

SPACE PIRATES®



Will you become the greatest Space Pirate of all?

You are in command of your own streamlined Pirate Ship, chasing the many Freighters that criss-cross the universe. Your prey is loaded with minerals, precious metals, hi-tech components, diamantiferous salts and more. You have spent your life chasing the big prize – the one that means you will be famous and admired! Your goal: to buy one of the Pirate Bases that you spend so much time in while on the quest of creating your own legend!

But come back down to earth, the journey will be long, Galactic Police ambushes are frequent, and a collision with an Asteroid can happen in the blink of an eye! Not to mention the terrible Cosmic Storm and Solar Winds that can smash your ship to pieces. In any case, it was you that chose the life of adventure! So good luck...

In Space Pirates, you play with a three-dimensional Pirate Ship (sitting on a base thanks to a transparent mast) on the hunt for Freighter counters, scattered all over the game map that you will create down to the smallest detail: the Universe. The Cargo from the Freighters is kept secret and can reveal some nasty surprises. Freighters are put into the game and moved around by flicks of the players' finger. You move your Ship with the help of the Movement Templates that are the same size as its base. The number of Movement Templates you can use depends on the quantity of Energy that you spend. The quantities are indicated on Energy cards that you play, bearing in mind they control other random events: Hazards. Once your hold is filled with captured Cargo, you return to sell it for the highest price in one of the Pirate Bases which serve as your havens. Before you set sail again, that's where you fill up on Energy and spend your money to buy yourself fame with the purchase of a base of your own – the first goal in a game of Space Pirates.

Your skills at capturing Freighters, managing your Energy, setting traps for your opponents and avoiding theirs will ensure you get the much-desired title of the greatest Space Pirate of all!

This chest contains:

- ★ 4 Pirate Ships of different colours with bases and transparent masts → to construct immediately.
- ★ 10 Movement Templates to show the trajectory of your vessel → to punch.
- ★ 1 large Boss Pirate counter, showing a red pirate ship → to punch.
- ★ 34 round dark grey plastic discs and 68 stickers to fix onto both sides (34 Freighter symbols on white backgrounds for one side and 6 symbols of each Cargo type, 2 Asteroid symbols and 2 Galactic Police symbols for the other side). Make sure you stick the stickers on to the correct sides → to do straight away.
- ★ A black bag → place all the Freighters in the bag at the start of the game.
- ★ 45 hexagonal tokens representing money: Mega Credits (20 x 1MC tokens, 15 x 5MC tokens and 10 x 10MC tokens) → to punch.
- ★ 36 Energy cards (with values from 1 to 5), which will enable you to move your Ship and to perform special actions → to sort according to their values.
- ★ A rectangular tray – the Energy Bank – with 5 pumps that house the Energy cards according to their values → Shuffle each pile of Energy cards separately and put them face down in their places.
- ★ 5 Pirate Bases that you can assemble at your convenience and the 5 tokens that identify them → see Creating Your Universe.
- ★ 10 Market cards that give values to the captured Cargo that is sold in the Pirate Bases → once punched, place 1 card randomly face down on the place reserved for these tiles on each **active** Pirate Base.
- ★ 13 different decorative elements of various sizes that you will use to build your universe → see Creating Your Universe.
- ★ The Cosmic Storm, made up of a disc and its base → to build.
- ★ The outer parts of this chest can be used as decorative elements in your Universe for a bit more variation.
- ★ This Log Book.



Limits of your Universe

Creating your Universe : example of a 4 player set up:

- | | | |
|-----------------------------------|--|------------------------------------|
| 1 Energy Bank & Energy card piles | 4 Movement Templates | 7 Cosmic Storm |
| 2 5 active Pirate Bases | 5 Pirate Ships inside the Hangars at the start of the game | 8 Black bag holding the Freighters |
| 3 Decorative elements | 6 Game box | 9 Bank with the Mega Credits |

What is your destiny?:

To become the most famous of all Space Pirates by acquiring **1 Pirate Base and 20 Mega Credits**. Once these two objectives have been met, the game is over and you are the winner. For longer games, we suggest the following objectives:

- ★ 2 players: Get 1 Pirate Base and 50 MCs.
- ★ 3 players: Get 1 Pirate Base and 40 MCs.
- ★ 4 players: Get 1 Pirate Base and 30 MCs.

