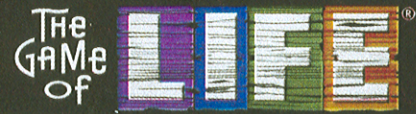
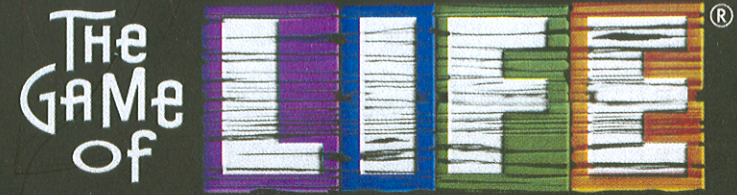


For 2 to 6 Pirates

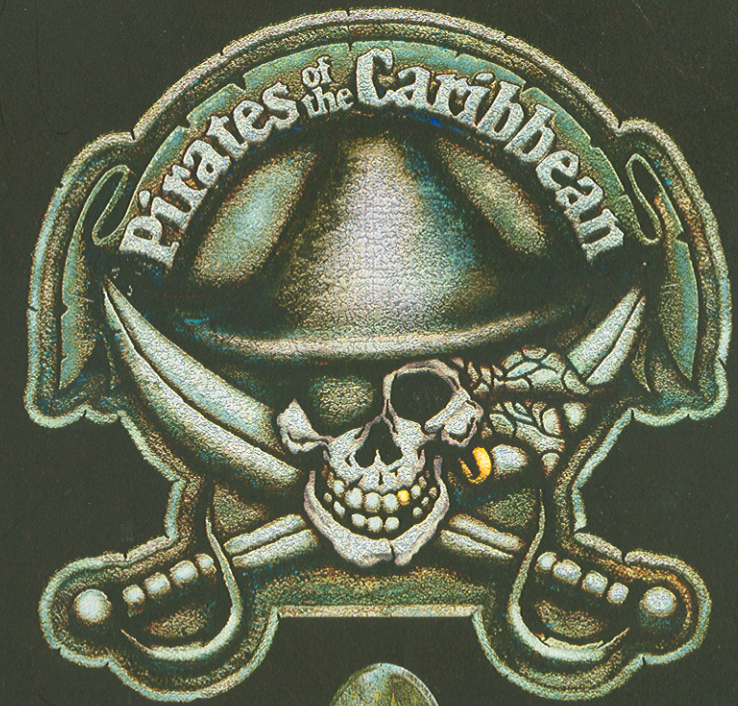
AGES 9+



Dead Men Tell No Tales



© Disney



Dead Men Tell No Tales



Captain's Journal
Rules of Engagement

Dead Men Tell No Tales



THE GAME OF LIFE® PIRATES OF THE CARIBBEAN

Pirates of the Caribbean

OBJECT

Aye matey...Journey through A Pirate's Life and do the things a Pirate does. Choose a Captain then get yourself a ship. Aye! You'll need a mascot too. Sail along visiting ports, raiding ships and collecting treasure. When you reach Treasure Island, kick back and enjoy some grog while you wait for the others to join you. The pirate with the most treasure at the end of the game wins!

CONTENTS

- Gameboard
- 25 LIFE Tiles
- 35 LIFE Cards
- 8 Captain Cards
- 9 Ship Cards
- 8 Mascot Cards
- 6 Deck Hand Experience Cards
- 6 Seafarin' Ships
- 3 Rocky Channels
- 3 Islands
- Spinner Ring, Spinner Dial and Spinner Arm
- Stack of Treasure [Money]
- 2. Treasurer's Tray

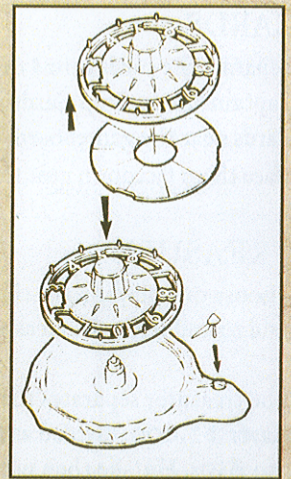


The stormy beginning...

