

# PIRACU

Pirates of Port Blackwood



A game of burglary,  
gold and sea monsters,  
me hearties!

# PIRACY

Pirates of Port Blackwood

The pirate Blackbeard tore the map to his buried treasure into four pieces. He scattered these pieces to the furthest corners of the seven seas. They were lost and the location of the treasure remained a secret... until now.

A band of buccaneers has found all the pieces of the map. They sail on the first following sea to claim the treasure. Unknown dangers await, Captain Blackbeard won't give up his treasure easily, and can you really trust another pirate where treasure is concerned?

Print your own board and play, for FREE!

Laser cut your plastic free playing pieces at [ponoko.com](http://ponoko.com) or scrimshaw your own from driftwood!

Perilous encounters and skulduggery at the hands of your friends await on every move!



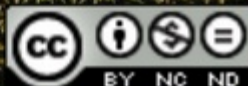
2 to 5 players ages 10 to 110.

Free and redistributable. Please, print it out and play!

Download from: <http://www.ackroyd.co.nz/piracy/>

Buy plans for playing pieces at:

<https://www.ponoko.com/showroom/piracytheboardgame>



BY NC ND

## Normal Order of Turns

Each player rolls a dice. The highest roll starts. Play continues with the next player to the left.

Each move represents a day of sailing. It is broken into two parts, the events of the day and how far you have sailed.

First, turn over a card (or use the number on the red dice or spinner) to determine which event to carry out (Captain Blackbeard, Sea Monster, Fair Breeze and Siren's Call). Carry out the instructions under the event pictures.

Second, move your own ship the number of squares rolled on the blue dice (or on the spinner).

You may steal from other players in either part of your turn (the event or movement stage).

Firing your cannonball ends that part of your turn. For example, if your piracy occurs during the event stage you may still move in the movement stage.

Play moves to the next player. If playing with 2 players you may choose either one of your two ships to move. Only move one of your two ships per turn.

## Normal Movement

“On the open sea, the wind be a fickle mistress, fillin’ ye sails one day, becalmed the next.”

Imagine you are sailing a ship on the ocean. It will take time to change direction!

Movement is decided by the blue movement dice (or spinner).

You may move up, down, left and right.

You may move over or through another player's ship.

You may land on the same square as another player.

If you land on Blackbeard or the Sea Monster you are captured.

You may **NOT** move diagonally.

You may **NOT** move back onto a square you have just vacated in that turn (you may in your following turn).

You may **NOT** move over or through Captain Blackbeard or the Sea Monster.

You may **NOT** pass over an island.

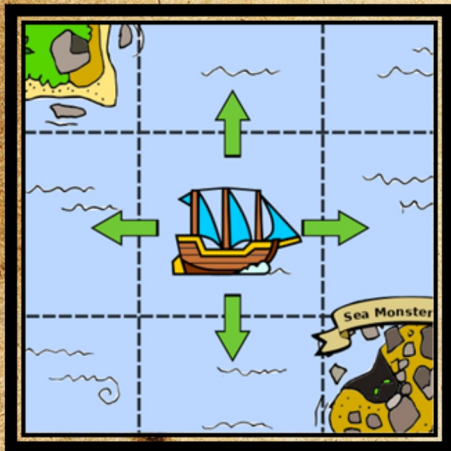
Wharves do not restrict movement. Treat them as you would the open water.

For example, if you roll a 6 and reach the wharf at Port Blackwood in 3 moves, you may deliver any treasure carried and continue a further 3 moves.

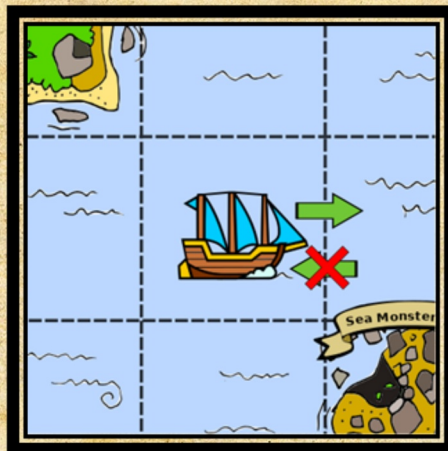


# Instructional Pictures

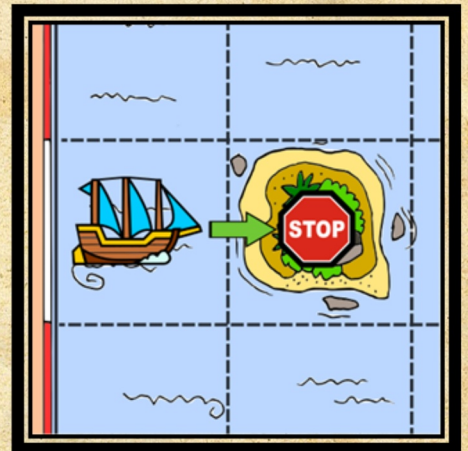
Use these handy pictograms to help you steal treasure more efficiently!



