



**Rules of Play**  
For 2-4 Players  
Ages 8+  
30 Min. Playtime

## A game of adventure, fame and secrecy on the seven seas.

Secretly take control of pirate ships and captain them to fame and fortune! Through a series of adventures, you'll discover treasure, meet mermaids, avoid curses and storms - all to become the most famous pirate on the seven seas! But be careful, other pirates could turn on you at any moment and steal your reputation!

In *Pirates of the Spanish Main: The Card Game* each player secretly controls pirate ships as their captains. Each ship is represented by a card in a row, sailing towards adventure. Each turn, an adventure card will be executed, awarding fame or causing damage to various ships in the row. Fame is represented by placing adventure cards underneath the ship, fame side face-up. Damaged ships are flipped face-down and are unable to collect any more fame until a player uses his turn to repair every ship. The players use movement cards to get their ships into the best position for the current adventure. However, if you are too obvious in your moves, other players will guess who you are and be able to steal fame from you! When the adventure cards run out, the player who owns the ships with the most fame wins!

## CONTENTS



58 Adventure Cards

With fame symbols on the back



9 Ship Cards

With undamaged and damaged sides. There are 3 ships of each nationality: English, Spanish and Dutch.



9 Pirate Cards

Which correspond to the ship cards



24 Movement Cards



9 Cargo Hold Cards

## SETUP

1. Take the 9 cargo hold cards, gently bend up the scored bottom and lay out on the table.

2. Shuffle the ship cards and randomly lay them out on top of the cargo hold cards. Place them undamaged side face-up. This is called the ship row. The left-most ship is in space 9 (the back of the row), and the right most ship is in space 1 (the front of the row).

3. Shuffle the adventure cards and place 1 face-up to the right of the ship row. This is called the active adventure card. Place the rest of the adventure cards in a face-down pile to the right of this card.

4. Shuffle the pirate cards and deal 2 face-down to each player (or in 2 player game, deal 3 to each player). These cards show the players which ships they own, and must be kept secret. The unused pirate cards are removed from the game without being seen.

5. Shuffle the movement cards, and place 3 of them face up in a row above the ship row. Place the rest of the movement cards in a face-down draw pile to the right of these.

6. A starting player is chosen randomly.

## SETUP DIAGRAM



## PLAYING THE GAME

On a player's turn he must perform 1 of the following actions:

1. Play a Movement Card
2. Repair Ships
3. Accuse a Player
4. Pass

After this, the player **executes the active adventure card**.

When the turn is over, and play moves clockwise around the table to the next player.

### 1. PLAY A MOVEMENT CARD

The player chooses 1 of the face-up movement cards to play. Its directions are carried out, and the player rearranges the ship row accordingly. Below are descriptions of each movement card, and examples of how the ship row might look before and after it is played.



#### Full Speed Ahead!

The player chooses any ship card and moves it 6 spaces forward. (x2)



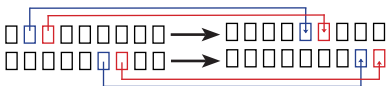
#### Lost at Sea

The player chooses any ship card and moves it 6 spaces backward. (x3)



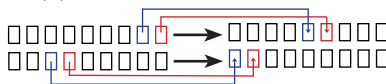
#### Temporary Alliance

The player chooses any 2 adjacent ship cards and moves them both 3 spaces forward. The ships are moved as a group, not 1 at a time. (x4)



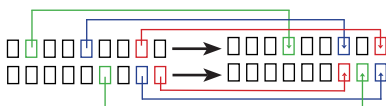
#### Caught in a Rip

The player chooses any 2 adjacent ship cards and moves them both 3 spaces backward. The ships are moved as a group, not 1 at a time. (x3)



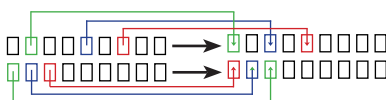
#### English/Spanish/Dutch Advance

The player moves all 3 ships with the English/Spanish/Dutch flag 2 spaces forward in a row. The ships are moved 1 at a time, starting with the ship furthest forward and moving back. (1 of each)



#### English/Spanish/Dutch Retreat

The player moves all 3 ships with the English/Spanish/Dutch flag 2 spaces backward in a row. The ships are moved 1 at a time, starting with the ship furthest back and moving forward. (1 of each)





### Sabotage!

The player chooses any 1 undamaged ship and flips it to its damaged side. (x5)



### There Be Fog Ahead!

If this card is played, the current adventure card is not executed at the end of the player's turn. The adventure card is simply discarded, and the player's turn is over. (x1)

## General Rules for Movement Cards

☞ The player can move any ships, whether he owns them or not, whether they are damaged or not.

