



## COMPLETE GAME

Now that you have mastered one ship, it's time to create a fleet, search for treasure, and hunt your enemies in a complete **Pirates of the Mysterious Islands™** game. The quick-start rules you have learned so far still apply—just add these rules to what you already know!

### NEW GAME FEATURES

- Ex-patriot, Mercenary, and Submarine are new keywords.
- Mysterious islands are introduced.

### CREATING A FLEET

Each ship and crew has a point cost and belongs to one of six nations:



To create a fleet, determine the build total at which you will play your game. We recommend a game with a 40-point build total; that is, choose ships, crew, and sea monsters (crew and sea monsters are optional) with a combined point cost up to 40 points. Any build total can be chosen as long as both fleets use the same build total. Each ship must fly her nationality's flag from her stern (rear of the ship); players can build mixed-nationality fleets.

### SETUP

The game can be played on any tabletop or other flat surface. Each player rolls a d6 (reroll ties). The player who rolls the highest result is the first player; the other is the second player.

### PLACING ISLANDS

For a 40-point game, players must use six islands. If you don't have enough islands, use similarly sized and shaped objects to represent them and make up the difference.

Starting with the first player, players take turns randomly choosing an island and placing it on the play area. Islands must be placed at least 3 L bars, but not more than 6 L bars, from each other.

**Mysterious islands.** Mysterious islands are unique to **Pirates of the Mysterious Islands**. Even though they add an exciting new twist to your **Pirates** games, you don't have to use them. You can either ignore their special effects or use regular islands from other **Pirates** sets. Another possibility is combining mysterious islands and regular islands in the same game!

These rules describe playing the game using regular islands. Unless otherwise noted, treat mysterious islands as regular islands. For mysterious island special effect rules, please see "Docking at mysterious islands."

When placing a mysterious island, place it on the play area so that the symbol is face up and the island's special effects on the reverse side are face down.

### CHOOSING HOME ISLANDS

The second player chooses which island will be the home island of the first player. The first player places his or her ships so that their bows (fronts of the ships) touch that island. The first player then chooses a different island to be the second player's home island, and that player places his or her ships so that their bows touch that island. The remaining islands are called wild islands.

A mysterious island that becomes a home island has no special rules; it is a regular home island in all respects.

### PLACING CREW

If you have chosen crew, put them face down either on your home island or on the deckplate card of the ship to which you assign them. Each crew takes up one cargo space on a ship. No matter what a ship's cargo capacity, it can't carry crew with a combined point cost higher than the ship's point cost.

Crew can use their abilities only on ships, never on islands. If a crew and ship are not of the same nationality, that crew can't use its ability while on that ship. A crew with a point cost of 0 can be assigned only to a ship that shares its nationality. You must reveal (turn face up) a crew when using its ability, and it must remain face up the remainder of the game.

**Linked crew and ships.** Some crew are "linked" to other crew and ships (as noted by the symbol printed on their cards). When two linked crew are assigned to the same ship, that ship gets +1 cargo space. In the same way, if one crew is assigned to a ship to which it is linked, that ship gets +1 cargo space. Multiple links on the same ship stack; that is, a ship gains +1 cargo spaces each time two linked crew are assigned to her, or a crew linked to her is assigned to her.

### PLACING TREASURE

Each treasure coin is printed with a number indicating how much gold it is worth. For a 40-point game, each player should contribute eight treasure coins totaling 15 gold points. Shuffle this treasure with the numbers face down, and then randomly distribute four coins to each wild island.

**Unique treasure.** Some treasure is unique. A player can't contribute more than one unique treasure with the same name to the total treasure contributed to the game. At the beginning of the game, each unique treasure is worth 0 gold. A unique treasure's value can change later in the game, depending on its ability text. Players can insert unique treasure into the treasure that is randomly sorted and placed on wild islands. If you contribute unique treasure, however, the rest of the treasure you contribute must still total 15 gold points (for a 40-point game).

### RULES OF THE HIGH SEAS

Here are some game concepts important to the **Pirates of the Mysterious Islands** rules:

- Six-sided dice are abbreviated "d6."
- Ability text (found on the fronts of cards) supercedes these rules; that is, abilities are meant to be exceptions to these rules. The only rule that is never superceded is that a cannon die roll result of 1 always misses.
- Flavor text (found on the backs of cards) has no bearing on game play; it is there merely to tell part of the game's story. Reference a card's ability text to see what it can do in the game.
- Two sources of the same ability text on a ship (such as from the ship and a crew, or from one crew and another crew) do not stack; that is, you can use that ability on that ship only once each turn.
- The bow of a ship is a zone at the front of the ship. It begins where the front of the ship actually touches the table and extends forward (including any masts, mastheads, etc.).
- Play with good sportsmanship and have fun!

### CHOOSING HOME ISLANDS

The first player takes the first turn and is able to give one of four actions (move, explore, shoot, or repair) to each of his or her ships. You can give actions only to ships in your fleet.

**Free action.** Unless a game effect specifically requires one of the four actions, that effect is a free action. Free actions happen automatically and immediately. A free action does not count as a ship's action for the turn on which it occurs.

