Tricky Pirates (rough draft).
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Goal.
This is a trick-taking, area control game. Players play cards in tricks that allow them to move their own pirates in ships, stab opposing pirates, or sink opposing ships. Pirates in ships fight for control over treasure kept on islands. The player that controls treasure worth three victory points at the end of a trick wins.

Contents.
1 Board
1 Deck of 27 Cards
8 Treasure Tokens (barels)
6 Wind tokens
20 Ships
4 x 20 Pirate Blocks
4 Tavern Cards
1 Set of Rules

Setup.
Place the Board in the centre of the table.
Each player takes 20 Pirate Blocks in their colour, two Ships and a Tavern Card. Fill each Ship by placing four Pirates in each Ship. The remaining Pirates are placed near their Tavern to form a supply.
Shuffle the Treasure Tokens and place one on each island dubloon side down. Place the remaining Treasure Tokens back in the box out of the game.
Shuffle the Deck of Cards. Deal the top three cards face down by the board, this is the bilge. Deal a Hand to each player by evenly distributing the remaining Cards. The player with the Parrot is the Starting player. That player reveals the Parrot card and returns it to their Hand. If no player has been dealt the Parrot card, re-shuffle all the Cards and deal again.
Each player (continuing clockwise from the Starting player) places a full Ship (4 pirates) in any water region. This is reapeated in reverse order so each player has placed two full Ships on the map. Each player, in turn order, may then place one Wind Token on a boundary between two regions, as indicated by the blue dot on the map.

Play.
The Deck has three suits (Swords, Cannons, Wind) and two Wild Cards (Parrot, Map). From the Starting player and continuing clockwise, each player plays one Card face up. This is called a Trick. In a Trick, if you have Cards in the same suit as the one lead, you MUST play one of these Cards. You can also play a Wild Card. If you do not have Cards in the same suit, you can play other Cards. The Winner of the Trick is the player who played the highest number in the suit lead (or the Map Wild Card, if played). The Winner carries out the major action printed in the centre of the Card. The other players who followed suit, in decending order, may carry out the minor action printed in the corner of the Card. Played Cards not in suit are worth zero and earn no action. The Winner of the Trick will start the next Trick by leading a Card from their Hand and play continues. When the last Card of the Hand is played, re-shuffle all the Cards and deal again (remembering the bilge). The player with the Parrot is the Starting player in the new Hand. If no player has been dealt the Parrot card, the Winner of the last Trick starts play.

When the Map Wild Card is played, The player wins the trick and may rummage in the bilge. The player secretly looks at the three cards in the bildge and **may** swap one with one of the cards remaining in his hand.

Major Actions:

Wind	The Wind Suit allows a player to move a Ship(s) and also move/place Wind Tokens as described on the Card. This can be done in any order. Ships can NEVER sail directly into the wind. The Wind Tokens show the direction of the wind and are placed on any boundary between two water regions. A Ship may now only cross this boundary in the direction of the arrow. Boundaries with no Wind Tokens can be crossed in either direction. A blue dot shows where on the boundaries the Wind Tokens may be placed.
Cannon	The Cannon Suit allows a player to sink another player's Ship. The target Ship must be in the same sea as a ship belonging to the Trick Winner. If the winning Card has a Card value quoted on it, the target player must have played one of those cards. If not, the battle was hard but, no Ship is sunk.
Swords	The Sword Suit allows a player to kill Pirates on other player's Ships. These Ships must be in the same sea as the Trick Winner. The Card may also instruct the Trick Winner to lose Pirates as well. These Pirates must also be from a Ship in the same sea as the target.

Minor Actions:
If a player followed suit but did not win the Trick, they may take the minor action. These symbols in the corners are a moving ship, 🚢 or some crew 🏴‍☠️🏴‍☠️. The moving ship symbol allows a player to move one Ship to an adjacent sea, obeying Wind Token rules. The crew symbol allows a player to take one, two, or three Pirates from their supply and place them in their Tavern. When a Tavern has four Pirates, the player can fill a Ship. The player takes a Ship from the supply and places the full Ship in one of the two oceans. A player may also be able to move wind tokens. This may be done before, after or duing ship movement. A token may not be moved twice or placed so it repleaces a token moved earlier in that action.

Treasure Tokens:
Treasure Tokens are fliped to reveal the dubloon side when there are at least ten Pirates in the seas around that island. The player who has the most Pirates in seas around that island controls the Dubloon (Victory Point). Dubloons remain revealed, even if the number of Pirates around that island is reduced below ten.

Special Tokens:
If you have **any** pirates in a sea next to an island, you may use pirate or crew token at any point in your turn. You must obey the rough seas token.

🚢3 If you may launch a new ship with 3 pirates from you tavern instead of 4.

🏴‍☠️ Place one extra pirate in your taven when you do the recuit pirate corner action.

🌊 Rough seas cause any ship in a sea adjacent this island may not use the move (corner) minor action. A player wining a wind suit trick may still move ships next to this island though.

Winning.
If a player controls **three Dubloons (victory points)** after all played actions in a Trick have been resolved, they win immediately.