Ahoy, Matey!

A piecepack port and adaptation of Scott Peterson's "Pirateer".

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Requirements

1 piecepack set
2-4 players (up to eight with variants)
10-20 minutes
Optional: One coin/gold coin/doubloon (to use as the treasure instead of a pawn)
        A second piecepack set for some of the variants

Introduction

Ahoy, Matey! is a rip-roaring pirate adventure for 'ye olde' piecepack. It has been ported and adapted from Scott Peterson's "Pirateer". It is a fun mix of luck, luck, luck and skill for all of the family. There are almost endless variants that you can use to spice the game up even further.

The object of *Ahoy, Matey!* is to collect the treasure with one of your ships and move it to the Ace coin in your harbor.

Setup

Players

Each player chooses a color, and collects its matching coins. Suits can represent various sailing fleets:
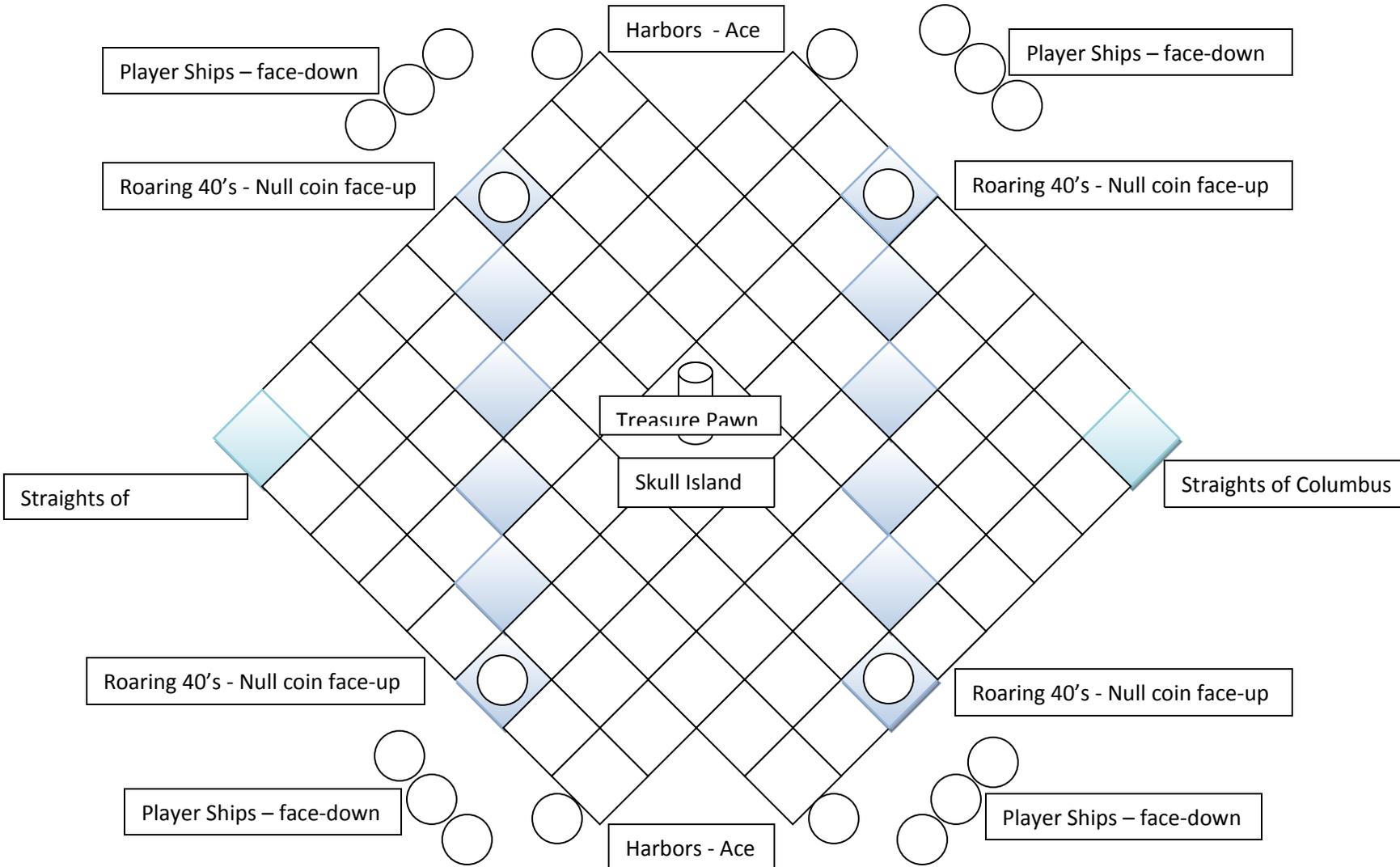
Suns: Pirates
Crowns: Spanish
Moons: Moors
Arms: French

Board

The Ocean is represented by a 5x5 face-down tile grid missing two diagonal corners. Place the spare tile face-up in the center. All of the face-down tiles represent the ocean. Ships can only travel on water (amazing!)

