

A Tale of Pirates

RULEBOOK

A crew of pirates with a common destiny. A ship ready to embark on amazing adventures. These are some of the ingredients of a crazy pirate story, both mysterious and exciting. You are members of the crew of a pirate ship sailing in the southern seas.

A Tale of Pirates is a cooperative game in real time. Each game you will face a chapter of the story, which has a corresponding mission to accomplish: you will try to achieve goals one after the other, without knowing what to expect next!

You will soon realize that life on board is lively and chaotic, and coordination and harmony amongst the crew are absolutely essential. You must coordinate your choices as well as you can to sail your ship and successfully complete your missions.

COMPONENTS



1 Ship

(See the Introductory Guide for how to build it)



6 Sea Sectors
(Board)



4 Sandtimers



3 Corks



1 Die



14 Damage Tokens



10 Envelopes
(1 for each Chapter)



5 Life Points

1 Introductory Guide



4 Cannonballs

1 Rulebook

1 App

The App is necessary to play the game. You can download it for free on the App store of your device.

ELLEN AND THE ACTION SPACES

It is not that easy to sail a vessel through the dangerous southern seas, especially for inexperienced pirates such as yourselves... At least you have known Ellen, your ship, since long ago.

Ellen is formed by various parts: the hull (2 overlapping elements), a stern latch and a bow, the mast, the lookout (2 overlapping elements) and the sail. The ship is divided into **7 areas**, graphically marked by ropes. 6 of them correspond to the sea sector which they point to, while one has no access to the sea.

Each area is dedicated to a specific action, indicated by a circular symbol. Each hole on the hull represents an **action space**, where Sandtimers are placed to perform that action. Some areas have 1 action space and others have 2 action spaces.

During the setup of each chapter, you will be told how many **Life Points** you have at the beginning of the first round (max 5). You won't get any more!



THE BOARD AND THE SECTORS FOR THE CARDS

The **board** represents the sea where your ship sails to accomplish your mission. It is divided into **6 sectors**, each marked by a direction. In every chapter of the story, you will face different challenges that you encounter during your navigation. These encounters are represented by the **Cards** you will find in the sealed envelopes. Each Card has different characteristics and rules, but don't worry! They are all explained in the App. The cards are placed around the board; each sector has room for up to 3 cards.

THE CHAPTER ENVELOPES

A Tale of Pirates is divided into **10 chapters** to be played in sequence. You can only play a new chapter if you have successfully completed the previous one. You will find the components you need to play each chapter in a **sealed envelope**.

OPEN AN ENVELOPE ONLY WHEN YOU ARE READY TO PLAY THAT CHAPTER FOR THE FIRST TIME!

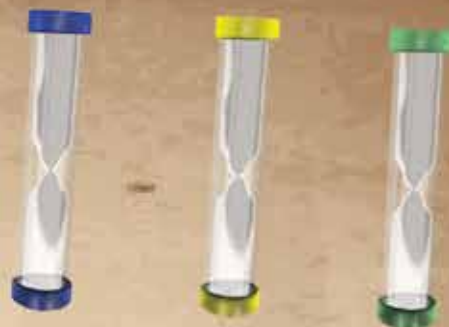
The deeper you delve into the story, the more things you will discover!

PLEASE DON'T SHARE INFORMATION ABOUT THE CHAPTERS ON THE INTERNET! WE WANT EVERY PLAYER TO BE ABLE TO ENJOY THE PLEASURE OF DISCOVERING THE AMAZING SURPRISES THIS GAME HAS IN STORE.



THE SANDTIMERS

Each member of the crew is represented by a **Sandtimer**. You will use your Sandtimer to choose the actions you want to perform. The game is in real time! Every time you place your Sandtimer, you must wait until the sand has fallen before you can perform an action (*the Sandtimers last 30 seconds*). The rules for using the Sandtimers are simple, but you must always follow them exactly.



THE DIE, THE CORKS, THE CANNONBALLS AND THE DAMAGE TOKENS

The southern seas are a treacherous place, and you will have to fight to survive.

Every time a cannon is fired, by either Ellen or by her enemies, you must roll the **Die** to discover the result.

Cannonballs will be shot at the enemies, but you will have to load them first!