SETTING UP

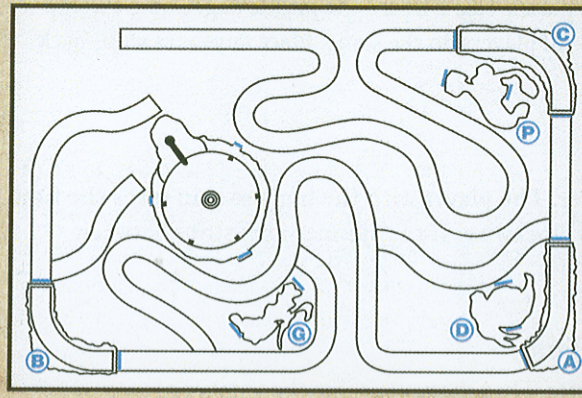
ASSEMBLE AND ATTACH SPINNER

Punch out the spinner ring from the cardboard sheet. Match the double-notched section of the spinner ring to the double-tabbed section on the underside of the plastic spinner dial [under the number 1], then snap the ring into the dial by sliding the ring under each of the plastic tabs. Next, place the assembled dial onto the peg in the center of the spinner base. Press the spinner arm into the spinner rim, pointing the spinner arm toward the center of the spinner.



ATTACH THE CHANNELS, ISLANDS AND SPINNER

Punch out the small cardboard slots in the gameboard and discard the waste. Insert the channels, islands and spinner by matching the circled letters on the



plastic pieces to the letters on the gameboard. Slide each piece into place as shown. *Note: You'll need to detach the channels, islands and spinner from the gameboard before storing all of the components back in the tin after gameplay.*

LIFE TILES

Each LIFE tile carries cash value. These are treasures you collect along your journey. Some tiles have a mascot on them as well. These may be worth double at the end of the game [see WINNING, on page 9].



Punch out the LIFE tiles from the cardboard sheet and discard the cardboard waste. Place the tiles facedown near the edge of the gameboard and mix them up. Randomly draw 3 LIFE tiles and, without looking at their values, stack them on Treasure Island.

The remaining tiles form the draw pile.

3.

CARDS

Separate the cards into 5 decks: Deck Hand Experience Cards, LIFE Cards, Captain Cards, Ship Cards and Mascot Cards. Place the Deck Hand Experience Cards near the gameboard. Shuffle each of the remaining decks separately and place them facedown near the edge of the gameboard.

TREASURY

Choose one player to be the treasurer. This player is in charge of all treasure paid to and from the treasury.

The treasurer separates the money into piles by denomination and gives each player \$2,000, divided as follows: one \$1,000, one \$500, four \$100s and two \$50s. He/she then puts the remaining amount of each denomination into the slots in the tray.

SEAFARIN' SHIPS

Remove the ships from the plastic bag. Discard the plastic bag. Choose a ship and place it in front of you. All players do the same. Place any extra ships back in the tin.

GAMEPLAY

All players spin the spinner. The player with the highest spin takes the first turn. Play then continues clockwise. If the spinner arm stops between numbers, spin again.

WHAT YOU DO ON A TURN

On your turn, spin the spinner. Then move your ship the number of spaces spun.

Always move your ship forward. [You can't sail against the winds!] If you land on an occupied space, move ahead to the next open space.

Follow the space directions. This ends your turn. Your first turn is an exception. See LEAVING PORT.

LEAVING PORT

On your first turn, decide either to start as a SAILOR, or start as a DECK HAND.

SAILOR

If you decide to start as a Sailor, place your ship on the "Sailor Starts Here" space, then do the following:

Draw a Captain Card — Have another player fan out the Captain Card deck facedown, while you draw 2 cards at random. Keep the card you want and return the other to the deck. *NOTE: You may not keep a Captain*



Card that says, "Needs Deck Hand Experience." If you draw two of these cards, draw again!



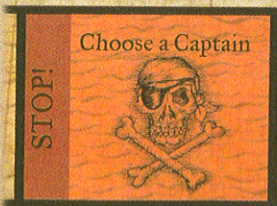
Place your Captain Card faceup in front of you. Now spin and move as you would on a regular turn.

