

Big Pirate

海盜藏寶圖

Contents • 內容



x 3



x 7



x 13

Will the ship's apprentices be able to steal Big Pirate's treasure before he catches them?

勇敢的水手們跑到大海盜島上去偷大海盜的寶藏，能成功嗎？

Age : from 5 to 9 years 適用年齡: 5歲~9歲

Number of players : 2 to 4 人數: 2-4人

Playing time: 15 mins 時間: 15分鐘



Contents 遊戲包括:

1 pirate figurine, 3 ship's apprentice figurines, 3 treasure chests, 1 game board, 7 coconut palms / hiding places, 1 large pirate die, 1 small ship's apprentice die, 9 coconut palm cards, 4 parrot cards.

一個大海盜、三個水手、三個寶藏箱、一個遊戲板、七個椰子樹立牌、一個黑色海盜骰子、一個木水手骰子、9張椰子樹卡、4張鸚鵡卡。

Object of the game 遊戲目的:

For the ship's apprentices: to succeed in taking a treasure chest from the pirate's cave to the small boat without being caught by the pirate.

For the pirate: to catch all the ship's apprentices so that none of them can get away with it.

對於水手：成功地從海盜洞穴中取出寶箱到小船而不被海盜抓住。

對於海盜：抓住所有水手，這樣他們就不會僥倖逃脫。

Preparation of the game 遊戲前設定:

Choose the player that will be the pirate: if several players wish to play the pirate, each throws the pirate die: the person with the highest score will be the pirate. The other players choose a ship's apprentice piece.

Plant the 7 coconut palm/hiding places in the spots provided near the darkest squares of the game board.

Put the ship's apprentices on the small boat square of the game board. Put the pirate and the treasure chests on the cave square. Cards given to the ship's apprentice players:

- if there are 3 ship's apprentices: each ship's apprentice receives 3 coconut palm cards and 1 parrot card,
- if there are 2 ship's apprentices: each ship's apprentice receives 4 coconut palm cards and 2 parrot cards,
- if there is only 1 ship's apprentice: receives 5 coconut palm cards and 3 parrot cards.

玩家可選擇要扮演的角色，大海盜或是水手。如果有多數人要當海盜，每個人都擲大海盜骰子，點數最高的人當大海盜；其他的玩家選擇喜歡的水手。

遊戲板打開放在桌面上，將七顆椰子樹立牌分別放在遊戲板的綠色點上。

將水手們放在各自顏色的船上。大海盜跟寶藏箱放在洞穴圖式上。將紙牌卡分給選擇水手的玩家：

- 3位水手玩家：每一個水手各拿到3張椰子樹卡和1張鸚鵡卡
- 2位水手玩家：每一個水手各拿到4張椰子樹卡和2張鸚鵡卡
- 1位水手玩家：水手拿到5張椰子樹卡和3張鸚鵡卡

Progress of the game 遊戲進展:

The ship's apprentice player to the left of the pirate player begins: he throws the small die and move his piece the corresponding number of squares.

If there are several ship's apprentices, the other ship's apprentices do the same in a clockwise direction.

Then it's the pirate player's turn to play: he throws the black die and moves the pirate the corresponding number of squares.

After this first full turn is completed, a second turn is played and so on.

從年紀最小的水手玩家開始，順時鐘玩遊戲。

水手玩家先投水手骰子，擲出多少點數就移動幾個格數。移動後輪到下一個水手玩家。直到所有的水手玩家移動過一輪後，輪到大海盜玩家投擲大海盜骰子，擲出多少點數就移動幾個格數，這樣第一輪移動結束。接著再輪到水手玩家進行下一輪移動。

Moving the pieces 移動規則:

The ship's apprentices:

- can move forward or backward but only in one direction for each roll of the die
- can take one chest with him, just by passing on to the cave square (he can only carry one treasure chest at a time).

The Pirate can only move forward never backwards.

(As a market: the pirate's thatou should always show the direction in which the pirate is moving).