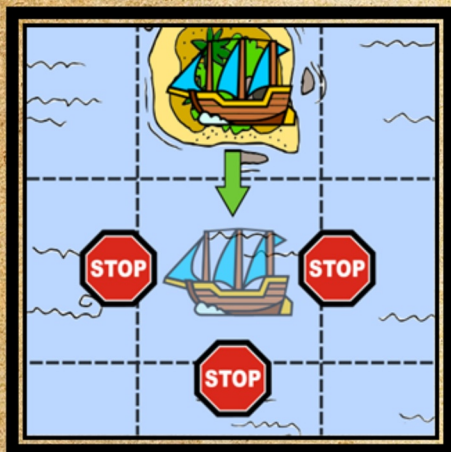
Move up, down, left and right!



Don't move back to a square you just left!



Stop when you land on an island!



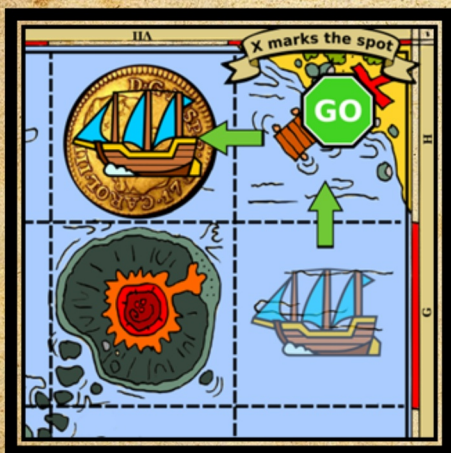
Move only one space when you leave an island



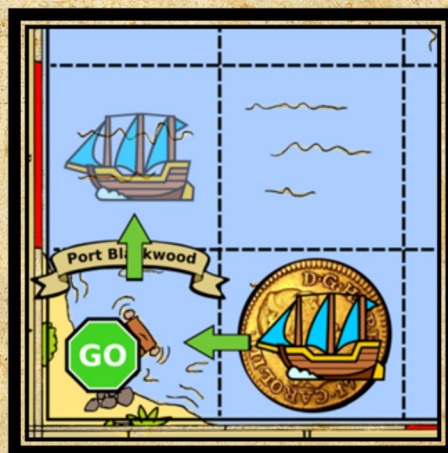
Move around Blackbeard, not over!



Move around the Sea Monster, not over!



Pick up gold and keep moving at the jetty!



Drop off gold and keep moving at the jetty!



Move over, through or on top of other players!



**Move 3 spaces in any direction.**  
 A fair wind fills your sails.  
 If you're on an island, captured, or carrying treasure you may still move 3 squares. If you move onto land your turn ends as normal.



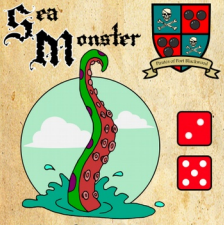
**Move Captain Blackbeard 3 spaces**

**Blackbeard may not move onto Skull Island. Leave treasure behind.**



**Move another player's ship 3 spaces in any direction**

Sirens lure another player from their path. Use this card to help or hinder another player. Move their ship using normal movement rules.



**Move the Sea Monster 3 spaces**

The Monster cannot move onto islands. Capture any ship it lands on in exactly 3 moves and return to Monster Island. Leave gold behind.



**Pirate's Almanac 1715**  
 Ship movement when ye be carryin' treasure

Ye move half your die roll rounded up with 2 treasure coins  
 Ye move a third of your roll rounded up with 3 treasure coins  
 Ye move 1 space only if ye be carryin' more than 3 coins but the glory of winning with that much gold be worth it!

Treasure	Dice Roll					
	1	2	3	4	5	6
None	1	2	3	4	5	6
☉	1	2	3	4	5	6
☉☉	1	1	2	2	3	3
☉☉☉	1	1	1	2	2	2
☉☉☉☉	1	1	1	1	1	1





**Move another player's ship  
3 spaces in any direction**

*Sirens lure another player from their path. Use this card to help or hinder another player. Move their ship using normal movement rules.*



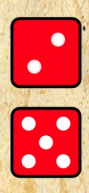
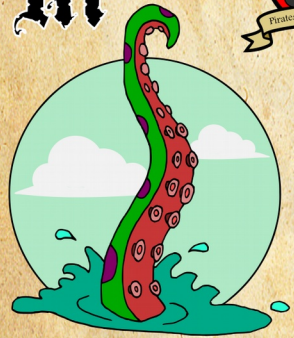
Move Captain Blackbeard  
3 Spaces  
Blackbeard may not move onto  
islands. Capture any ship he lands  
on in 3 moves and return them to  
Skull Island. Leave treasure  
behind.





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# Sea Monster



## Move the Sea Monster 3 spaces

The Monster cannot move onto islands. Capture any ship it lands on in exactly 3 moves and return to Monster Island. Leave gold behind.

## Pirate's Almanac 1715

### Ship movement when ye be carryin' treasure

- Ye move half your die roll rounded up with 2 treasure coins
- Ye move a third of your roll rounded up with 3 treasure coins
- Ye move 1 space only if ye be carryin' more than 3 coins but the glory of winning with that much gold be worth it!

