



2-6



7+



30mn

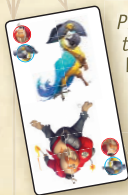
# PIÑA PIRATA™

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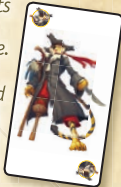
*You are Captain of a pirate crew on a quest for the most fabulous treasure: the Gold Pineapple. The map that leads to it has been cut up and scattered all over the Caribbean, but each location is an adventure waiting to happen. Other pirates are also looking for the pieces of the map, and you need to put together the map first in order to win. Make the most out of your crew members, find the treasure, and become the most famous pirate of all time!*

## CONTENTS

- 55 Pirate cards
- 40 Adventure tiles
- 1 rulebook



*Pirate cards have either one or two pirate types (Here Parrot and Walrus). Adventure effects can be triggered when you play a type of pirate.*



*A pirate on a card that has only one pirate is called a Solitary pirate.*

## THE GAME

In *Piña Pirata*, you pit your crew members against those of the other players in a series of rounds. Your goal each round is to be the first player to end his turn with an empty Hand.

The winner of each round gets a piece of the treasure map.

## SETUP

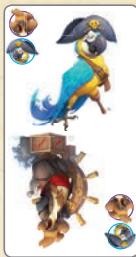
- Shuffle the Pirate cards into a draw pile, which you place face-down in the center of the table. Provide a space next to it for the Action pile: this is where cards are played. Any time the Action pile is empty (for example at the start of the game), put the top card of the draw pile face-up in the Action pile.
- Shuffle the Adventure tiles face-down into an Adventure draw pile. Draw the first two tiles and line them up face-up next to the Adventure draw pile. They represent the challenges and mishaps that await you on your next voyage.
- Draw straws to determine the first dealer, or choose by any method you like.
- The dealer deals 8 cards (7 if there are 6 players) to each player. You may look at your cards.

**Note:** There are 10 types of pirates. Each card is a unique duo of two pirates, or a Solitary pirate. Each pirate is on 10 cards: 9 in a duo with each other pirate, and 1 Solitary.

*Draw pile*



*Action pile*



*Adventure  
pile*



*Adventures in play*



*Each player receives 8 cards.  
They make up his Hand.*



## HOW TO PLAY

Starting with the player to the left of the dealer, players take turns, clockwise.

## ON YOUR TURN

- If one of the cards from your Hand has at least one pirate in common with the card on top of the Action pile, play it face-up on the Action pile.
- Otherwise, draw a card (if there are no cards in the draw pile, you shuffle all but the top card of the Action pile to make a new draw pile).

In both cases, your turn is over and the next player is up.

*Example: It is Vincent's turn and the card on top of the Action pile shows the Tiger/Rat duo.*

*Thus, Vincent can either play a card with a Tiger, or a card with a Rat. He decides to play the Tiger/Octopus duo. It is now Marie's turn to play and she must play a Tiger or an Octopus. Because she has neither, she draws a card.*

## END OF ROUND

At the end of your turn, if you have no cards left in your Hand, you win the round. The round ends immediately.

Draw the top two cards from the Adventure draw pile, look at them, and pick one; add it face-up next to the Adventure tiles already in play.

Put the second tile in front of you, with the Treasure Map facing up: you just found a piece of the Treasure Map!

You are now the dealer: Shuffle all the cards together, deal 8 cards to each player (7 if there are 6 players). Place

the rest face-down as the draw pile in the center of the table.

A new round starts. The player to your left is the new first player.



## END OF GAME

There are two ways to play Piña Pirata:



**In Cruise mode,** play as many games as you want in a row and add an Adventure tile at the end of each round. When the cumulative Adventures make the game too confusing or complex (usually when there are 8), shuffle all the tiles together and start a new game. Players can be added or drop out between rounds. When you're done playing, you can see who won the most rounds, but everyone who won a round is a winner.

**In Adventure mode,** your goal is to be the first player to reassemble the map and find the Gold Pineapple. Play as many rounds as necessary: The first player to collect four pieces of the Treasure Map wins the game. If you win a round in Adventure mode and there are already 6 tiles in play, you discard one of the tiles in play and replace it with one of those you've just drawn.





## ADVENTURES

Each Adventure is a new rule that every player must follow. If there is a contradiction with the basic rules, the Adventure rule prevails.



Before each round, read the Adventures carefully and make sure every player understands their effects. When in doubt, players should agree on a common interpretation.

Adventures are always resolved from oldest to most recent.

If you can't do everything an Adventure tells you to, just do as much as you can.

**Note:** In Adventure mode, there are never more than 6 Adventures in play at a time.

If you win a round and there are already 6 Adventures in play, the Adventure you choose replaces one of the Adventures in play. Remove the replaced Adventure from the game.



## VOCABULARY

- **Play a pirate:** Put a card from your Hand onto the Action pile. Your Hand card and the card it is played on must have a pirate in common. Playing a pirate can trigger one or more Adventure effects.
- **Discard a pirate:** Some effects require you to discard cards (from your Hand or from the draw pile). It simply means you put the card on the Action pile without any restrictions (no need to match a pirate) and without triggering any Adventure effects.
- **Solitary:** A solitary pirate is a pirate that is the only one on the card, with no other pirate in the illustration.
- **Wildcard:** When a pirate is designated as a wildcard, cards depicting this pirate can be played on any other card.
- **Before you:** (Rabbit Hunt, Voodoo, New Captain) Cards put "before you" due to an Adventure are still "before you" for another Adventure that refers to them.

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