Creating Your Universe:

First of all, make sure that your Universe is built on a smooth surface (a table for example) so your Freighters can move around easily.

Your Universe will be delimited by the decorative elements that you place in the corners and on the edges if you wish to play inside a square or a rectangle. You can also play in shapes that are a lot more original if you wish! You can also use the sides of the box for showing the edges of your Universe.

We suggest a play surface of:

- ★ 2 players: 60 x 60 cm (24 x 24 inches).
- ★ 3/4 players: 80 x 70 cm (31 x 27 inches).

Your Universe will contain Pirate Bases and other decorative elements at your disposal. **The number of active Pirate Bases in a game is equal to the number of players plus 1.** That should not prevent you from using the other Pirate Bases as decorative elements. You should treat those bases (without a Market card) as abandoned. It is not possible to use their Hangars in the course of a game.

Only Freighters, Pirate Ships and the Cosmic Storm can move around the interior of the Universe.

The notion of 'leaving the Universe' for a Ship, a Freighter or the Cosmic Storm means leaving the play area that you defined at the start of the game.

At the start of the game the Cosmic Storm is not in play. It will appear in the Universe over the course of the game.

Movement Templates are used only to show the Trajectory of a Ship. They should be removed from the Universe once they have been used.

How do you start a game of Space Pirates?:

Each player chooses his Pirate Ship, takes 10MC and takes **1 Energy card of each value** at random, in order to have **15 Energy** in their hand (1+2+3+4+5). The last player to set off into space begins the game and takes the Boss Pirate token. Game play continues in the clockwise order of an old Earth timepiece.

Starting with the Boss Pirate, you place your ship in one of the Hangars of a Pirate Base.

Attention: a Pirate Base Hangar may never house more than two Pirate Ships at any time.

At the start of the game, each Space Pirate may look at the Market card in the Pirate Base where they are located. To discover the values in the other Bases, you have to visit them. You should memorise the Market card values as you find them.

The Boss Pirate begins the hunt by picking 3 Freighters at random from the black bag (only 2 freighters are picked in a game of 4 players.) He secretly checks the Cargo types and then places the Freighters, face down, wherever he wants in the Universe. A Freighter may not be placed less **than one Movement Template's width** from a Pirate Base, a decorative element, a Ship or the edge of the Universe.

Freighters that have been put into play will be **flicked** by the Pirate seated to the left of the Boss Pirate. **They should be propelled into the Universe with the finger.**

The Freighter may slide a certain distance, bounce off the decorative elements... as long as it does not turn over or leave the Universe or it will cause **1 Damage** to the incriminated Pirate! (see Damage page 3). This makes up much of the Hazard of space travel.

Repeat this set up as many times as there are players.

Once these are in place, on to the hunt!

The Boss Pirate begins the game. When his turn is over he passes the red ship token to the player on his left, who becomes the new Boss Pirate and the game continues in this manner until one of the Space Pirates satisfies the victory conditions. There is no limit to the number of turns in a game.

What does a Space Pirate do all day?:

The Boss Pirate doesn't twiddle his thumbs waiting for Freighters to reach him, he goes to get them!

He **MUST** play **ONE** Energy card from those in his hand at the start of his turn. If he has no more Energy cards, he starts to 'Drift' (see 'Drifting'). A Space Pirate may not spend his turn sitting in a Hangar.

An Energy card may cause various effects, known as **Hazards** (see page 6 of the Log Book), as well as mark the amount of Energy that a pirate ship uses to move around (from 1 to 5). Hazards spice up the game.

The chosen Energy card is shown to everyone. The Boss Pirate first applies all Hazards (2 or 3) in the order of his choice, **before** using his Energy to move.

Then, he moves his Pirate Ship the number of Movement Templates indicated on the Energy card.

Finally the Energy card is discarded, face up, beside the Energy Bank. It will be turned face down in the Energy Bank once a player does an **Energy Fill-up** (see that chapter below).

That is the end of the Boss Pirate's turn.

How do you move a Freighter that's in play?:

When a Freighter symbol is shown on an Energy card (see Hazards on page 6 of the Log Book), the Boss Pirate or his neighbours must flick to move the Freighter as they did at the start of the game.

However, any player who, by flicking the Freighter sends it out of the Universe, causes it to turn over (revealing the type of Cargo) or who sends the Freighter **onto** a decorative element suffers **1 Damage**.

A Freighter that has been turned over by accident to have its Cargo side up is turned back over to have its Freighter side up again.