Treasure	Dice Roll					
	1	2	3	4	5	6
None	Movement Scale in Nautical Squares					
1	1	2	3	4	5	6
2	1	2	3	4	5	6
3	1	1	2	2	3	3
4	1	1	1	2	2	2
5	1	1	1	1	2	2
6	1	1	1	1	1	1







# Fair Wind



**A fair wind fills your sails.**  
**Move 3 spaces in any direction.**  
 If you are on an island, captured or carrying treasure you may still move 3 squares. If you move onto land your turn ends as normal.



Captain  
Blackbeard

**Move Captain Blackbeard  
3 Spaces**

Blackbeard may not move onto islands. Capture any ship he lands on in 3 moves and return them to Skull Island. Leave treasure behind.



Captain  
Blackbeard

**Move Captain Blackbeard  
3 Spaces**

Blackbeard may not move onto islands. Capture any ship he lands on in 3 moves and return them to Skull Island. Leave treasure behind.



Captain  
Blackbeard

**Move Captain Blackbeard  
3 Spaces**

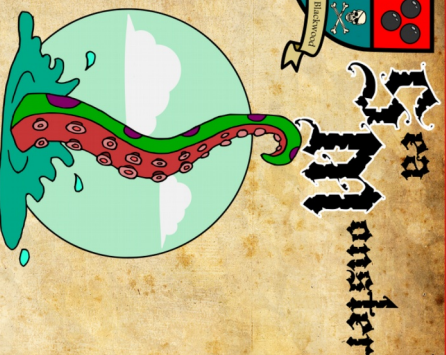
Blackbeard may not move onto islands. Capture any ship he lands on in 3 moves and return them to Skull Island. Leave treasure behind.



Captain  
Blackbeard

**Move Captain Blackbeard  
3 Spaces**

Blackbeard may not move onto islands. Capture any ship he lands on in 3 moves and return them to Skull Island. Leave treasure behind.



Sea  
Monster

**Move the Sea Monster  
3 spaces**

The Monster cannot move onto islands. Capture any ship it lands on in exactly 3 moves and return to Monster Island. Leave gold behind.



Sea  
Monster

**Move the Sea Monster  
3 spaces**

The Monster cannot move onto islands. Capture any ship it lands on in exactly 3 moves and return to Monster Island. Leave gold behind.



Sea  
Monster

**Move the Sea Monster  
3 spaces**

The Monster cannot move onto islands. Capture any ship it lands on in exactly 3 moves and return to Monster Island. Leave gold behind.



Sea  
Monster

**Move the Sea Monster  
3 spaces**

The Monster cannot move onto islands. Capture any ship it lands on in exactly 3 moves and return to Monster Island. Leave gold behind.

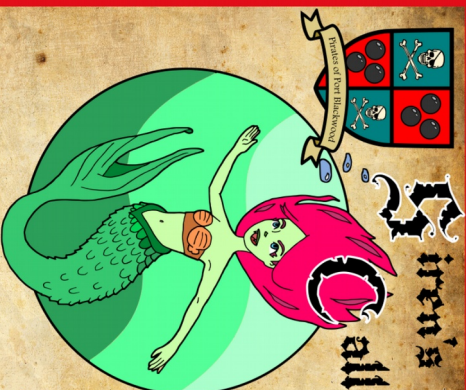




**A fair wind fills your sails.  
Move 3 spaces**  
If you are on an island, captured or carrying treasure you may move 3 squares. Otherwise, move your ship using normal movement rules.



**A fair wind fills your sails.  
Move 3 spaces**  
If you are on an island, captured or carrying treasure you may move 3 squares. Otherwise, move your ship using normal movement rules.



**Move another player's ship  
3 spaces**  
Sirens lure another player from their path. Use this card to help or hinder another player. Move their ship using normal movement rules.



**Move another player's ship  
3 spaces**  
Sirens lure another player from their path. Use this card to help or hinder another player. Move their ship using normal movement rules.



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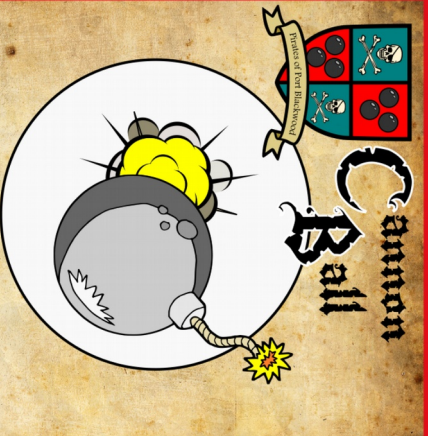
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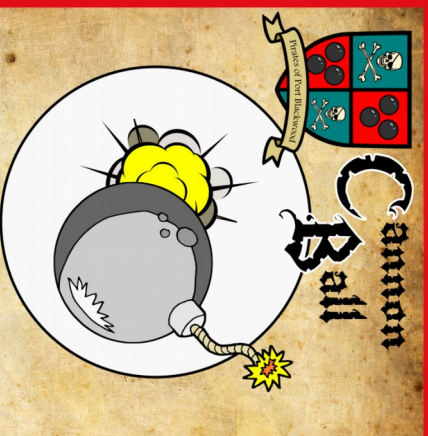


