JOLLY & ROGER

*An exciting pirate duel for
2 sea dogs, 8 years and up*

Ever since his rendezvous with a mermaid didn't go well, Captain Red Beard, the infamous pirate king, has kept a low profile. That's what the power-hungry pirate lords were waiting for – now they try to reach for his throne. But pirates have their rules, too: Tradition has it that, to begin with, each candidate's capacity for drink is tested. The only two still standing after downing a barrel of rum were the swashbuckling Julienne Garçon, called "Jolly", and the eccentric Jack "Roger" Hummingbird. Through a so-called double-boarding contest between them, the winner – and, so, the new pirate king – will be determined. Get ready for boarding, you landlubbers ... Arrr!

GAME MATERIALS

50 playing cards (showing a parrot on the back = strength of "1"):
  43 pirate cards
    13x green pirate (strength/gold: 4x "1", 3x "2", 2x "3", 2x "4", 2x "5")
    12x yellow pirate (strength/gold: 4x "1", 3x "2", 2x "3", 2x "4", 1x "5")
    10x blue pirate (strength/gold: 4x "1", 2x "2", 2x "3", 1x "4", 1x "5")
    8x red pirate (strength/gold: 3x "1", 2x "2", 1x "3", 1x "4", 1x "5")

  7 special cards:
    3x kraken
    2x skeleton (strength: "3")
    2x Tortuga

2 treasure chest cards

4 ships:
    1x green ship (gold: "3")
    1x yellow ship (gold: "5")
    1x blue ship (gold: "7")
    1x red ship (gold: "9")

1 pirate flag
  (to be put together
   before the first game)

8 captains:
    4x black captain
    4x white captain

OBJECT OF THE GAME

As "Jolly" and "Roger", the two players stage the so-called double-boarding contest in order to determine the new pirate king. To this end, you, with your crew, stalk defenceless merchant ships from both sides, trying to board the ship. But only if you gain the upper hand can you haul the valuable booty off the ship. The player who has looted the most gold by the end of the game wins and becomes the new pirate king.

SET—UP

Important: For your first game, we now explain the introductory game (which is played without the special cards). The modifications for the game that includes the special cards will be described on page 5 under **GAME FOR ADVANCED PLAYERS**.

- Each player gets one treasure chest card and the 4 captains of one colour and puts them in front of him as his supply.
- Place the 4 ships, sorted by their gold value, next to one another in the middle of the table.
- The 7 special cards are not needed for the introductory game; put them back into the box.
- Shuffle the 43 pirate cards. After that, draw the top 3 cards, face down, and put them unseen back into the box; they are not needed for this game. Place the remaining 40 cards next to the smallest ship as a face-down draw pile.
- The younger player begins the game. He puts the pirate flag in front of him, indicating that it is his turn.

COURSE OF THE GAME

The players alternate turns. When a player has his turn, he becomes the "splitter". His opponent becomes the "picker". Each turn is divided into 3 phases:

1. Splitting

The splitter draws the top 5 pirate cards from the draw pile and places them face up in front of him. Then he splits up these pirates into 2 sets of any combination, keeping them clearly separated from one another. One set has to consist of a minimum of 1 card or a maximum of 4.

Set 1

2. Picking

Once the splitter is content with his division, he offers the two sets to the picker. The picker now chooses one of the sets. He takes the pirates of the set he has chosen and places them in front of him. The other set remains in front of the splitter.

Set 2

3. Reinforcing a crew or boarding a ship

After the sets have been picked, the picker has to **play all the cards of his set** in any order.

He has to decide for each pirate in his set whether he wants to carry out
action A) Reinforcing a crew **or** B) Boarding a ship:

A) Reinforcing a crew

This action can always be chosen. The player connects the pirate card at his side to the ship of the corresponding colour. With this, he reinforces his crew there by the strength value indicated in the upper right corner of the card. If there are pirates already lying there, the new crew member is placed slightly offset on the previous pirate card so that all strength values remain visible.

Important: You may connect a card also to a ship that does not correspond to your pirate's colour. But in this case, you have to place this card face down – as a parrot. A parrot always has a strength value of "1".

Each time a card is connected, players immediately check who now has the stronger crew on this ship. To this end, each player adds up all the strength values of his crew – including the parrots – and compares the result with the total strength of his opponent's crew on this ship.

