Plundering Paradise

Stinger / Player count

A real-time pirate battle game for 2 players.

Win condition

- Win 2 out of 3 rounds by sinking an opponents ship or collecting treasures

Contents

Four six-sided dice

Setup

Two players sit across a flat level playing surface
The surface is divided into three equal zones (insert diagram of zoned table) that contain imaginary treasure.
Each player gets two dice
Each player selects one of their hands to represent their ship and another hand to roll their dice.
Each player puts their ship (hand) onto the table in their home zone, with five fingers extended. You have five fingers, your ship can take five damage.

How to play

The player who looks least like a pirate starts the game by announcing "Strike your colors!" then each player continuously rolls dice at the same time, performing actions based on their roll results.

Icons (diagram)

Wind
Cutlass
Cannon
Map
Shovel
Jolly Roger

Actions

When you roll two of the same icon, you can take the action associated with that icon. The Jolly Roger is a wild, and can represent any icon.

Set sail

Move your ship forward or backward one zone.

Board noun

Deal one damage to an opponents ship that shares a zone with your ship (they put one finger down).
Notes:
If your opponent announces a set sail action before you announce your board noun action, they move out of range and you don't deal damage.

Fire cannons

Deal one damage to an opponents ship that is exactly one zone away from your ship (they put one finger down).
Notes:
If your opponent announces a set sail action before you announce your fire cannons action, they move out of range and you don't deal damage.

Find treasure

If you are in the middle zone or your opponent's zone, declare you are collecting the treasure from that zone.
Note:
If you are already carrying treasure, you can't find more.

Bury treasure

Bury a collected treasure in your home zone

*Wild

Perform any other action and heal one damage to your ship (restore one down finger)

Saving dice

After a roll of the dice, you can leave a non-wild result on the table and just keep rolling the other die until you make a match that you want.

Performing an action

Once you have made a match that you want to keep, you must announce the name of the action you want to perform before you can continue rolling your dice. If you pick up the dice before announcing the action, you can't do the action and have to start rolling again until you make another match.

End of the round

A round ends when either
- one player has collected and buried one treasure from their opponent's zone and one treasure from the middle zone
- One player has all of their fingers down from damage taken

The player that either collected two treasures or destroyed their opponent's ship wins that round.

Players start a new round. If your ship was destroyed, you need to use your other ship (switch rolling hand with ship hand).

The game is over after one player wins two rounds.

Honorable Pirates

You may be a pirate, but you're an honorable pirate. You may not interfere with your opponents ships or dice rolling. If your opponent announces damage, give them the benefit of the doubt and put down a finger.

Credits

Game design: Matt Ajifu
Version 1.0.0