☞ Ships must always be moved the full amount of spaces indicated on the movement card. If a ship cannot move the full amount because it is too close to either end of the row, it is moved the maximum number of spaces possible.

☞ When any ship is moved, all the fame cards that are under it move with it. Use the cargo hold cards to easily lift and move all cards associated with a ship.

☞ The easiest way to move the ship cards is to slide them down from the row, adjust the rest of the row, and then slide the ship cards back up into their new positions.

After the movement card has been played, it is placed on a face-up discard pile beside the movement card draw pile. A new movement card is then drawn and placed face-up to replace it. If the draw pile is exhausted, the discard pile is shuffled to form a new draw pile.

## 2. REPAIR SHIPS

The player repairs all the damaged ships in the ship row. He flips each ship card that is showing its damaged side so it shows its undamaged side.

## 3. ACCUSE A PLAYER

The player accuses another player of being a particular pirate. He announces this to all the players. *Example: The active player accuses by announcing, "I say Adam is Captain Blackheart!"*

**If the accusation is correct**, the accused player must reveal his corresponding pirate card. It is kept face-up on the table for the rest of the game. The player who made the accusation then takes half of the fame (rounded up) from that pirate's ship card. He now owns this fame, and places it in front of him for scoring at the end of the game. This fame cannot be lost. *Example: The accusation in the above example was correct, so Adam reveals his Captain Blackheart pirate card. There is currently 5 fame underneath the Captain Blackheart ship card, so the accusing player takes 3 of these cards and places them in front of him.*

**If the accusation is incorrect**, the accused player simply states he is not the pirate in question. The accusing player does not get to take another action. (Of course, if a player is shown to have lied about which ships they own at the end of the game, they have broken the pirate's code and cannot win!)

☞ If a player has been revealed to be a particular pirate, then no player may accuse anyone of being that pirate or the rest of the game. Therefore, any fame under this ship cannot be stolen for the rest of the game. This makes the timing of accusations an important part of winning!

☞ A player may accuse someone of being a pirate that he actually is - although this is particularly sneaky!

#### 4. PASS

The player simply announces he is passing.

If he wishes, the player may discard 1 of the face-up movement cards and replace it from the draw pile.

#### EXECUTING THE ACTIVE ADVENTURE CARD

After the player takes his action, the active adventure card is executed. (The only exception to this is if the "There be Fog Ahead!" movement card was played). Each adventure card effects the ships in different ways:



##### **Ancient Relics/Native Alliance**

The ships in spaces 3, 2, and 1 gain 1 fame, if they are undamaged. (2 of each)



##### **Island Discovery/Parley**

The ships in spaces 4, 3, 2, and 1 gain 1 fame, if they are undamaged. (2 of each)



##### **Neptune's Favor**

The ships in spaces 5, 3, and 1 gain 1 fame, if they are undamaged. (x4)

##### **Treasure Map**

The first 3 undamaged ships in the row gain 1 fame. (x6)



##### **Legendary Treasure**

The first 2 undamaged ships in the row gain 2 fame. (x2)

##### **Mermaids**

The ships in spaces 6, 4, and 2 gain 1 fame, if they are undamaged. (x4)



##### **Secret Charts**

The first 2 undamaged ships in the row gain 1 fame. (x3)

##### **Cursed Treasure**

The first undamaged ship in the row gains 2 fame and is damaged. (x2)



##### **Storm Ahead**

The last two undamaged ships are damaged. (x2)



### Maelstrom

The last (furthest back) undamaged ship in the row is damaged. (x5)

### Ghost Ship

The ships in spaces 9, 8, and 7 each lose 1 fame. The fame is discarded face-up. (x2)



### Volcano

The first undamaged ship in the row is damaged. (x2)

### Kraken

The ships in spaces 8,6,and 4 are damaged. (x2)



### Cursed Waters

The ships in spaces 9,7,and 5 are damaged. (x2)

### Cursed Ship

The ships in spaces 2 and 1 each lose 1 fame. The fame is discarded face-up. (x1)

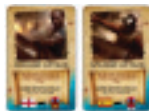


### Mutiny

The player who owns the first unrevealed ship must reveal himself. He places his corresponding pirate card face-up on the table. From now on, no player may accuse anyone of being this pirate. They must discard half of the acquired fame for this pirate. If no one owns the first undamaged ship, nothing happens. (x1)