The player with the stronger crew puts one of the captains from his supply on the ship, provided he has no captain there yet. If there is an opposing captain on the ship, this captain is removed and put back into his owner's supply. There can be no more than one captain on each ship.

If both crews are equally strong, nobody gains the upper hand. In this case, any captain standing there is removed and put back into his owner's supply.

B) Boarding a ship

This action may only be chosen if you have one of your captains on the ship of the corresponding colour. That means that in order to board this ship with a pirate of the same colour, you need to currently have the stronger crew there. If you decide to use the pirate card for boarding the ship, put the card underneath your treasure chest card. Cards under the treasure chest stay there until the scoring; they cannot be brought back into play.

After the picker has played each of the cards of his set to either reinforce a crew or board a ship, now the splitter has to do the same – as described above – with the cards of his set: reinforce his crews or board ships.

Important: Cards that have already been used for reinforcing a crew remain where they are; they can neither be relocated nor used for boarding a ship .

After that, the splitter's turn ends. He passes the pirate flag to his opponent, who now begins his turn as the new splitter.

Important: Players must play all cards; they may not "save" any cards for a later turn.

END OF THE GAME

The game ends after the 8th turn, i.e., after the turn in which the draw pile has been depleted.

SCORING

Ship scoring

If a player has one of his captains on a ship at the end of the game, he now captures this ship and adds it to his treasure chest. Ships that have no captain on board in the end are not taken; they are now – along with the crews connected to them – put back into the box.

The new pirate king

After that, each player counts the gold values of the cards under his treasure chest card and adds the gold values of the ships he has captured. The player with the higher total wins and becomes the new pirate king. In case of a tie, the player who owns the ship with the highest gold value wins.

GAME FOR ADVANCED PLAYERS

Note: *From the second game on, we recommend using the rules of the game for advanced players.*

The rules of the introductory game apply to the game for advanced players as well – with the following changes:

At the set-up, shuffle the 7 special cards together with the 43 pirate cards. Then draw the top 10 cards, face down, and put them unseen back into the box. Place the remaining 40 cards, as usual, next to the smallest ship as a face-down draw pile.

When it comes to the splitting and picking of the sets, the same rules apply to the special cards as well as the pirate cards. In the third phase, the special cards are – along with the pirate cards – played in any order. They cannot be "saved" for a later turn either.

Any special card can, as usual, be placed face down as a parrot. But if the special cards are played face up, the following special rules apply:

Skeleton
The skeleton counts as a joker; it has a strength value of "3". It can be connected to any ship in order to reinforce the crew there. After that, players check the strength of the crew on the ship. However, the skeleton can never be used for boarding a ship, since it doesn't have a gold value.

Kraken
If you play a kraken, you may remove the last card from your opponent's crew on any one ship. The removed card and the kraken are out of the game, and both cards are put back into the box. After that, check the strength of the crews on the ship. The skeleton is the only card that is safe from the kraken; it cannot be removed by the kraken.

Tortuga
On the infamous pirate island of Tortuga, you can hire real pirates instead of using your parrots. When you play this card, you immediately flip over all parrots in all your crews. The cards remain at the same position in the respective crew. From now on, the strength value of the pirate on the revealed side applies and counts for this crew, even if his colour doesn't correspond to the ship's colour. Then check, as usual, who has the stronger crew on this ship. After that, the Tortuga card is removed from the game and put back into the box.

Attention: Special cards that have been flipped over because of a Tortuga card are immediately turned back to the side with the parrot and remain in place as parrots.

Variant with all cards
For a longer game, players can agree on playing with all 50 cards. At the set-up for this variant, don't sort out any cards. In this case, the game ends only after the 10th turn.

TURN OVERVIEW

The player whose turn it is becomes the splitter, his opponent becomes the picker.

1. Splitting

The splitter draws 5 cards and splits them up into 2 sets.

2. Picking

The picker chooses 1 of the sets and places the cards in front of him. The splitter keeps the remaining set.

3. Reinforcing a crew or boarding a ship

First, the picker has to play all cards of his set. After that, the splitter has to do the same.
Each card can be used for

A) Reinforcing a crew *(always possible)*
- place the card on your side of the ship of the corresponding colour (any ship if played as a parrot)
- check the strength of the crews and, if applicable, place/remove a captain

or

B) Boarding a ship *(only possible if one of your captains is on the ship of the corresponding colour)*
- put the card underneath your treasure chest card

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A ABACUSSPIELE