

**Attention:** If one of your balls lands in a compartment that already contains one of your own balls, both balls remain there. If another player then plays one of his balls into this compartment, he captures the two balls of the same color. When it's your turn again and your two balls are still lying in that compartment, you should aim at the compartment so that at least one of the balls leaves the compartment.

## END OF THE GAME

The game ends as soon as one player has balls in his treasure worth at least 7 points. This player wins and becomes the new captain. If there are no balls left on the gameboard and no player has reached 7 points, the player with the most points wins. In case of a tie, the players involved share the win.

Of course, players can also agree to play to some other point total other than 7 to determine the winner.



English translation: Sybille & Bruce Whitehill, "Word for Wort"

© 1989 **ABACUSSPIELE** Verlags GmbH & Co. KG,  
Frankfurter Str. 121, D-63303 Dreieich.  
All rights reserved. Made in Germany.  
[www.abacusspiele.de](http://www.abacusspiele.de)



# Piratenbillard

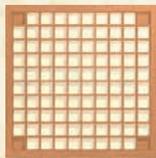


## PIRATE BILLIARDS

An adventurous dexterity game by Reinhold Wittig  
for 2-4 players, 8 years and up

### GAME MATERIALS

1 wooden gameboard



4 wooden table legs



32 wood balls, 8 each in the 4 player colors



4 wooden pirate mallets



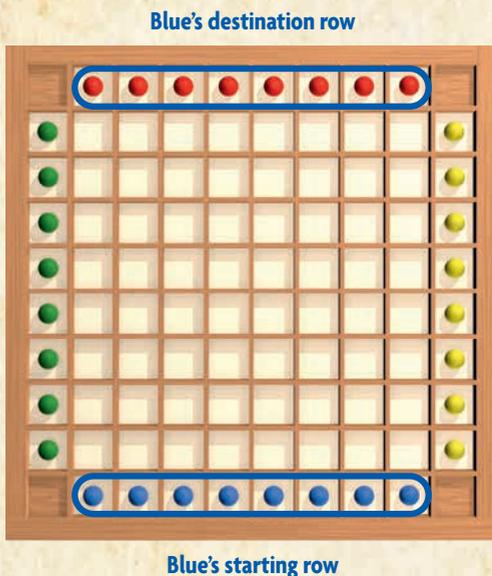
1 set of instructions



**Mutiny!** The crew of the “Black Skull” is discontent with their captain. A new one is needed, and this has always been accomplished in more of a bloodless way than many a pirate story would have us believe. Filling the vacancy of the top spot is decided by playing. Only a player who is most skillful with the pirate mallet will earn the crew’s respect. So, seize the pirate mallets, you landlubbers, arrrrrh.

### GAME IDEA

The playing area is a frame divided into 96 walled compartments. Each of the 4 sides of the playing area has a **starting row** with 8 compartments. The bottom of the structure is made from canvas. The balls are struck with the pirate mallets from underneath; when struck, they are to pop out of the compartment, the goal being to reach the **destination row** on the opposite side as quickly as possible. The first player to get to 7 or more points wins this extraordinary dexterity game.

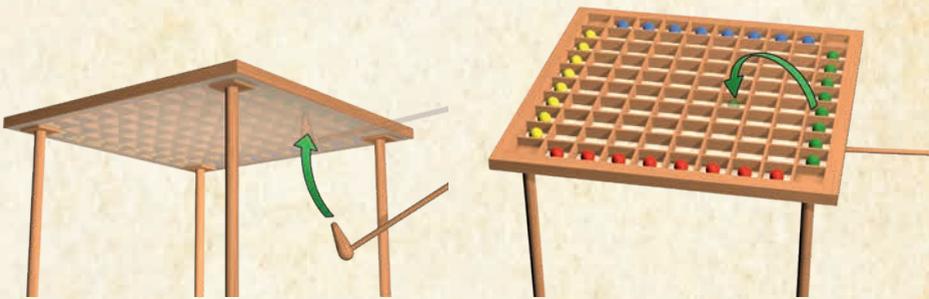


### SET-UP

First, screw the 4 legs into the designated holes on the bottom side of the gameboard. After that, each player chooses one color and takes the 8 balls of this color plus one pirate mallet. Now each player chooses one side of the playing area and puts one ball into each of the 8 compartments of his starting row. With fewer than 4 players, the remaining materials are not needed and are put back in the box. In a three-player game, one starting row remains empty. In a two-player game, players choose two opposite sides of the playing area.

## COURSE OF THE GAME

The youngest player begins; the other players follow in clockwise order. On your turn, you use your pirate mallet to strike – from underneath – any ball of **your** color that is still within the playing area. You may only use the pirate mallet from between the wooden legs that border your own starting row. The ball has to leave the compartment in which it has been lying and may not land in the same compartment again. If you don't manage to do that at first, repeat the action until you are successful. After that, it's the next player's turn.



The following additional rules apply:

- If a ball lands outside the playing area, it is out of the game and is put back in the box; it gives you **0 points**.
- If one of your balls lands in a compartment of the playing area in which there is already a ball of a different color, you capture this ball. You take the opponent's ball out of the playing area and put it aside as your treasure. Captured balls are worth **1 point**.
- But if one of your balls lands in a compartment of the starting row of another player to your left or right, then this player captures your ball, no matter whether one of his balls is in the compartment or not. He adds it to his treasure and it is worth **1 point**.
- If one of your balls reaches a compartment on the opposite starting row, it is safe. You take the ball out of the playing area and add it to your treasure. Balls of your own color that you have saved are worth **3 points**.

**Important:** In this case no ball is captured, whether or not there is an additional ball of another color in the compartment.