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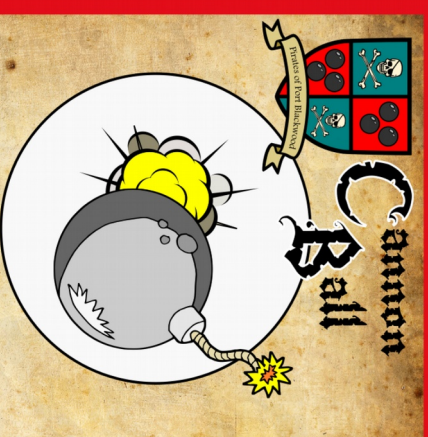
**One Cannonball**

Keep this card and use it to attack another player, stealing their treasure. Move them 3 spaces away and leave any treasure they carry behind. Return to stockpile when used. Get more from islands.



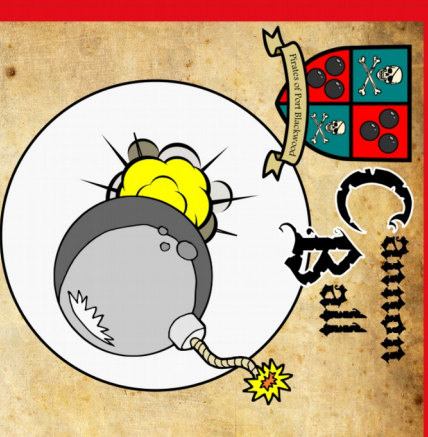
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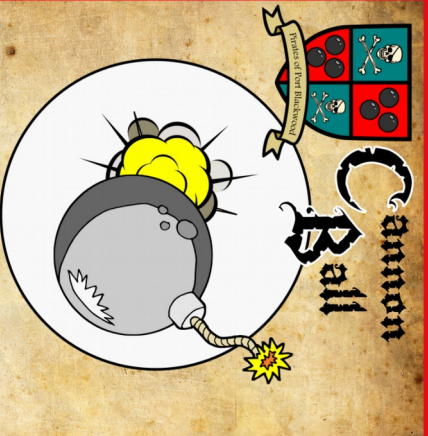
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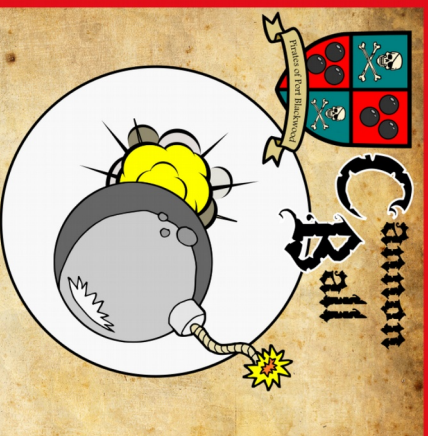
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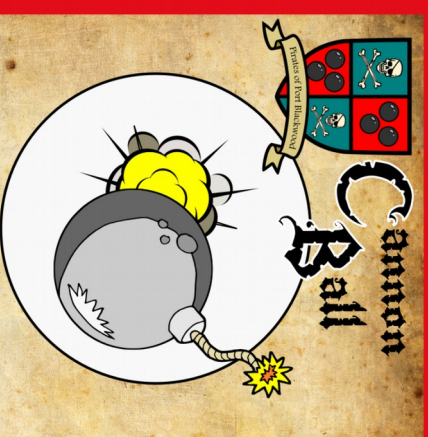
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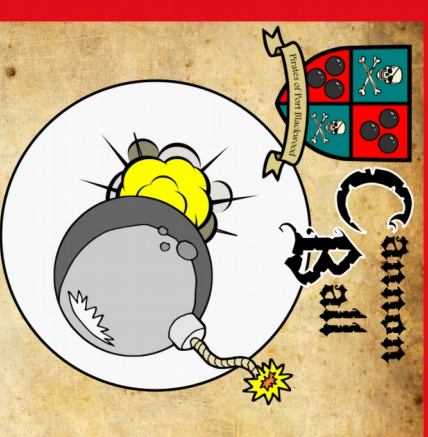
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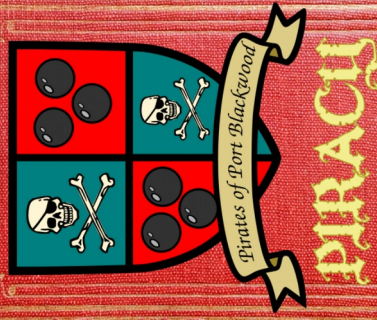


**One Cannonball**

Keep this card and use it to attack another player, stealing their treasure. Move them 3 spaces away and leave any treasure they carry behind. Return to stockpile when used. Get more from islands.



