## Cutthroat Island

## Dueling Pirates ${ }^{\text {m }}$

Playing Age: $8+$
Number of Pirates: 3-6
(See alternate rules for 2 players.)

## BOX CONTENTS

54 Cards, 6 Dice, 5 Coins, Instructions \& Storage Bag

## GAME OBJECTIVE

The pirate with the most treasure wins! (Yes, cheating is allowed.)

## PLAYING THE GAME

- STEP 1: Deal 4 cards to each pirate. The remaining cards will be placed in a d the middle of the pirates.
STEP 2: The last pirate to have swung a sword in real life gets to start the game.

STEP 3: Start each turn by drawing 1 card. During your turn you may play 1 card from your hand.
There are three types of cards: Treasure Cards, Dueling Cards, and Action Cards. Be sure to read hial rules that ma ach You may lose or gain cards during other
players' turns-that's okay. If you have fewer than 4 cards in your hand at the end of your turn, draw back up to 4 cards. If you can't play a card during your turn, you may draw back up to 4 cards and end your turn, but you must play a card if you can You can only draw back up to 4 cards at the end of your turn.
© STEP 4: The round ends when the last card is drawn from the draw pile, after which each pirate will take one final turn, including the pirate who drew the last card.

STEP 5: The pirate with the most buried treasure wins the round and collects one gold round and collects one gold
coin! (Break ties with a duel to determine a winner.)

- STEP 6: After five rounds are played, the pirate with the most gold coins is the ultimate winner! (Break ties with a duel to determine a winner.)


## - BURYING TREASURE

Treasure is buried by placing it face down in front of you. Only buried treasure is counted at the end of the round!
$\times$ DUELING RULES
Each pirate rolls a die. The pirate with the highest roll wins. The winner will randomly select 1 card from the loser's buried treasure pile
If a pirate has no buried treasure, the


8

winner will look at the loser's hand and choose 1 card to add to their hand! (The loser must wait until the end of their next turn to draw back up to 4 cards.)

## DUELING TIES

In the event of a tie, the pirates will duel a second time. This time, the winner will take 2 cards instead of 1 . If a tie occurs hird time, 3 cards will be surrendered. This pattern will repeat until there is only one winner.
If three or more pirates duel and two pirates tie for the win, the losing pirate(s) only have to surrender as many cards as they participated in rolls (e.g., 1 card for one duel participated in, 2 cards for two duels participated in, etc.).
JOIN A DUEL CARD
Allows a pirate to join any duel. The card is played at the beginning of any duel.

## $\times$ WIN A DUEL CARD

Allows a pirate to win a duel they nitially lost. Play this card after the duel has ended and automatically win! If multiple "Win a Duel" cards are played during the turn,
the last pirate to play the card wins

CHEATING \& WALK THE PLANK
Cheating is allowed, PIRATE! Just don't ge caught. If caught, the cheating pirate must walk the plank.
Walk the plank by rolling a die. If the cheating pirate rolls a 1 , they are safe from cheating pirate rolls a 1, they are safe fro all consequences and get away with the
cheat. If a 1 is not rolled, the first player cheat. If a 1 is not rolled, the first player
that caught them can randomly take 1 card that caught them can randomly take 1 car
from the cheating pirate's buried treasure pile, and the cheater must reverse the cheat (if possible).
If the cheating pirate has no buried treasure, choose 1 card from their hand.

PIRATE COUNCIL
Disputes that can't be resolved are handled by calling a Pirate Council. The council is made up of all pirates. The disputing parties fear which a vote is taken. Majority vo determines the victor determines the victor.
KIDS' RULES
Pirates (of all ages) can become quite upset at times. For younger pirates, consider modifying the rules to make the gameplay more enjoyable! Play without cheating, for example.

## CARD TYPES

Treasure Cards: Bury treasure by placing it face down in front of you. Only buried treasure cards count at the end of the round.



Side
Duel $\begin{gathered}\text { Blocka } \\ \text { Duel }\end{gathered} \begin{gathered}\text { Joina } \\ \text { Duel }\end{gathered} \begin{gathered}\text { Duel } \\ \text { Dnyone }\end{gathered}$

- Action Cards:
- These cards are played during your turn
$\qquad$ Parrot Duels Hands Hand - These cards are played during another

- The pirate with The Scurvy card at the end of the game must give their highest treasure card to the pirate in second place. The Scurvy


## 2 PLAYER RULES

While Dueling Pirates is at its best with larger groups, there are times when it's nice to play with a single partner.
Follow the normal rules but deal an extra hand for a third player, called the "Ghost Pirate."
© GHOST PIRATE: The Ghost Pirate is played in turn just like a regular pirate. Each living pirate takes turns playing for the Ghost Pirate. Play for the Ghost Pirate as if it were your turn. Draw, bury treasure, or play action cards, just as you would normally. If a card is played against the Ghost Pirate the other player will play for the Ghost Pirate.

## Argh! Thanks Fer Playin'

## NALIK

warring: Chookna hazaRD - Small parts.
Not for chideren under 3 vears ofage.

Copyright © 2022 Nalik Games, LLC. All rights reserved Assembled in USA. Game components may vary. www.nalikgames.com
Game design by Richard Killian.
Illustrations by Kayela Larsen.


DUELING XPIRATES