Whenever the pirate catches a ship's apprentice (that is to say when the numbers on the dice enable him to catch up with, or overtake a square a ship's apprentice is standing on) the pirate takes that ship's apprentice who is eliminated from the game.

水手：可以前後移動，但是每一次只能選擇往前移動或者是往後移動。每一個水手在經過洞穴方塊時可以帶走一個寶藏箱，一個水手同時時間身邊只能有一個寶藏箱。

大海盜：只能往前移動，不能往後移動。(大海盜移動時，他帽子的方向就是他的前方。)

注意每當大海盜抓到水手時(當大海盜經過或停在某個水手所在的方塊時)，這個水手就從遊戲中淘汰。

To escape from the pirate, the ship's apprntice can 水手要如何逃離大海盜:

1. Use a parrot card:

This card repeats the score obtained on the die. Before rolling the die, the player gives the pirate player a parrot card. If he rolls 3 on the die for example, he moves his piece 2×3 squares = 6 squares.

使用鸚鵡卡:

這張卡片代表從木頭骰子上得到兩倍點數。在投擲骰子前，水手玩家給大海盜玩家一張鸚鵡卡。舉例來說，如果他投擲出3點，他可以移動 $2 \times 3 = 6$ 的點數。並且可以移動6格方塊。

2. Hide behind a coconut palm:

- When a ship's apprentice player passes in front of or stops on a coconut palm square (the darker squares on the path), he can say «hiding place» and put his ship's apprentice behind the coconut palm.
- If before playing, a ship's apprentice piece is already on a coconut palm square (without being hidden), the player can say «hiding place», put his piece behind the coconut palm and in this case not roll the die.
- When a ship's apprentice piece is hidden and it's his turn to play again, he can:
 - I) Remain hidden: he must then use one of his coconut palm cards and give it to the pirate player. In this case he doesn't roll the die.
 - II) Come out of hiding by rolling the die. In this case, the player advances his ship's apprentice by counting the coconut palm square (if the player rolls 1 with the die, he puts his piece on the coconut palm square). If the ship's apprentice player has no more coconut palm cards, he must come out of hiding. Careful: if the pirate is on the hiding place square, the pirate catches the ship's apprentice upon coming out and eliminates him from the game.

2. 躲在椰子樹的後面:

- 當水手經過或者停在椰子樹前方方格時(較深色的格子)，他就可以說"藏身之地"，並且把水手放在椰子樹後面。
- 如果還沒有輪到這個水手但是他正停在椰子樹前方的方塊(沒有藏起來)，如果看到大海盜快要經過，他可以不需要投擲骰子，說"藏身之地"，把水手藏到椰子樹後面。
- 如果水手已經躲在椰子樹後面，現在再次輪到他擲骰子，他可以有兩個選擇:
 - i. 拿出椰子樹立牌並且再次藏在椰子樹後面。
 - ii. 投擲骰子並且不再躲在椰子樹後面。如果他已經用完椰子樹立牌，就一定不能再躲在椰子樹後面。投擲骰子後，從椰子樹前的深色方格開始算格子。

3. Abandon his chest:

At his turn, a ship's apprentice can advance his piece but abandon his chest on the last square he stopped on. This way he forces the pirate to stop on this square and put the chest back on the cave square.

3. 水手放棄藏寶箱:

水手可以將藏寶箱放棄不拿，放在他所停留的方塊上，這樣可以阻止大海盜前進，並且大海盜必須把藏寶箱放回洞穴圖式上。

Who wins? 你贏囉！

- As soon as one of the ship's apprentices gets back to the small boat with a chest, he wins the game. Careful! To be able to return to the small boat square, the ship's apprentices must get the exact number on the die.
- Whenever the pirate manages to catch all the ship's apprentices, he wins the game.

當有水手玩家帶著藏寶箱回到船上時，這一個水手玩家就贏了。但是當大海盜抓到所有的水手時，大海盜玩家就贏了。