Damage Tokens indicate the damage you inflict upon your enemies: you will place them on the Cards.

Corks indicate the damage you receive on board: you will place them in the action spaces of the ship. You **CANNOT** place your Sandtimers in damaged action spaces! Luckily you will always have the chance to repair them.

A Sandtimer placed in an action space

Life Points

A damaged action space (with a Cork in)

A loaded Cannonball (in the spot in front of the cannon)



You can find a detailed description of the game components and of the rules in this Rulebook.

If you can't wait to play, you can start following the Introductory Guide and read the Rulebook after your first game experience!

SAIL



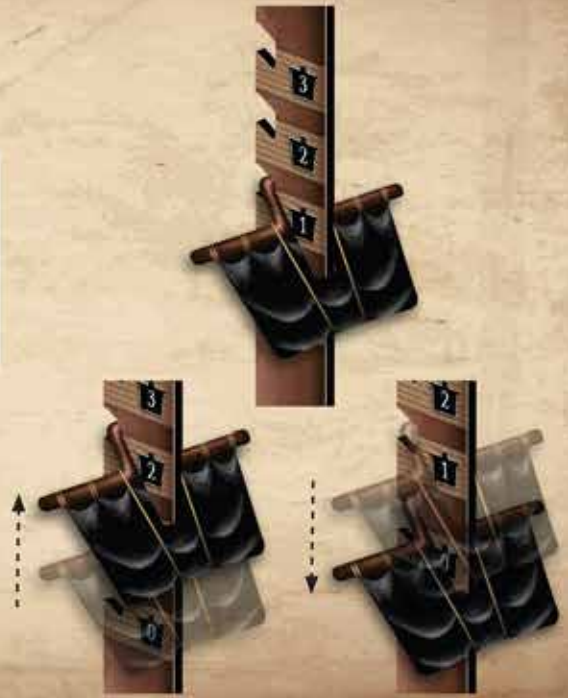
With this action you can hoist or lower the sails. Ellen can drop anchor or fly through the waves!

Move the Sails by 1 step up or down.

ATTENTION!

The position of the Sails indicates your speed. The speed influences your Moving action (see below) and is important when you interact with many of the Cards. Speed symbols are shown on the right side of the mast; corresponding possible movements are shown on the left side.

Example: Peter is performing the Sails action. The Sails are currently at speed 1. He can decide to move the Sails down to speed 0 or move them up to speed 2. He can't move them to speed 3.



HELM



With this action you can change your sailing direction, to head for sunny beaches or to show your cannons to your enemies.

Move the Ship's bow to the left or to the right. At the end of the movement, turn all the Cards in that sector face up.

ATTENTION!

Your possible moves depend on your speed! (In the picture the blue icons indicating the ship's movement.)

- | | | | |
|----------|-----------------------------------|----------|---------------------------------------------------------------------------------------------------------------------------------------|
| 0 | The ship has dropped anchor. | 0 | You cannot move the Ship. |
| 1 | The ship is drifting along. | 2 | You can move the Ship by 1 or 2 sectors. If you move by 2 sectors, only turn over the Cards in the sector where you end the movement. |
| 2 | The ship is sailing along nicely. | 1 | You can move the Ship by only 1 sector. |
| 3 | All hands on deck! | 0 | You cannot move the Ship. |

Example: Joanna is performing the Helm action. The Sails are currently at speed 1. She can

- move the ship to the right by 1 sector and turn the Card in that sector face up.
- move the ship to the right by 2 sectors, point to the Passage 1 Card there, and discard it.
- move the ship to the left by 1 sector and turn the Cards in that sector face up.
- move the ship to the left by 2 sectors and turn the Card in that sector face up.

She decides to move the ship to the right by 1 sector, to get closer to the Passage Card and put the left-hand Cannons in front of the Brigantine Card in the NE sector.



LOOKOUT



With this action you climb up to the top of the mast, to inspect the horizon in search of peaceful shores, or most probably to see if a Spanish gunboat is still on your back... It is very useful to see what is hiding around you, and everybody knows that pirates are curious people!

Turn a Card of your choice face up, anywhere on the board.
With this action you can only turn over 1 Card.

