Contents

6 articulated pirates

1 ravenous shark

42 cards in 6 colors

Setup

1 In a 4 player game, remove the «6» and «7» from each player's hand: they will not be used in the game.
In a 5 player game, remove the «7» from each player's hand: it will not be used in the game.

2 Each player takes a pirate and all the cards that match that pirate's color. Take the pirates and place them in a line in the center of the table, in random order, as if they were swimming in the same direction.

3 Place the shark at the end of the line at the feet of the last pirate.

4 Play begins. Be sure to note the exception for the first round under the Get Bit phase.

Play

Game play is done in three phases: **Choose Cards, Move Pirates, and Get Bit!**

Choose Cards

To begin the round, each player chooses a card from his hand and puts it face down on the table in front of him. If any cards have been previously played, the newly played card goes on the top of the previously played cards. When all players have played their cards, all the cards are turned face up.

Move Pirates

The player who played the lowest untied number moves his pirate to the front of the line. Then the player who played the next lowest untied number moves his pirate to the front of the line, and so on until everyone who played untied numbers has moved.

> **Warning :** Anyone who plays the same number as any other player does not move.

Get Bit

The Get Bit phase is skipped during the first round of play.

After all pirates have moved (or not, if tied), the pirate in the back of the line gets bitten by the shark. His player removes one of the pirate's limbs (a complete arm or leg), and moves it to the front of the line. That player then picks up all his played cards on the table and puts them back in his hand. If a pirate is out of all four of his limbs, that player and his pirate are eliminated from the game.

The cards played this round are moved into that player's stack of played cards. These cards remain face-up so they can be inspected by other players.

The next turn begins back with Choose Cards phase.

> **Warning:** Any player who has only two cards in his hand picks up all his cards on the table and puts them back in his hand.

Example

1 John, Anne, Beth and Ted have their pirate in the following order at the start of the round. John chooses to play his **4** card, Anne her **1** card, Beth her **4** card and Ted his **5** card.

2 Once all the cards are played, the cards are turned face up. Since Anne played the lowest untied number, she moves to the front first. Since Ted played the next lowest untied number, he moves to the front next (now ahead of Anne). John and Beth do not move, since they tied each other.
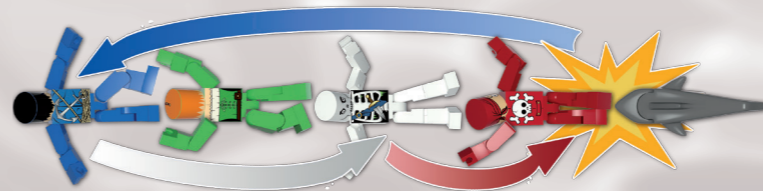
Since Beth is now in the back after movement, the shark bites her pirate. She removes one of its limbs, moves it to the front, and picks up all her played cards.
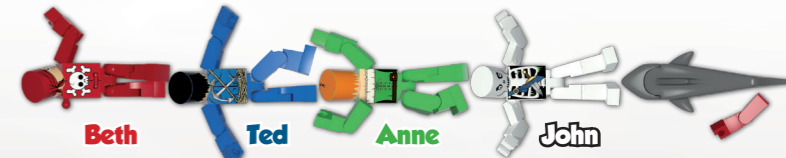
3 Ted is down to two cards in his hand, so he also picks up all his played cards. All other players leave their played cards on the table. The next round then begins with all players choosing cards.

Game end

Repeat these phases until there are only two pirates left. As soon as this happens, the shark eats the pirate in the back, and the player whose pirate is in the front wins the game!

Variants

2 Players

Each player takes two pirates, and removes the «6» and «7» cards from the hands as if it were a four player game. Players play for two different colors of pirates. Game play progresses as normal until a pirate is eliminated. The player whose pirate is eliminated loses the game, and the other player wins.

3 Players

Each player takes two pirates. Players play for two different colors of pirates. game play progresses as normal until a pirate is eliminated. The player whose pirate is eliminated loses the game, and the front most pirate that has not been eliminated wins the game.