



Michael Schacht

6+

2-4

15-20 min

Cannons *and* Doubloons



Pegasus Spiele

Michael Schacht



Hello, my name is Michael Schacht. I was born in Wiesbaden and are currently living in Frankfurt am Main. At first, I worked in third generation advertising, since 2005 I'm a full-time game designer. Through an actor's contest I came to my first publications. Over time I developed a special weakness for family and children's games.

Always I try to reach a high level of fun and excitement with simple means. I particularly pay attention to an easy getting in the game and short game rules.

Michael Schacht



- 12 pirate cards
- 3 island cards
- 1 kraken card
- 4 pirate ships
- 4 dice
- 4 anchor tiles
- 24 doubloons

(gold coins, 12x value of 1, 6x value of 2, 6x value of 3)



Components



Story

Land in sight!

The pirates are heading straight for a mysterious treasure island. To the ship's kobold! There are other pirate ships on course! Get out of the quarter berths and get to the cannons! Send the other pirates to the kraken with loud banging and get the golden treasure!

Game Setup



1. Assemble the pirate ships before the first game. Choose 1 pirate ship each.
2. Decide, which pirate you want to play and take the 3 corresponding cards in your hand this way, you face the sides with the islands on it.
3. Put the 3 island cards and the kraken card in the middle of the table keeping enough distance between them.
4. Place your pirate ship on the kraken card. From here you start the adventure.
5. Lay down all doubloons at the ready as a face down supply, the way around that the sides **without the numbers** face up.
6. Now place 1 doubloon on each island card and turn them over, so the **numbers** on the doubloons are visible.
7. Put the die and the anchor tiles at the ready.



The aim of the game is to collect the most doubloons of all for the own pirate treasure.

You play all at the same time. "Cannons and Doubloons" is played in rounds. In each round you perform the following steps.

How to play

1) Play Pirate Card

At first decide to which island you want to sail. Then take the pirate card with the according island on it and put it face down in front of you, so the side with the pirate on it is visible.

As soon as you all have decided, you turn over your cards **simultaneously** and thus show where your pirates go looking for gold.

2) Place Ship

Place your ship on the island card which you have chosen with your pirate.

3) Capture Doubloons

If your ship is the only one lying in front of an island, you can take all the doubloons from this island card and put them in front of you. Now that was easy prey!





Are there several pirate ships lying in front of the same island card, **it comes to a combat** - because pirates do not share!

If you are involved in a combat, take 1 die. Then all involved players roll the dice at the same time.



You rolled a cannon?

Then let the cannon speak and thus further remain in combat about the doubloons.



You rolled the white flag?

By that you surrender and drop out of the combat. To recover, your ship **anchors in front of this island** for the next round.

As a symbol take 1 anchor tile and put it next to your pirate ship.



You rolled the kraken?

This is getting too wild for you, so you flee to the sea. You drop out of the combat and place your ship on the kraken card.

If there remain 2 or more pirates in the combat after the rolling, you roll the dice again **until only 1 pirate remains**, or **all players have been dropped out**.

You are the **only remaining pirate in combat**? That's it! You won the combat. Take all the doubloons of this island card and lay them down in front of you.



You **all dropped out** of the combat? At Neptune! You all go away empty-handed and the doubloons stay on the island.

4) Pick Pirate Card

If all combats of this round have been finished, pick up your played pirate card on your hand again.

5) Reload Doubloons

At the end of each round place 1 doubloon on each of the 3 island cards from the supply and turn them over, so that the side **with the number** on it is visible. Are there already doubloons on it, put a doubloon on the island in addition. The treasure grows!

Afterwards you start a new round.

Anchor tile:

Does an anchor tile lie next to your ship, because you surrendered in combat, you don't play a pirate card at the following round. You stay put in front of this island. You only can capture the doubloons of this island or participate in combat in front of this island in the following round. As soon as the other players have placed their ships, take the anchor tile away again.



Once you distributed the last doubloon from the supply. The last round of the game starts. Play it till the end.

Afterwards add the values of your captured doubloons. The one who has the biggest gold treasure, becomes captain of the pirates. In a tie, you share the victory.

Game end





Little box,
big fun!



Author: Michael Schacht · Illustration: Anne Pätzke

Realization & Design: Mühlenkind Kreativagentur

© 2020 Pegasus Spiele GmbH, Am Straßbach 3, 61169 Friedberg, Germany. All rights reserved. Reprinting and publishing of game rules, game components or illustrations without the license holder's permission is prohibited.

Playing is Passion!
www.pegasus-web.com



/pegasusspieleglobal