### English/Spanish/Dutch Attack

All ships directly in front of an undamaged ship with an English/Spanish/Dutch flag are damaged if they are of a different nationality. Damaged ships do not attack. This adventure card is resolved starting with the ship furthest forward in the row and moving back. (2 of each)



### English/Spanish/Dutch Loot

All undamaged ships directly behind a ship with an English/Spanish/Dutch flag take 1 fame from the ship in front if they are of a different nationality (if it has any fame). Damaged ships can still be looted. This adventure card is resolved starting with the ship furthest forward in the row and moving back. (2 of each)

## General Rules for Adventure Cards

☞ A damaged ship can *never* receive fame. It may however lose fame.

☞ If an adventure effects the first/last 1, 2 or 3 undamaged ships, then all damaged ships are ignored. *Example: The active adventure card awards fame to the first 3 undamaged ships. The ships in spaces 1 and 3 are damaged. Therefore, fame is awarded to the ships in spaces 2, 4 and 5.*

☞ If an adventure card awards fame to a particular space, but the ship in that space is damaged, it does not receive the fame, and this fame is not awarded to any other ship.

☞ If an adventure card damages a ship that is already damaged, nothing happens to it.

## How to Award Fame

Fame is represented by adventure cards placed underneath a ship. These cards are placed so the fame symbol is face-up. The front side of the adventure card has no effect once a card is used as fame.

**If only 1 fame is being awarded on a turn**, take the active adventure card and place it under the appropriate ship, fame side face-up.

**If more than 1 fame is being awarded**, take adventure cards from the top of the adventure draw pile to use as fame. Then for the last fame awarded, use the active adventure card.

For an extended game players can decide before the game begins to also use any discarded adventure cards to award fame. When executing the final adventure of the game, if there are not enough adventure cards to award fame, the fame is still awarded to the pirates in final scoring.

☞ Players may check how much fame is under any ship at any time. This is open information.

## END OF GAME

The game ends when the next adventure card is to be drawn, but the draw pile is empty.

Players reveal their identities by placing their unrevealed pirate cards face-up on the table. Then each player takes all the fame from underneath the ship cards that they own. This is added to any fame they have collected in front of them during play. The fame collected by ships that no one owns is ignored. The player with the most fame wins the game!

In the case of a tie, the player who owns the most undamaged ships wins.

If players are still tied, then the player with the ship furthest forward in the row wins.

## Advanced Rules

For older or more experienced players, try adding one or both of these rules to your game:

### Upcoming Adventures

When setting up the game, instead of placing 1 adventure card to the right of the ship row, place a row of cards equal to the number of players. The left-most of these is the active adventure card. At the end of each turn, a new adventure card is added to the end of the row, as the others are slid to the left. Again, the left-most card becomes the active adventure card. This allows players to see several adventure cards ahead for planning. Near the end of the game there will be fewer than the starting number of adventure cards as the game comes to a close.

## Hand of Movement Cards

When setting up the game, instead of placing 3 movement cards face-up on the table, deal 3 in a 3-4 player game and 4 in a 2 player game face-down to each player. The players keep these secret in their hand throughout the game. When a player takes the action play a movement card, he chooses 1 card from his hand to play. After being used, it is discarded face-up, and the player draws a new movement card from the draw pile. When a player accuses another player, they must discard a card from their hand and their card hand size is thereafter reduced by 1 (regardless if they were successful or not). They may not accuse any more players when their hand size is 1. If the draw pile is exhausted, the discard pile is shuffled to form a new draw pile. When a player takes the pass action, he may choose to discard 1 movement card from his hand, and then draw a new one.

## Examples of Symbols



Gain 1 Fame Symbol, the ship must be in the specific row location and unwounded.



Lose fame symbol



Fame is awarded to undamaged ships in the order described, regardless of actual placement in the ship row. The arrow may also be used for other affects, read card for details



A ship becomes damaged (flip over the to the damaged side). An already damaged ship cannot be further damaged.



Gain 2 fame symbol to the first unwounded ship in the row, the ship is now wounded.



Reveal the player who controls this pirate

# SUMMARY

On a player's turn he must perform 1 of the following actions:

1. Play a Movement Card
2. Repair Ships
3. Accuse a Player
4. Pass

After this, the player executes the active adventure card.

When the turn is over, and play moves clockwise around the table to the next player.

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