DECK HAND

If you decide to get Deck Hand experience, place your ship on the "Deck Hand Starts Here" space. Take a Deck Hand Experience Card and place it faceup in front of you. Now spin and move as you would on a regular turn.



CHOOSE A CAPTAIN



When you reach the "Choose a Captain" space, STOP! — even if you have moves left. Then do the following:

Draw a Captain Card — Have another player fan out the Captain Card deck facedown, and draw 2 cards at random. Look at the cards, choose the one you want and return the other to the deck.

Place your Captain Card faceup in front of you. Now spin and move again.

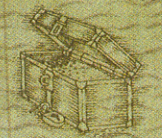
Your Captain and Your Loot

Your Captain determines how much treasure you collect. Look at the bottom of the Captain Cards. The dollar amount shown is the amount this captain collects each time he/she passes over a SHARE THE LOOT space. Try to choose a Captain with a higher dollar amount so you can collect more loot on your journey.

THE SPACES

GENERAL SPACES — Most spaces are general ones that give you some kind of instructions. Whenever you land on a general space, you must immediately follow its directions.

Share the Loot



SHARE THE LOOT SPACES — Whenever you land on or pass a SHARE THE LOOT space, collect, from the treasury, the amount shown on the bottom of your Captain's Card before following any other space directions. On some turns, you may be able to pass over 2 or more SHARE THE LOOT spaces!

STOP SPACES — There are 3 Stop spaces: CHOOSE A CAPTAIN, SHIPYARD and CHOOSE A MASCOT. Whenever you reach one of the spaces STOP! — even if you have moves left. Immediately follow the directions, then spin and move again. Stop spaces have special directions, which are explained separately below.

LIFE

LIFE SPACES — Whenever you land on a LIFE space, take 1 LIFE card from the draw pile and read it aloud. Now do as the card says. When you are done, place the card in a discard pile.

NOTE: If the card says to collect LIFE tiles, take them from the pile near the gameboard. If there are no more tiles in the pile near the gameboard, you may take them

from the other players. You may take more than one tile from a player.

EXCEPTION: You may only take one tile per turn from a player who has retired to Treasure Island. See TREASURE ISLAND, on page 9.

Go to Port!

Pillage town,
dunk the Mayor.
Spend \$200

Choose a Captain



SHIPYARD



SHIPYARD — When you reach this space, STOP! — even if you have moves left. Have another player fan out the Ship Card deck facedown, and draw 2 cards at random. Look at the cards, choose the one you want, pay the treasury the amount listed on the card and return the other card to the deck.

Place the card faceup in front of you. Now spin and move again.

If you draw two ships that you cannot afford, you must return them to the card deck. Then wait until your next turn and draw 2 more cards. You must stay on the SHIPYARD space until you have purchased a ship. Once you have purchased a ship, place the card faceup in front of you. Now spin and move again.

For example, if you draw the card shown, pay the treasurer \$1,000.



ACQUIRE VESSEL — This space allows you to upgrade your ship. Draw 2 new Ship Cards. If either card is an upgrade to your existing

ship, you may trade in your ship for face value and pay the treasury the amount shown on the upgraded Ship Card. Return the 2 Ship Cards that you did not use to the deck. If you already have the highest ship available, you do not need to do anything. Players may only have 1 ship at a time and you cannot trade for a weaker ship.

Acquire Vessel



PASS THROUGH [CAPTAIN'S NAME] TERRITORY. PAY FOR SAFE PASSAGE. —

If you land on one of these spaces, you must pay the player with the specified captain. Spin the spinner and multiply that number by \$100. This is the amount you have to pay. If no player has the specified captain, pay the treasury. If you have the specified captain, do nothing.

Pass through
Sir Francis Drake's
territory. Pay for
safe passage!

RAID!



RAID —

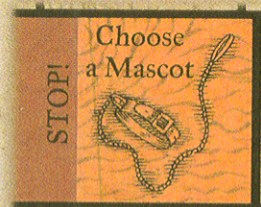
If you land on a RAID space you must choose another player to attack.