### MOVING

A ship can't move through any island or another ship. If a ship has a combination move, such as , you can choose to move her either or first, though she can change direction only between each measurement. If a ship touches another ship or an island during her movement, she must stop, even if she could move farther that turn.

**Derelict.** A ship is derelict (can't move) if she has no masts. A derelict can be given only explore or repair actions. A derelict can still carry treasure and crew. If a derelict ship is hit, she sinks.

The following game functions can be performed using a move action or as the result of a move action.

### DOCK

You can't dock at an opponent's home island. As a free action, a ship docked at an island can drop off and board crew, or transfer crew to and from another ship docked at the same island.

**Unloading treasure.** When you dock at your home island, you must unload all treasure worth gold points; this is a free action.

**Docking at mysterious islands.** When a ship first docks at a mysterious island, turn over the island so that its special effects are face up (the mysterious island remains face up the rest of the game). The ship's player then rolls a d6. Match the die roll result to the corresponding number on the wild island; that effect comes into play when its criterion is met. If a rolled effect would be impossible, it is ignored; do not reroll for effect. Each time a ship docks at a mysterious island, her player rolls for effect.

### RAM

After a ship resolves a move action, if any part of her bow physically touches any part of an enemy ship, you can ram that ship as a free action. Roll one d6; if the result is higher than the number of masts remaining on the enemy ship, the enemy ship's player must choose and eliminate (remove from the game) one mast from that ship. Unless the enemy ship becomes derelict from being rammed, the ramming ship automatically becomes pinned. Ships can't ram each other while they are pinned.

**Pin.** A ship is pinned when her bow is in contact with any part of an enemy ship. The pinned ship can't move until the other ship moves away or is derelict.

**Board.** After a ship rams another ship, either player can initiate one (and only one) boarding party as a free action; the player whose turn it is decides first. Each player rolls one d6 and adds the result to the number of masts remaining on his or her ship involved in the ram. The player with the highest total can eliminate one crew on, or steal one treasure from, the other ship.

### TOW

After a ship is given a move action, if any part of her is touching the bow of any derelict, she can tow that derelict as a free action. As a free action, move the derelict so that her bow touches the stern of the towing ship. The towed ship and any crew and treasure on that ship become part of the towing player's fleet. The base move of the towing ship becomes ; the towed ship moves with the towing ship as a free action. When the towing ship docks, dock the towed ship at the same island as a free action.

## EXPLORING

If a ship begins one of your turns docked at a wild island, give her an explore action to look at all the treasure on that island (without revealing it to the other player) and choose as much treasure as you want to take (within the ship's cargo capacity limits). Place each chosen treasure face down on the ship's deckplate card. Any treasure not taken is left face down on the island.

When you leave a wild island, mark that you have explored it by leaving a streamer (or other token) on the island; if you dock at an island with your streamer on it, you can explore it as a free action after docking.

A unique treasure does not take up a cargo space. A unique treasure must be taken by the first player to explore the island on which it is placed. Place it face up on the ship's deckplate card; any ability a face-up unique treasure has comes into play as a free action.

You can also explore any allied ship or derelict that your ship touches, which allows you to transfer crew and treasure between ships.

## SHOOTING

When a cannon shoots, draw an invisible "line of fire" from the associated mast's center point to any part of the target. If this line crosses your own ship's masts or sails, any island, or other ships (other than the target the line is being drawn to), the shot can't be made. You can't shoot at ships docked at their home islands, and you can't shoot at a member of your own fleet.

A die roll result of 1 automatically misses.

**Sinking a ship with treasure on her.** Add together all the gold on the sunken ship and divide it equally between the ship's controller and the player who sank the ship. If the total gold can't be divided equally, the player who sank the ship gets the greater amount. Place treasure you gain in this way on your home island as a free action. Unique treasure is removed from the game when it sinks.

**Sinking a ship with crew on her.** Crew on a sunken ship are removed from the game.

## SCUTTLE

Sometimes you can want to sink your own ship rather than have her fall to your opponent. At any time during your turn, you can give one of your derelict ships a free action and declare that you plan to scuttle that ship. Roll a d6. On a result of 5 or 6, that derelict ship sinks at the beginning of your next turn. If an opponent begins to tow that ship before the beginning of your next turn, the scuttle attempt fails. All crew and treasure on a scuttled ship are removed from the game when she sinks.

## REPAIRING

The repair action allows a ship docked at her home island to repair (bring back into play) one mast.

## KEYWORDS

A keyword represents an ability a card has. If a card has a keyword, it appears in bold on the front of the card. When playing that card, follow the rules of that keyword in addition to any other ability text the card might have.

**Black Mark.** This crew can start the game as if it belongs to the Cursed nation instead of its nation. If it does, place it face up on the ship to which it is assigned; that ship is considered to fly the Cursed flag instead of the flag of her nation. If placed face up in this way, this crew's point cost is increased by 1.