Ahoy, Matey! Board Setup

Harbors - Ace

Player Ships – face-down

Player Ships – face-down

Roaring 40's - Null coin face-up

Roaring 40's - Null coin face-up

Treasure Pawn

Straights of

Skull Island

Straights of Columbus

Roaring 40's - Null coin face-up

Roaring 40's - Null coin face-up

Player Ships – face-down

Player Ships – face-down

Harbors - Ace

Skull Island and The Treasure

Skull Island is the raised face-up tile located in the center of the board. Place any one pawn on the island; this represents "The Treasure". The eight squares orthogonally adjacent to the island are anchoring points for collection of the treasure.

Roaring Forties

Place null up coins as per diagram. The imaginary diagonal line between these points represent the famous trade winds. The Roaring 40's are located either side of the 'missing tile' gaps. Ships will always leave their harbor inside these trade winds.

Straits of Columbus

On the widest part of the board, the two corner squares (The Straits of Columbus), represent the fact that the Earth is round. They are considered to be the same square for movement purposes.

Player's Home Harbor

Each player has a home harbor, which is marked by their Ace coin. It is placed adjacent to the edge of the board in the positions marked on diagram. The harbor coins are considered extra board squares. Three of the remaining four coins are placed face-down off the board near to the harbor, and are each player's ships. The final coin is not used.

How to Play

Starting

Players roll a single die for highest total to see who plays first. Turns rotate clockwise, from right to left.

Leaving your Harbor

Player's ships must remain in their harbor until one of their die rolls are Null (0). A single ship can then be placed upon their Ace coin per null rolled, and any further die rolls can then used to move that ship.

If a player rolls double nulls, then two ships can be placed onto the Ace coin.

Movement

Two dice are rolled for movement. It is very similar to backgammon movement. Each die equals the number of spaces a ship can be moved in one direction (this includes null=0). By rolling both dice the ship can move twice at right angles, twice in the same direction, or twice in opposite directions. Dice rolls can also be used to move two ships in one direction each. Ships cannot move more than one direction for each die, nor can they cross over other ships.

Ships can only move orthogonally, not diagonally (unless on the Roaring 40's).

Players must use both dice to move. If movement with both dice is not possible, one die must be used. If movement is not possible, play is forfeited and the turn is passed to the next player.

Roaring Forties

If a player lands on a Roaring 40's square at the end of any single die move, they have the option of moving diagonally for their next die move (along the imaginary line between the two points of that particular Roaring 40's trade wind).

Players can move through the Roaring 40's at any time.

Straits of Columbus

Players can move from one side of the board to the other by passing through the 'Straits of Columbus'. The two corner squares are considered as the same square for movement purposes.

The Treasure

Ships can take the treasure from Skull Island by landing in any of the eight anchor spaces with a move from either or both dice. Taking the treasure is optional, and may be done at any time during a player's turn. When a ship takes the treasure, its movement becomes limited. A treasure ship can only move directly toward its harbor. A treasure ship cannot move outward, or directly away from its harbor. A treasure ship can use the 'Roaring 40's' trade winds and the 'Straits of Columbus' to move toward its harbor. A treasure ship can also capture the ships of any opponent.

Capture

A player can capture an opponent's ship by landing on it with a move from either or both dice. Once captured, ships are removed from play for the remainder of the game. Players cannot capture ships of their own color.

When a ship captures an opponent with the treasure, the captured ship is removed from play and the treasure is taken by the capturing ship.

Winning

The game ends when a player moves the treasure *exactly* onto the Ace coin in their harbor with a move from either or both dice. The player's harbor must be empty of ships before the treasure can be returned to harbor. The game also ends when a player captures their last remaining opponent.

Rules

1. Both dice must be used for movement wherever possible. If it is not possible to move with both dice, one die may be used.
2. Dice rolls must be flat lest ye roll again.
3. A player's harbor must be empty of ships before the treasure can be returned to harbor.
4. Players caught cheating must 'walk the plank' (forfeit their next turn).
5. No fist fights, knives, swords, or guns are allowed during play.