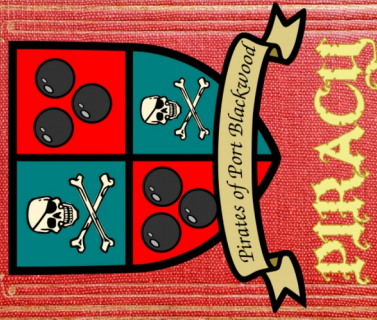
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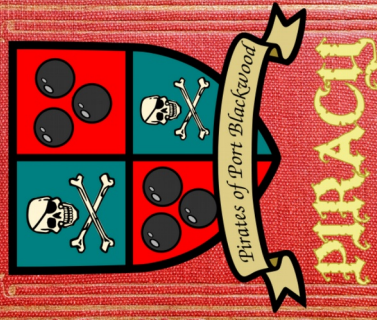
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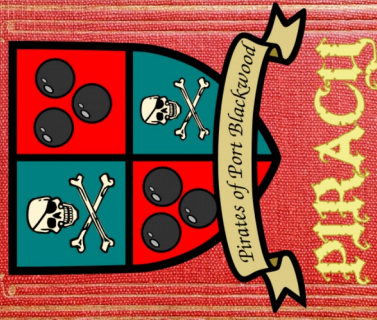
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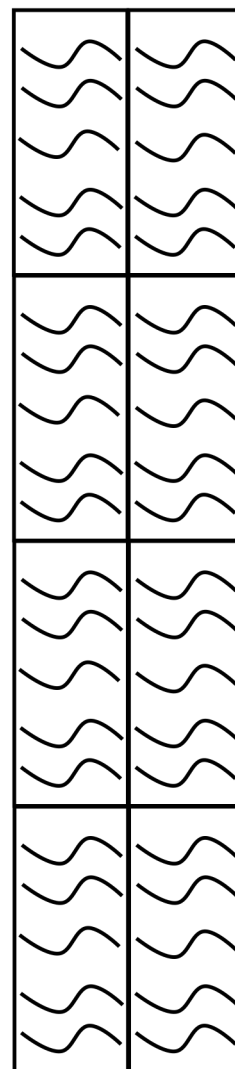
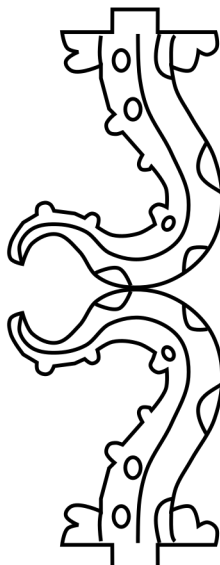
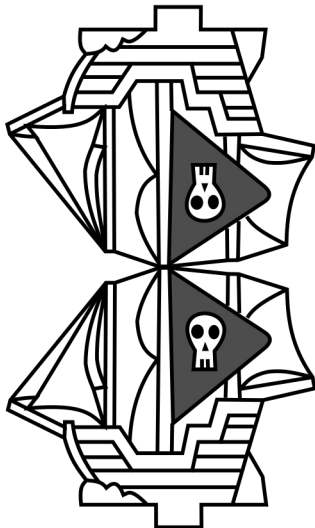
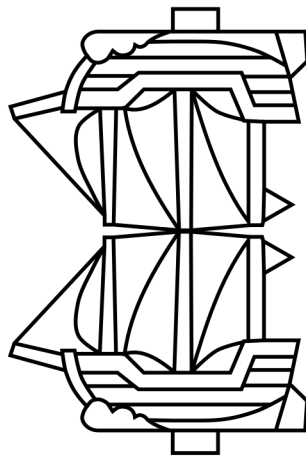
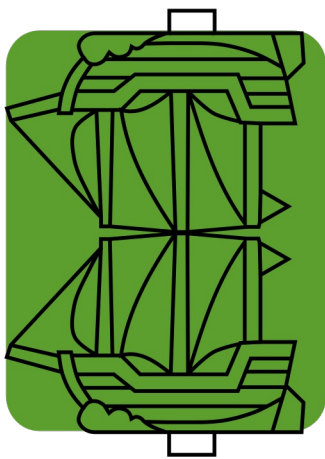
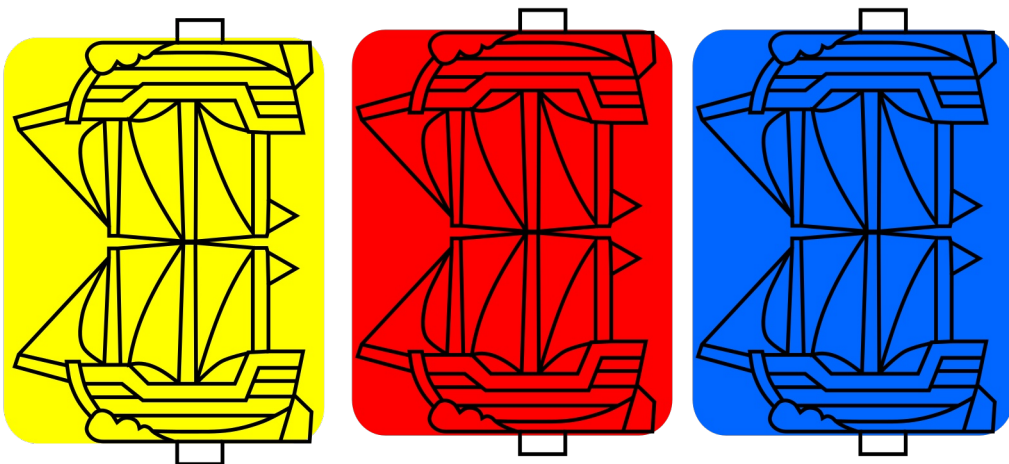


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Stick pieces to card. Cut out the pieces. Colour Blackbeard and Sea Monster.  
Stick the pieces to the bases using tabs.