Example: Frank is performing the Lookout action. He can turn any Card on the board face up. He decides to turn over the Card in the NW sector because it is the farthest from the ship's bow.



REPAIRS



With this action you can indulge your secret passion: DIY! That's right, your ability with hammer and nails will save your life more than once.

Remove a Cork from a damaged action space and place it back in the supply.

ATTENTION!

This action space can never be damaged!
Having damaged things on board is really annoying. First of all you can't use damaged action spaces (we have tried, but a Cork AND a Sandtimer really don't fit in one space at the same time). And, if you receive too much damage you will start to lose Life Points (see page 6).

Example: Stephanie is performing the Repairs action. There is only 1 Cork on the ship, in an action space of the right-hand Cannons area. She removes that Cork and places it back in the supply.



CANNONBALLS



With this action you can load the Cannonballs you will shoot at your enemies. Were you thinking of shooting fish?

Take up to 2 Cannonballs from the supply and load them in 2 different Cannons.

To load a Cannonball, place it in the appropriate space in front of a Cannons action space.

You can load Cannons on the same side of the ship or on different sides, it doesn't matter. It is not possible to load a Cannon which has already been loaded. If there are no Cannonballs in the supply, you cannot perform this action.



Example: Peter is performing the Cannonballs action. There is already a Cannonball loaded in the right-hand Cannon. He takes 2 Cannonballs from the supply and places them in the left-hand Cannons.



CANNONS



With this action you light the fuse and ... cross your fingers!


The action is performed in 3 steps:


1 Discard the Cannonball from the Cannons you are using and place it back in the supply. If there is no Cannonball in your Cannon, you cannot shoot.

2 Choose your target. Choose a face up Card in the sector your Cannon is pointing towards. You can only shoot at Cards in the sector you are pointing towards when you are performing this action.

3 Roll the Die! There are 3 different results:

 **1 Hit!** Take 1 Damage Token and place it on your target Card.

 **2 Hits!** Take 2 Damage Tokens and place them on your target Card.

 **Broken Cannon!** Remove your Sandtimer and place 1 Cork in its place. That action space is now damaged.

1



3



Example: Joanna is performing the Cannons action on the right-hand side of the ship. First she discards the Cannonball from her Cannon. Then she chooses the Corvette as her target (she could have chosen the Brigantine in the same sector, but she couldn't have chosen the Brigantine in the N sector). Then she rolls the Die and gets a result of

- 1 hit. She takes 1 Damage Token from the supply and places it on the first Life Point of the Corvette Card. The crew must shoot the Corvette again in order to discard it!

- 2 hits. She takes 2 Damage Tokens and places them on the Life Points of the Corvette Card. She can discard it!

- Broken Cannon. She replaces her Sandtimer with 1 Cork from the supply.

CORKS

These wooden pieces represent rum bottle corks. When you receive **damage on board**, you use them to temporarily fix the problem... you just stick a cork in the hole! Unfortunately, you cannot use the damaged action space again until you have fixed it properly, using the

Repairs action. Sometimes you will start a new chapter with some Corks already on board: Ellen is an old lady, it is perfectly normal to find broken pieces lying around... More often, enemies will shoot at you!

The Corks rules are easy, but you always have to apply them carefully.

1 When you receive damage, place 1 Cork in the area of the ship that is pointing towards the sector where the Card that attacked you is in that moment.

2 If you cannot place a Cork in an area, because there are no Corks left in the supply, or because that area is completely damaged (all action spaces in the area are damaged), **you lose 1 Life Point** for each Cork you cannot place.



There is a Cork in the Helm action space and another Cork in an action space of the left-hand Cannons area.

With Ellen pointing North, if you receive damage from a Card in the N sector you must place a Cork in the Cannonballs action space. If you receive damage from NE, place the Cork in an action space of the right-hand Cannons area. If you receive damage from SE, place it in an action space of the Sail area. If you receive damage from SW, place it in the Lookout action space. If you receive damage from NW, place it in the free action space of the left-hand Cannons area.

If you receive damage from S, you lose 1 Life Point because the Helm area is completely damaged and you cannot place the Cork.

Each time you receive damage and there are already 3 Corks on board, you lose 1 Life Point for each damage.

