

Julien Avy

Archipirata

The title 'Archipirata' is rendered in a stylized, red, gothic font with gold outlines, set against a dark wooden banner. The banner is adorned with a skull on the left, a hand holding a scroll on the right, and a gear-like border. The background of the entire image is a vibrant, cartoonish landscape with a blue sky, green hills, and a cliffside where two small figures are seen. In the foreground, a treasure chest is open, overflowing with gold coins and jewels.

Rulebook

Introduction

Have you heard the rumour that's been going around? It seems that the Black Baron, one of the most fearsome pirates of our time, has been captured! It seems that he hid his treasures on the floating world of Kran. You'll have to act fast and steer your ship well to be the first to get your hands on the precious booty. But beware of scurvy freebooters along the way!

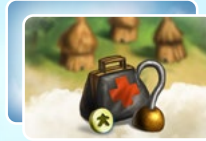
Archipirata: Comes from ancient Greek, meaning 'captain' or 'pirate leader'.

Components

1 Board



32 Equipment cards



8 Chest cards



2 Airship cards



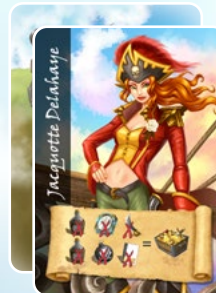
8 Permanent cards



16 Pirate (8 red, 8 white)



8 Archipirata cards



Setup



❶ Place the board in the middle of the table.

❷ Make 8 piles and place them around the board. The cards are placed randomly. A pile consists of:

- 1 face-up Equipment card (on top)
- 1 face-down Equipment card
- 1 Chest card with closed lid showing
- 2 face-down Equipment cards
- 1 face-down Permanent card

❸ In a 2-player game, choose your counter colour and place 1 Pirate on each of the islands on the board.

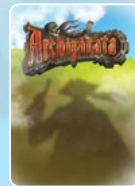
In a 4-player game, form 2 teams. Sit down around the board so that you alternate teams. Then each team chooses its colour and places a Pirate on each island.

❹ Take an Airship card of the same colour as your Pirates and place it in front of you.

In a 4-player game, only 1 member of the team will manoeuvre the Airship card.

❺ Randomly determine the first player. This person removes their Pirate from the island showing a wreck and places it on their Airship card.

❻ **Advanced Variant:** Each player draws 1 Archipirata card face down, without revealing it to the other players (or their teammate).



The players on your left and right must be your opponents.

Purpose of the game

You are at the leader of a pirate crew. When it's your turn, move the pirates from island to island to activate equipment with one of your pirates or one of your opponent's pirates.

To win the game, you must accumulate 3 chests filled with gold coins or eliminate all the pirates belonging your opponent.

Your Pirates

Your crew consists of 8 Pirates. The Pirates on the board will actively participate in the adventure. The Pirates on your Airship card are considered injured. They will only be useful if you are able to bring them back into play.



How to Play

Game Turn

The game is played in turn. On your turn, you will have 4 phases to complete.

I. Choosing an Island

II. Moving Pirates

III. Activating Equipment Cards or Taking a Chest Card

IV. Combat

I. Choosing an Island

There are 8 islands on the board. Select one and take all the Pirate (no matter who they belong to) and hold them in your hand.

Important: You can select an island and take all the Pirate on it even if you do not have a Pirate of your color on that island.

The number of Pirates you have will determine how many islands you can move. The chosen island will be your starting island.

For example, you choose the island with the wreck. Take all the Pirates on this island into your hand.

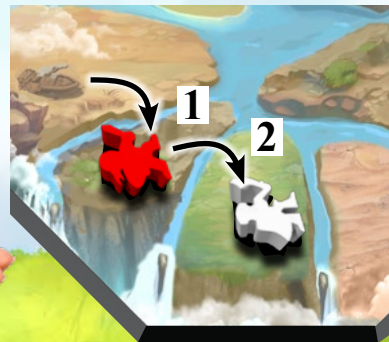


II. Moving Pirates

Choose whether you want to play clockwise or counterclockwise. From your starting island, place 1 Pirate from your hand on each adjacent island, in the order of your choice, always playing in the same direction. Place these pawns in a prone position on the island.

When you have placed the last Pirate, move on to the next phase.


For example, if you have 2 Pirates in your hand, you can move 2 islands.

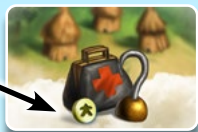


III-a. Activating an Equipment Card

The last Pirate placed activates the Equipment card on the island where it is located, even if it is an opponent's pawn (the effects of the Equipment cards are explained on page 6).



If the Equipment card has a , the last Pirate placed must be your of colour. If this is not the case, take the pawns which you have already played and start phase I again differently.



After resolving the effect of the Equipment card, place it next to your Airship card and reveal the next card.


Important: A Permanent card cannot be taken. Once it is resolved it stays on the table until the end of the game.



III-b. Taking a Chest Card

Chest cards are bigger than Equipment cards. This means you can easily spot them within the stacks of cards.



The Chest cards all show a  icon. This means that you must have a Pirate of your colour in order to take it. When you take a Chest card, look at it without revealing it to your opponent. Then put it next to your Airship card. You must keep these cards face down throughout the game.