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# Construction of Ye Olde Game

1. Pirate\* your copy of “Piracy, Pirates of Port Blackwood” at our website:
  - <http://www.ackroyd.co.nz/piracy/>
2. Download the .pdf file and check it to make sure it is all there.
3. If you have a printer that only prints on one side don't fret!
  - Open the file in Acrobat reader or similar program. Use print preview to check it fits your paper.
  - Select the numbers of the pages you want to print. Don't need instructions? Don't print 'em.
  - Print preview to ensure all parts of the document are included.
  - Find your playing card fronts and backs. Glue one side of the cards printout.
  - Line up both sides back to back so the images align (hold it up to the light) and stick.
  - Flatten out the paper and leave it to dry before cutting cards along edges.
  - If your printer prints on both sides then use this. The cards should line up.
4. Find your 4 board pages.
  - Get 4 pieces of black A4 card (or you can paint normal, corrugated box card).
  - Trim your printed map pages to remove any white borders, leaving only black edges.
  - Place the maps on the cardboard and ensure that the compass points align in the centre of the map. They should be as close to the edge as possible.
  - Glue the map to the cardboard with the compass points on the very edge at one corner.
  - You should now have 4 map pieces to create the playing board.
  - Experiment with folding options. It should fold to one A4 size piece opening like a book.
  - Glue on cover and movement instructions if you want it to be pretty.
  - If you want a smaller version just print the A4 single page version of the map.
5. Find the playing pieces page.
  - Glue the page to thin card (for example cereal a box).
  - Ensure glue is applied liberally to back of player pieces and coins.
  - Cut and fold the player pieces back to back when dry. Glue them together leaving the tabs at the bottom folded out.
  - Stick the tabs of the player ships to the bases.
  - If you want some real playing pieces head to [ponoko.com/showroom](http://ponoko.com/showroom) and search for pirate game (<https://www.ponoko.com/showroom/piracytheboardgame>) or by following the link on our website ([ackroyd.co.nz/piracy](http://ackroyd.co.nz/piracy)). Here you can buy plans for laser cut, wooden ships that can be painted. Think of this as a donation for your free game if you like!
  - Cut the coins out.

If you want to get creative you can design your own pieces from modeling clay like “Fimo” or “Das” that can be baked in the oven. The world is your oyster.



# PIRACY

## Pirates of Port Blackwood

A pirate game for 2 to 6 players, ages 8 to 108. Games last around 30 minutes.

### Prologue

The pirate Blackbeard tore the map to his buried treasure into four pieces. He scattered these pieces to the furthest corners of the seven seas. They were lost and the location of the treasure remained a secret... until now.

A band of buccaneers has found all the pieces of the map. They sail on the first following sea to claim the treasure. Unknown dangers await, Captain Blackbeard won't give up his treasure easily, and can you really trust another pirate where treasure is concerned?

### Game Objectives

Race mode:

Sail from Port Blackwood, to the "X" marks the spot. Collect a gold doubloon from Blackbeard's treasure hoard and return safely to Port Blackwood. Repeat this feat 2 times to win glory. This mode will take about 20-30 minutes to play.

Hoard mode:

Played in teams of 2, this mode requires 4 or 6 players. The team with the most gold when all the treasure is returned to Port Blackwood from Blackbeard's hoard is the winner. In the event of a draw, a further piece of treasure is added to the hoard. Teammates may use their cannonballs to take gold from their partner as well as enemies. In Hoard Mode, you can carry a maximum of 3 treasure coins. If you attack another pirate and end up with more than 3 coins you must leave the remainder behind. If no coins are left in the hoard teammates can support their partners. This is the longer version of the game taking around 30 minutes.

### Board Map Setup

- Place the 4 corners of the map on a flat surface. Ye may want to anchor in a calm harbour.
- Collect double the number of coins there are players, minus 1. For example, 3 players will have a treasure hoard of 5 coins. Place the treasure coins on the hoard above the 'X Marks the Spot'.
- If playing with cards, shuffle them and place them near the board face down.
- Put Captain Blackbeard's ship on Skull Island.
- Put the Sea Monster on Sea Monster Island.
- Place player ships on the area off the map near Port Blackwood. For a 2 player game place 2 ships per player, For 3 or more players place one ship each.
- Give each player a cannonball. Put any extra cannonballs in your brass monkey (stockpile).

### Rules

"Ye be playin' a pirate game. They be not so much rules, more like... guidelines."

### Normal Order of Turns

Each player rolls a dice. The highest roll starts. Play continues with the next player to the left.

Each move represents a day of sailing. It is broken into two parts, the events of the day and how far you have sailed.