SANDTIMERS

The Sandtimers represent the members of the crew. Each player chooses a colored Sandtimer and uses it throughout the whole game. They will **place them in the action spaces to perform the actions during each round.**

These are the golden rules for placing the Sandtimers, you always have to apply them carefully:

- 1 Each player can only touch their own Sandtimer.

"Have you ever wondered why a lot of pirates have a hook for a hand?"



- 2 To choose an action, **turn your Sandtimer upside down in an action space** so that the sand inside is all in the upper half. The sand will start to fall into the lower half.

- 3 Once you have placed your Sandtimer, **you cannot touch it until all the sand has fallen.** You can't move it to another action space if you realize you have placed it in the wrong one... sorry, too late!

"A parrot shouldn't repeat itself... I think you like your hands..."



- 4 After all the sand has fallen, you can **perform the chosen action** and then remove the Sandtimer. You can perform your action anytime, but always before removing the Sandtimer (*you may choose to wait for a while, if you want or need another player to perform their action first*). You can decide not to perform the chosen action, if you don't want to or if you realize that you don't have what you need to be able to perform it.

- 5 Players can only perform actions they chose with their Sandtimer

"What would happen if all pirates had a hook for a hand?"



- 6) **You can never perform an action in the same area of the ship twice in a row.** This means that you can never simply flip your Sandtimer
 - in the same action space where you just removed it from, or
 - in the other action space of the same area, if that area has two action spaces (eg. Cannons and Sails).

ATTENTION!

Cannons on the left and on the right-hand side of the ship are two different areas, so you can perform a Cannons action on the left side and then a Cannons action on the right side.



SUMMARY

When the timer-phase starts, place your Sandtimers in the action spaces, wait until the sand has fallen, then perform your actions. Then, select another action in a different area, and so on until the time is up. Choose fast, act precisely and be united! The more actions you manage to do in a round, the more chance you have of being successful... or alive at least!

SPECIAL RULES FOR 2 PLAYERS

In a 2-player game, each player uses 2 Sandtimers.

During the timer-phase, a player can place both their Sandtimers in the action spaces (as if they were Sandtimers of two different players). A single player will perform actions chosen with 2 different Sandtimers. All rules for placing the Sandtimers must be applied, with the only exception that a player can touch two Sandtimers without the risk of losing a hand...

CARDS

In every round of every chapter you must face a certain amount of Cards: they will be dealt around the board (*the App will tell you each time which and how many Cards*).

Every Card has **different rules** that tell you how to interact with it. The rules are indicated by **different symbols** on the Card and are explained in the App.

These are the basic symbols you can find on a Card:



You must cover this symbol with a Damage Token to destroy the Card.



You must point towards this Card at a certain speed to interact with it (*the type of interaction depends on the Card*).



This Card will shoot you once at the end of the round, if you haven't managed to discard it before.



New action space. You can place a Sandtimer here and perform a special action. Different Cards have different effects when you use them. All Cards with action spaces on them are considered to be 1 action, so they follow this general placement rule: one player can never place their Sandtimer on the same Card twice in a row.

ATTENTION!

**When the ship points towards a sector, turn over all the Cards in that sector.
When you discard a Card, remove it from the board and place it back in the supply.**

APP

The companion App is a fundamental and integrated component in the game. In the Introductory Guide you can see a detailed explanation of all its functions. You will find the same functions in all the chapters.

From the second chapter on you will find some **important novelties**:

Events: During the timer-phase, the App may call an unexpected event! A sound effect will warn you and an explanation of the event will appear on the screen. You have to apply the event's effect during the gameplay (*you can choose a player to be the "event resolver"*)! Then, tap the continue button to close the screen and go on playing normally.

ATTENTION!

Some events cause you damage in specific areas.

**As usual, if you can't place a Cork in that area because it is completely occupied, you lose 1 Life Point.
This rule also applies if the action spaces are occupied by Sandtimers!**

Tokens: In the envelopes you will often find new Tokens. Just like with the Cards, the App will explain to you how to use them. Just tap on the token images.

Special Setup: Advanced chapters will have more and more components. Sometimes the App will show an extra page for the round setup. You just have to apply everything you find in these pages.

ATTENTION!

**Sometimes the App will give you indications that don't follow the usual gameplay.
In these situations, always follow the App indications!**

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