Variants

Isla Diablo (Devil's Island)
Rather than the usual starting positions, players begin with one ship on the Ace coin in their harbor and their two remaining ships on the two closest anchor squares next to Skull Island. This game can always be counted on for a lively beginning.

Buried Treasure
When a player chooses to collect The Treasure from Skull Island, roll a spare dice: if it's 4 or 5, they cannot locate the buried treasure. Continue turn (may require moving away from island according to die rolls).

Cursed Treasure
Whenever a player takes the treasure (from Skull Island, or by capturing) roll a spare die: if it is null then the Treasure's Curse prevents the ship from moving. The only escape is to be captured or have another friendly ship from your port land on your ship and take the treasure off the first ship. Beware! You must again roll the dice and this time both a null or Ace continue the curse. Subsequent treasure captures require a null or Ace roll to be cursed.

Flotilla
The game begins with players stacking all three ships on the Ace coin in their harbor. The stack may be moved as a unit, deployed into individual ships or restacked on appropriate dice rolls.

Strength in Numbers
Any number of ships of a single suit may occupy the same square. Stacks can then be moved as per 'Flotilla'. Beware! If you are captured, all ships in the stack are captured.

Storm Surge
Increase the impact of the Roaring Forties, by linking all four points of the tradewinds.

Packed to the Rafters
Make use of the spare sixth coin as a fourth ship for each player. The seas will be brimming with ships and it will be quite difficult to clear a path home for your treasure.

Hurricane
Add an extra die to your game for some unusually fast action. But if you roll a hurricane (three of a kind), you lose the ship furthest from your harbor. If the treasure is on that ship the game is over!

Shipwrecked
Instead of removing captured ships, they are flipped over and left in the space where they were captured and then sunk. Such shipwrecks are impassable and bring an interesting new twist to navigating and plundering.

Freak Squall
In this wild card variant, all usual rules apply, but when a player rolls a double null combination, the player is allowed to change the result of the roll to their preference and move accordingly, then roll and move again according to the new roll.

Dominion (two players) Dominion is truly a strategy game in which two players each control an alliance of six ships from the ports of one Roaring 40's tradewind against the ports of the other. Dice rolls are used to move any of six ships in the alliance, but the treasure must be returned to the harbor of the ship which transports it.

Armada (two players) Armada is a strategic alliance of six ships, similar to Dominion, this time between the ports at opposite ends of the Roaring 40's tradewinds.

Ghost Fleet (three players) The empty harbor in this three player variant comes to life after the first player to lose three ships returns to the game as the commander of the Ghost Fleet. The player then starts anew with three consecutive rolls.

Brethren of the Coast (two to four players) Transport the treasure to your ally at the opposite corner of the board. When a ship collects/captures the treasure, it must head towards the diagonally opposite harbor to its own on the board.

Pieces of Eight (two to eight players) This game variant requires 2 piecepack sets (8 different suits if more than four players). Place the boards together, overlapping them at the straits. Up to eight players take normal starting positions, and then a coin toss determines which Skull Island 'The Treasure' will be placed. The inside straits provide passage between boards at the center, and the outside straits allow passage from one side of the 'world' to the other. Four dice are used at once.

Doubloons! (two to eight players) 2 piecepack sets (8 different suits if more than 4 players). Setup is identical to 'Pieces of Eight', except there is 2 treasures, one on each Skull Island. Winner has both treasures returned to their harbor. If two players return one treasure each, then victory is shared between the two players.

Badly Drawn Treasure Map (two to eight players) 2 piecepack sets (8 different suits if more than 4 players). Setup is identical to 'Pieces of Eight', except for treasure placement. When the first player reaches one of the Skull Islands, they roll the dice to see on which Skull Island 'The Treasure' is to be placed. 0-2: the rolling player's Skull Island, 3-5: the 'other' Skull Island.

World Domination (four players) 2 piecepack sets (four suits only required). Setup is identical to 'Pieces of Eight'. Players choose one color, meaning two harbors and fleets per color. Roll four dice. Treasure location can be either by 'Pieces of Eight', 'Doubloons!' or 'Badly Drawn Treasure Map' rules, by agreement of players.

Parlay A roll-your-own variant. Before the start of each game, roll for highest, and the winner chooses multiple variants to be valid for the duration of the game. E.g: Steve's Choice- Combining Hurricane, Shipwrecked, Strength in Numbers, Ghost Fleet, Freak Squall, Buried Treasure and Cursed Treasure.

Links

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 www.pirateer.com

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