You will find 2 kinds of Chest cards:



Gold Coin Chest



Rum Bottle Chest

Important: The effects of the 6 Gold Coin Chest cards and the 2 Rum Bottle Chest cards are explained on page 6.

IV. Combat

Stand up all the Pirates.

If there are ever 3 times more Pirates of one colour than another on an island, the more numerous Pirates injure the other ones. The injured Pirates are placed on their Airship card.



In the illustration above, the red Pirates outnumber the white Pirate by three to one. The white Pirate is injured and placed on its Airship card.

How to Win

A player wins the game when one of the following conditions are met:

1. They have collected 3 Gold Coin Chest cards.
2. The opponent to has no more Pirates on the board.

Card Effects

Sabre

Injure a on the island where you picked up this card, but not the Pirate who activated the card.



Bomb

Injure all Pirates on the island where you picked up this card, but not for the Pirate who activated the card.



Magic Compass

Do not perform Phase IV (combat), and play phases I to IV again. You can activate a maximum of 2 Magic Compass cards on your turn.



First Aid Kit

Take one of your injured Pirate from your Airship card and place it on the island of your choice.

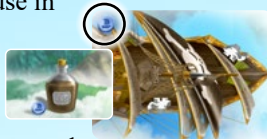


Rum Bottle

The icon means that when you activate the card, you must place it on your Airship card near the icon. You can keep the card in reserve for use in the future.



You can use the Bottle of Rum card during movement (Phase II): it allows you to skip an island when placing Pirates in order to move one island further. Discard the card once it has been used.



You may use more than one Rum Bottle card on your turn if you have more than one in reserve.

Gold Coin Chest

Collect 3 to win the game.



Rum Bottle Chest

Discard this card to activate the effect of 1 or 2 Rum Bottle cards.



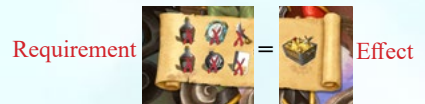
Archipirata Cards

These cards are optional. They add a higher level of complexity to the game. If this is your first game, we recommend that you do not use these cards.



The Archipirata cards represent your unique power as Captain. At the beginning of the game, each player draws one at random. Do not reveal this card to any of the other players, not even your teammate. On your turn, when you see fit, you may reveal your Archipirata card to activate your unique power.

To activate your power, you must have collected a specific number of cards. Discard them to activate the power.



The icon means you must discard your Archipirata card. Some Archipirata powers are one-use powers, while others are permanent effects.

Important: Equipment cards collected are shared by the team and can be used by either team member.

Archipirata Cards (cont'd)

Benito Bonito

This card offers you 2 choices of effects. When you move you can:

1. Discard 1 Chest and this card to use the effect of 1 Rum Bottle card and then wound 1 enemy Pirate.
2. Discard 2 Chest cards and this card to injure 2 enemy Pirates.



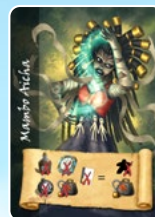
D' Ursilio

On your turn, in addition to discarding this card, you must discard: 1 Bottle of Rum, 1 Bomb, 1 Compass, and 1 Sabre to take 2 Pirates from your Airship and place them on 2 different islands.



Mambo Aicha

On your turn, in addition to discarding this card, you must discard: 1 Bottle of Rum, 1 Bomb, 1 Compass, and 1 First Aid Kit to injure 1 Pirate anywhere on the board and take 1 Pirate from your Airship and place it anywhere on the board.



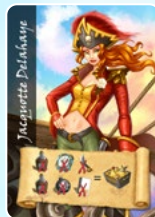
Boum Banda

On your turn, in addition to discarding this card, you must discard: 1 Bottle of Rum, 1 Bomb, 1 Compass, and 1 First Aid Kit to injure 2 Pirates anywhere on the board.



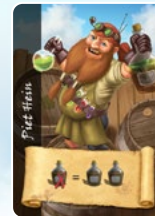
Jacquotte Delahaye

On your turn, reveal this card, you must discard: 2 Rum Bottles, 1 Bomb, 1 Sabre, and 1 Compass. Your Archipirata card now can be used as 1 Gold Coin Chest.



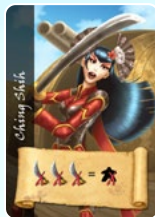
Piet Hein

On your turn, reveal this card so that it becomes permanent. Whenever you discard 1 Rum Bottle, you can double its effect. This also works for Rum Bottle Chests.



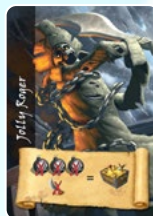
Ching Shih

On your turn discard 2 Sabres to injure 1 Pirate anywhere on the board.



Jolly Roger

On your turn, reveal this card so that it becomes permanent. Make a stack of 3 Bomb and 1 Sabre cards to convert them into a Gold Coin Chest.



Credits

Game designer :
Julien Avy

*Development and
Artistic Direction :*
Stéphane Vachon

Illustration :
Mylène Villeneuve

Special thanks :
**Geneviève Stébenne,
Guillaume De Le Haye,
Marc Suys, Martin Lavoie,
Jean-François Gauthier,
Jimmy Dorion**

Published by:



www.pictoeditions.com
pictoeditions@gmail.com

Distributed by:



30 Brissette Street
Sainte-Agathe-des-Monts
(Quebec) J8C 1T4
info@distributionmomentum.ca