**Broadsides Attack.** When a ship with this keyword is given a shoot action, you can choose to reduce each of her cannons to □ range and shoot at only one target. Roll only one d6; the result must be higher than each cannon's rank. If it is, all cannons hit, and the ship also gets one extra hit. No other abilities can apply to this action.

**Ex-patriot.** This crew can be assigned to any ship. Any ship to which this crew is assigned gains the Mercenary keyword, marking her a member of the Mercenary nation. If this crew is assigned to its linked ship, when the ship rolls for effect at a mysterious island, add 1 to the die roll result.

**Fear.** For each target enemy ship within 5 of this ship at the beginning of this ship's turn, roll a d6. On a result of 5, none of the target's ship or crew abilities can be used this turn. On a 6, the target's base speed is 5 on her next turn.

**Galley.** A ship with this keyword can't pin or be pinned. If this ship rams, she can't eliminate a mast from the rammed ship. As a free action, this ship can rotate on her stern (the rear of the ship) in any direction after she completes a move action. If derelict, this ship can move 5.

**Ghost Ship.** If a ship has this keyword, or a crew aboard a ship has this keyword, decide if the ship is ghostly at the beginning of each of your turns. If ghostly, the ship gains the following abilities: She ignores islands and other ships when moving; she can not end a move with any part of her physically overlapping an island or another ship; she can not be rammed or pinned; and she can not dock.

**Junk.** This ship's masts do not block her line of fire.

**Limit.** You can have only one card with this keyword in your fleet.

**Marine.** A crew with this keyword can be dropped off on any island (except on an opponent's home island). Whether on a ship or an island, it can be given its own shoot action each turn, just like a ship; it has a □-rank gun. Opposing players can target this crew with shoot actions only if it is on an island, but it must be hit twice in the same turn in order to be eliminated—a single hit has no effect. Unlike other abilities, the Marine ability does stack. For example, if two crew with Marine are assigned to the same ship, they can both use it on the same turn.

**Mercenary.** This ship can't dock at any home island, and she begins the game 5 away from your home island. In all other ways, she behaves as a ship in your fleet.

**Ransom.** If a crew with this keyword is transferred to an enemy ship, it becomes treasure worth 5 gold to the capturer. If eliminated by an opposing player, it becomes treasure worth 1 gold to that player and appears on that player's home island as a free action.

**Sea Monster.** A game piece with this keyword is made up of segments that act as masts in the game. These segments come in many different forms, such as tentacles, coils, heads, tails, and so on. A sea monster can be given only move and shoot actions. A sea monster's movement is measured from the white dot on its base or the its base nearest the tentacles. A sea monster can't be assigned crew. Before each turn, a sea monster's controller decides if it is submerged or on the surface. If submerged, a sea monster can only move—no shoot or be shot at. If it is on the surface, it acts like a ship with the following modifications.

A sea monster pins a ship if it rams any part of the ship; it can't be pinned. After winning a boarding party, a sea monster can't choose to take crew. If it chooses to take a unique treasure, eliminate that treasure. A sea monster can't tow. A sea monster can't be assigned crew. A sea monster is eliminated immediately if it has no segments.

**Submarine.** A game piece with this keyword is a ship with a hull composed of two or three hull pieces that act as masts in the game. Submarines can't pin or be pinned, or tow or be towed. A submarine can either move on the surface or dive underwater and become submerged. Before each of his or her turns, a submarine's player decides whether or not she is submerged.

If a submarine is submerged, lift off her hull so that only her base and circular "spine" are showing. A submerged submarine can only move—no shoot, be shot at, or be rammed. She can ram another ship, but regardless of success, the submarine must be moved 5 away from the target ship in any direction as a free action after the ram attempt.

If a submarine is on the surface, replace her hull (minus any removed hull pieces). A submarine on the surface uses all the rules for ships, with the following modifications.

She can be rammed (and boarded), but she is not damaged when rammed. Each time she is hit, remove one of her hull pieces. When she has no more hull pieces, she is derelict.

**Schooner.** As a free action, a ship with this keyword can rotate on her stern (the rear of the ship) in any direction after she completes a move action. She can not use this ability if she has just rammed another ship.

**Turtle Ship.** When this ship is hit, remove one of her turtle shell panels. When no panels remain, remove masts as normal. This ship can't be boarded if she has turtle shell panels. If derelict, this ship gains a base move of 5.

## WINNING THE GAME

The first player to get more than half of the starting treasure (measured in gold points) to his or her home island wins the game! After the game, return any ships that changed fleets (such as if a player towed a derelict belonging to another player back to his or her home island) during the game to their owners.

**Keeping treasure won.** As an optional rule, the winning player can permanently keep all the treasure used in the game except for the treasure located on the home island of the other player.

Now that you've built a fleet and played the complete **Pirates** game, go to [www.wizkidsgames.com](http://www.wizkidsgames.com) to view a photo gallery of all the ships and game pieces. While there, you can view our how-to-play animations, find stores in your area, learn how to host **Pirates** league nights, print out fun scenarios to play at home (including rules for forts and playing with more than two players), chat with other fans, and find out more about future **Pirates** releases and promotions.