- You cannot attack a player without a ship.
- You cannot attack a player who has retired to Treasure Island.

RAID CONTINUED...

Both players [beginning with the player you chose to attack] spin the spinner and add the combat value listed on the bottom of their Ship Card. The higher number wins!

- If the attacker won, he/she spins the spinner again to determine the amount of treasure won. The attacked player must pay the attacker \$100 times the spin.
- If the attacked player won the battle, nothing happens.



MASCOTS — When you reach this space, STOP! — even if you have moves left. Draw 2 Mascot Cards at random from the deck. Decide which one you want, pay the treasury the amount listed on the card and return the

other card to the deck. Place the card faceup in front of you. Now spin and move again. *For example, if you draw the card shown, pay the treasurer \$300.*



CHOOSE ANOTHER MASCOT — If you land here, draw another Mascot Card. Pay the treasury the amount shown on the card you've chosen. The more mascots you have the better your chances are of increasing the value of certain LIFE tiles upon your retirement [see WINNING on the next page]. If no Mascots are available, do nothing.

RUNNING LOW ON TREASURE

If at anytime a player runs low on [or out of] treasure and cannot pay off a debt, he/she may trade in 1 LIFE tile for the amount shown on it. Return the tile to the draw pile and the treasurer will give you the corresponding cash. Players, however, cannot cash in tiles to buy ships or mascots.

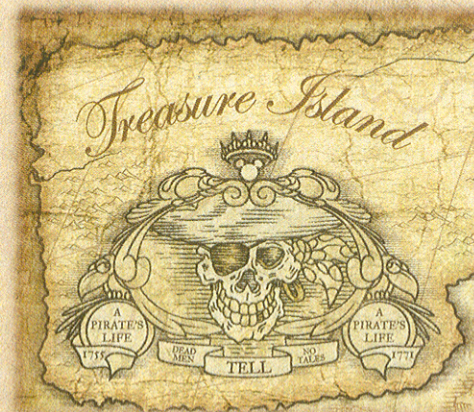
If you have no tiles to trade in and you must borrow money to stay in the game, you may borrow \$2,000 from the treasury but it must be repaid before you retire and you must pay the \$2,000 loan plus \$500 for interest.

...you must pay the \$2,000 loan plus \$500 for interest.

TREASURE ISLAND

When you reach TREASURE ISLAND, STOP! — even if you have moves left. Then do the following:

The first player to reach Treasure Island may secretly look at all three LIFE tiles. He/she chooses one to keep and returns the others facedown to the space. The second player to reach Treasure Island looks at the two remaining LIFE tiles, chooses one and returns the other to the space. The third player to reach Treasure Island gets to take the third and only remaining LIFE tile. Any players arriving after that get no tiles for reaching Treasure Island. [NOTE: If there are only two players, the third tile will be left unclaimed.]



Once you have retired to Treasure Island, all of your treasure is safe and no other player may raid you. However, your LIFE tiles are not safe. Other players may take your LIFE tiles but they may only take one tile per turn.

Even though you are no longer moving on the board, on your turn, you still spin the spinner. If you spin a 10 you get to take a LIFE tile.

WINNING

When all players have reached Treasure Island, the game ends. Now it's time to add up your treasure. All players turn over their LIFE tiles and add up the dollar amounts shown. If you have the Mascot matching that shown on a LIFE tile, double that LIFE tile's value. Once you have all of your LIFE tiles added up, add to it your treasure on hand, the value of your ship and the value of all of your mascots. The player with the highest total value wins! AARRGGHH!



We will be happy to hear your questions or comments about this game.
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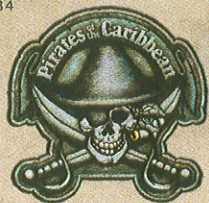


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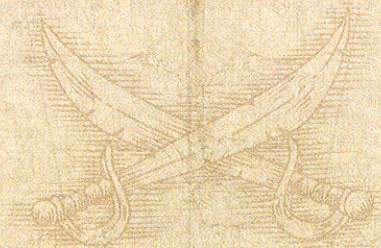
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What adventures lie ahead?



There be treasure everywhere...

10.

11.