First, turn over a card (or use the number on the red dice or spinner) to determine which event to carry out (Captain Blackbeard, Sea Monster, Fair Breeze and Siren's Call). Carry out the instructions on the card.

Second, move your own ship the number of squares rolled on the blue dice (or on the spinner). You may steal from other players in either part of your turn (the event or movement stage). Firing your cannonball ends that part of your turn. For example, if your piracy occurs during the event stage you may still move in the movement stage.

Play moves to the next player. If playing with 2 players you may choose either one of your two ships to move. Only move one of your two ships per turn.

## Normal Movement

“On the open sea, the wind be a fickle mistress, fillin’ ye sails one day, becalmed the next.”

Imagine you are sailing a ship on the ocean. It will take time to change direction!

Movement is decided by the blue movement dice (or spinner).

You may move up, down, left and right.

You may move over or through another player’s ship.

You may land on the same square as another player.

If you land on Blackbeard or the Sea Monster you are captured.

You may **NOT** move diagonally.

You may **NOT** move back onto a square you have just vacated in that turn (you may in your following turn).

You may **NOT** move over or through Captain Blackbeard or the Sea Monster.

You may **NOT** pass over an island.

Wharves do not restrict movement. Treat them as you would the open water. For example, if you roll a 6 and reach the wharf at Port Blackwood in 3 moves, you may deliver any treasure carried and continue a further 3 moves.

## Islands

“Islands be safe havens for pirates but navigating the shallow reefs near shore be slow sailing.”

Islands are safe spaces. Your ship cannot be attacked by Blackbeard, the Sea Monster or other pirates while moored on an island.

You may sail onto an island but that is the end of your move. For example, if you roll a 5 and reach an island in 3 moves you forfeit the 2 remaining moves and remain on the island.

Landing on an island grants you one cannonball. This applies to all islands EXCEPT Skull Island and Sea Monster Island.

When moving off an island (or from land square to land square) you may only move one space. For example, if you are on an island and roll a 4, you may only move 1 space to leave the island. This applies for all land except wharves.

**The cards “Fair Breeze” and “Siren’s Call” remove the movement restriction for leaving islands but not for sailing onto islands. See “Cards” for more details.**

## Treasure

“Thar be treasure buried somewhere in these here islands!”

In “Race mode”, you must collect 2 treasure coins to win the game.

In “Hoard mode”, the team with the most treasure when all the gold is stolen from Blackbeard’s hoard and returned to Port Blackwood wins.

The total amount of treasure is twice the number of players minus 1. For example, 3 players will have a treasure hoard of 5 coins.

Treasure is found at the “X Marks The Spot” wharf on the map.

Each time you pass over or stop at the “X Marks The Spot” wharf you may collect **ONE** treasure coin only.

As long as you follow normal movement rules, you may collect another coin by passing over X marks the spot again. Beware, as this will slow you down making you easy pickings for other pirates.

Pass over or land on the “Port Blackwood” wharf to add carried treasure to your hoard.

In the event of any draws, an extra coin is added to the hoard.

## Stealing Treasure

“Pirates ain’t famous for sharing treasure. Let’s get down to a little burglary!”

The best way to get treasure may be to steal it off another player. Each player begins the game with one cannonball. Each time you land on an island collect 1 cannonball (except Skull and Sea Monster Islands).

You may fire your cannonball to steal another players treasure when you land on that player’s square in the exact number on the event card or the movement dice. Firing your cannonball is the end of that part of your turn only. For example, if you fire your cannonball on the event part of your move, you may still move in the movement part.

You may fire your cannonball regardless of whether the other player has treasure or not.

“Why would ye fire at a ship with no gold? Pirates are greedy, not stupid!”

Firing the cannonball allows you to move the other players ship 3 spaces in any direction. Normal movement rules apply. For example, if the ship moves onto an island they are marooned. If the ship lands on or passes over Blackbeard or the Sea Monster they are captured.

You may use a cannonball only once.

## Treasure and Movement

“Why have one piece of gold when you can have four!”

Treasure can restrict movement. Calculate the number of moves at the start of your turn. This number is your movement for that turn regardless of whether you pick up treasure during the turn.

When carrying no treasure move the number of squares rolled on the dice.

When carrying one piece of treasure you also move the number of squares rolled on the dice.

With 2 treasure coins move half the number rolled on the dice, rounded up.

With 3 treasure coins move one third the number rolled on the dice, rounded up.

With more than 3 treasure coins move one space per turn regardless of dice roll.

**The cards “Fair Breeze” and “Siren’s Call” remove the movement restriction for moving with treasure. See “Cards” for more details.**

“Consult ye olde Pirate Almanac on the map if ye find mathematics confusin”

If you are carrying treasure and are moved with “Siren’s Call” to Skull Island or Sea Monster Island while Captain Blackbeard or the Sea Monster is home, your treasure remains on the island. If several players are captured, the first player to escape capture from that island takes the treasure with them. Otherwise you may take it with you when you escape.

## Events

Events occur based on the draw of a card or roll of the red dice. The four events are pictured on the board (Captain Blackbeard, Sea Monster, Fair Breeze and Siren’s Call). Each event has the dice roll that will trigger it next to the picture on the board.

