon card.
 - This card must still be followed during Duel Mode, except when there are 10 or fewer cards remaining in the sea of play.

Walk the Plank

- Special Notes:
 - Walk The Plank means you must pull every card in the grid in the direction indicated, starting from where you pulled that card.
 - You must finish following a Walk The Plank card, even if it means you will exceed the number of cards remaining in your bid.
 - If you pull another Walk The Plank while following another Walk The Plank card, you must change directions. There is no need to complete the original direction.
 - Walk The Plank has the highest priority. This means if you pull a Walk The Plank while following a Whirlpool, you must abandon the Whirlpool and follow the Walk The Plank card.
 - If you pull a Whirlpool while following a Walk The Plank, you must follow the Whirlpool and then continue following the Walk The Plank card.
 - This card must still be followed during Duel Mode.

Whirlpool

- Description: Pull the cards touching the 4 sides of this card.
- Special Notes:
 - You must finish a Whirlpool, even if it means you will exceed the number of cards remaining in your bid.
 - If you pull a Whirlpool while following a Walk The Plank card, you must complete the Whirlpool and then proceed with Walk The Plank.
 - If you pull a Whirlpool while following a Winds Of Fate card, you must complete the Whirlpool and then proceed with Winds Of Fate.
 - Walk The Plank has the highest priority. This means if you pull a Walk The Plank while following a Whirlpool, you must abandon the Whirlpool and follow the Walk The Plank card.
 - This card must still be followed during Duel Mode.

Winds of Fate

- **Description:** The player that called your bluff chooses the rest of the cards that you pull.
- **Special Notes:**
 - Winds of Fate only lasts until the end of the turn it was pulled on.
 - If you pull a Walk The Plank or a Whirlpool card while following a Winds Of Fate card, you must complete them before returning to Winds Of Fate (if there are any cards remaining in your bid).

PARRGHTY MODE CARDS

Abandon Ship

- **Description:** you lose all the cards in your hand. Starting with the player who called your bluff and then continuing clockwise, all players may blindly take a card from your hand until there are none remaining. Once you've lost all your cards, your turn continues, unless Abandon Ship was the last card you pulled.

Alter Course

- **Description:** This allows you to turn the compass card ninety degrees. Your turn continues immediately after turning it, unless this was the last card you pulled.

Black Spot

- **Description:** If you pull a Pirate's Mark on the same turn you pull a Black Spot, you are automatically dead. If you complete your turn without pulling a PM, you may discard the black spot, and continue the game curse free.

Blow the Man Down

- **Description:** If your bluff is called, play this card to assign your bid to another player. You may only play this before you begin pulling cards.

Drunken Sailor

- Description: Increase the number of bids by 2 every time, and +1 for every rum card you have in your hand. This means if you have Drunken Sailor and 2 rum cards, you must increase the bid by 4 cards every time bidding gets to you. Discard this card once you become marked.

Green Flash

- Description: Immediately bring one dead player back into the game. That player should return their card to the deck, and then your turn continues. If there are no dead players when this card is drawn, discard it and do nothing.

Shiver Me Timbers

- Description: You can't call other player's bluffs. Break this curse with 1 parrot card.

Skeleton Key

- Description: Play this card with a plunder card to be able to unlock a chest and steal the item that inside it.

Sword Fight

- Description: Play this card to split your bid with another player, forcing them to draw half your bid.

Treasure Chest

- Description: This card allows you to lock up one card to keep it from being plundered by another player. Once you play the card you were keeping locked up, discard the treasure chest.