## Captain Blackbeard

“Arrr! I be the most feared pirate in all the seven seas, matey”

Captain Blackbeard cards allow you to move the dreaded pirate’s ship on the game board.

Blackbeard can be used to capture and block other pirates or be moved out of your way to create a safe path.

Move Captain Blackbeard exactly the number of spaces written in the event description.

If Captain Blackbeard lands on a player in exactly 3 moves he captures that player. Return both Captain Blackbeard and the captured player to Skull Island.

Any gold carried by the captured player is left on the square the player was on when captured.

“Ye be wantin’ to hurry back to that treasure! Abandoned treasure be fair game for other buccaneers.”

Rolling a 6 in the movement part of your turn allows you to escape Skull Island moving 1 square off the island even if Blackbeard is at home.

Alternatively, you can wait until Captain Blackbeard leaves the island (during the event stage of your turn or another players). Then you may move one square off the island as per normal movement off an island.

**The cards “Fair Breeze” and “Siren’s Call” remove the movement restriction when captured by Blackbeard. You may leave Skull Island and move the number of spaces indicated on the card. See “Cards” for more details.**

Blackbeard may not move onto islands (including Sea Monster Island) or onto the wharves at Port Blackwood or X marks the spot.

Blackbeard moves up, down, left and right only.

He may NOT move diagonally.

He may NOT move back to a square he has just vacated.

He may NOT end his turn on the same square he started on.

Players may not move over or through Blackbeard. They must move around the square he occupies.

## The Sea Monster

The terrifying Sea Monster lurks around Sea Monster Island, pulling ships to their doom with its tentacles. The Sea Monster captures and moves in an identical fashion to Captain Blackbeard. Apply the same movement rules. All captured players are taken to Sea Monster Island and escaping is the same as if captured by Captain Blackbeard. The Sea Monster cannot move onto Skull Island

## Fair Breeze

A fair breeze fills your sails allowing you to move speedily toward your goal.

Fair Breeze allows you to move 3 spaces in any direction.

If you are currently on an Island, you may move 3 spaces off land, ignoring the usual restriction of one move off an island.

If you are currently captured, you may escape capture and move 3 spaces.

You may not move over land. For example, if you are in open water, you may not move onto an island then leave the island on the other side and continue your move. If you move onto land your turn ends.

You must move around Blackbeard and the Sea Monster.

## Siren's Call

“Sirens be dangerous creatures. This ain't no little mermaid, maties!”

Siren's Call allows you to move another player's ship 3 spaces in any direction.

Use this card to help or hinder another player's progress.

“Ye could use it to help I suppose, but what would be the fun in that? Ye may want to maroon 'em on an island, send 'em into Blackbeard's path or stop 'em from getting home wit' that treasure.”

Normal player movement rules apply.

The player takes any gold they carry with them.

You must move around Blackbeard and the Sea Monster.

## Cannonball

Cannonballs give you one cannonball which you may use to steal another pirate's loot.

You start the game with one cannonball. Keep any cannonballs you obtain from landing on islands until you choose to use them. You may carry as many cannonballs as you wish.

You may fire your cannonball to steal another player's treasure when you land on that player's square.

You may fire your cannonball in the event or movement stages of your turn.

You may fire one cannonball in the event part of your turn and one in the movement part if you have several in stock.

You do not need an exact roll; you may forfeit any remaining moves to land on another player.

You may fire your cannonball regardless of whether the other player has treasure or not.

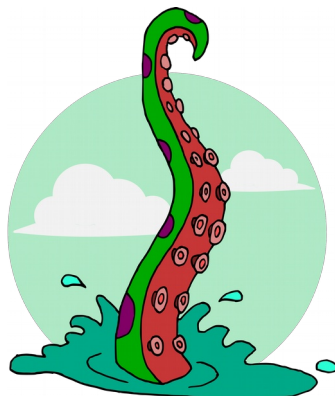
“Why would ye fire at a ship with no gold? Pirates are greedy, not stupid!”

Firing the cannonball allows you to move the other player's ship 3 spaces in any direction.

Normal movement rules apply. For example, if the ship moves onto an island the turn ends. If the ship lands on or passes over Blackbeard or the Sea Monster they are captured.

You may use a cannonball only once

After using a cannonball it is returned to the stockpile.





**\*Acknowledgements for Piracy, Pirates of Port Blackwood**

**This game is an exercise in producing and marketing a plastic free, low impact manufacturing, board game. I hope you enjoy it. If you are a mega-corporation wanting to publish it, please feel free to get in touch. I am not above selling out my principles for huge piles of cash (or even small piles). (piracytheboardgame@gmail.com)**

**Piracy, Pirates of Port Blackwood is published under a Creative Commons (<https://creativecommons.org>) license (Attribution-NonCommercial-NoDerivatives 4.0 International). This ain't a very free license but it's better than paying right?**

**This board game was made using open source software:**

- **Ubuntu Linux (<https://ubuntu.com/download/desktop>) operating system. Fast and bulletproof.**
- **Inkscape (<https://inkscape.org/>) vector graphics editor. Amazing tool!**
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