A Freighter that has left the universe or has landed on a decorative element is replaced onto the play area in the (approximate) place where it left, with its Freighter side up and at a distance of a Movement Template width from the side of the Universe or the decorative element concerned.

What Damage is incurred by Space Pirates?:

Each time a Space Pirate suffers **1 Damage**, he may choose to:

★ Give back 1 Cargo of his choice (that he acquired by boarding Freighters) and place it in the black bag.

OR

★ Discard an Energy card at random from his hand.
★ Another Space Pirate will be only too happy to help him with this task...

If he has no Cargo, the Pirate must discard one of his Energy cards at random.

If he has no Cargo and no Energy cards, nothing happens – it will be hard enough to get out already!

What happens if a Freighter hits a Pirate Ship?:

The owner of the Pirate Ship **MUST** secretly look what type of Cargo it is:

★ If the Freighter reveals an Asteroid, the Pirate concerned **MUST** reveal it to the other players, and replace it Asteroid-face up in the place where it ended its movement. The Asteroid stays in play with its face up until the end of the game. The owner of the Pirate Ship suffers **1 Damage**.

★ A revealed Asteroid may not be moved **UNLESS** an Asteroid logo is shown on an Energy card as a Hazard.

★ If a Pirate Ship is hit by a revealed Asteroid either following a mischievous flick by the Boss Pirate or at the end of an unfortunate rebound, the owner of the Ship suffers **1 Damage**.

★ If a Pirate Ship captures or lands on an Asteroid token, whether revealed or not, the owner suffers **1 Damage**.

★ He must then place the Asteroid token 1 Movement Template's width away from his Ship on its Asteroid side.

★ For all other types of Cargo: the Space Pirate notes the type of Cargo and replaces the token Freighter side up at the place it ended its movement.

How does a Space Pirate move his ship?:

The Boss Pirate brings into the Universe as many Movement Templates (from 1 to 5) as the value shown on the Energy card that he played. The end of the first Movement Template **MUST** touch the tip of the base of the pirate ship.

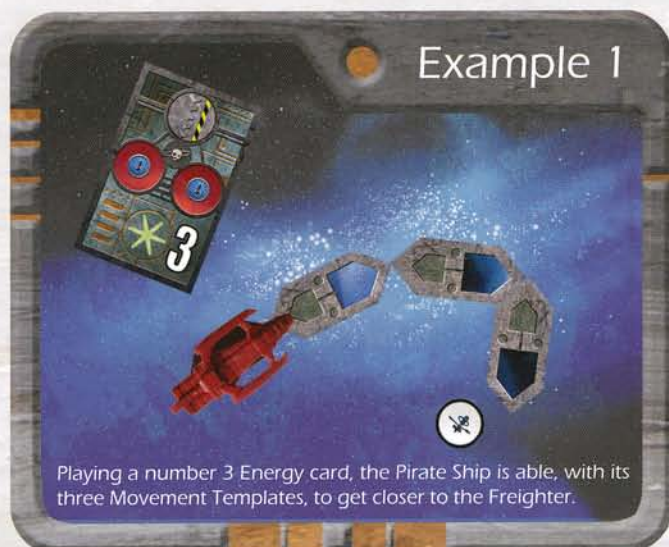
The Movement Template may be placed at a maximum angle of 90 degrees when selecting the Trajectory of the ship. The other available Movement Templates are placed following the same procedure to create the path the ship will follow. Following these movement rules a ship may not make a u-turn with a single Movement Template.

Movement Templates are laid down one by one. This way you always have the choice of direction that you wish to follow. Be careful, however, for a Movement Template that has been placed may not be moved again. Only the Movement Template that you are in the process of placing can be used to change direction.

A Movement Template **MAY NOT** touch a decorative element, a Pirate Base (apart from when entering the Hangar, see Example 2), another Pirate Ship, the Cosmic Storm base or leave the Universe.

Once the Trajectory has been mapped completely, the Space Pirate moves his ship to the final Movement Template, and places the ship on it. The other Movement Templates are removed from the Universe.

A Pirate always has the choice of wasting Energy by using fewer Movement Templates than indicated on the Energy card.



Leaving a Pirate Base:

Once you decide to depart for more adventure, the rear point of your first Movement Template **MUST** touch the yellow and black Hangar line and be pointing in your chosen direction into space.

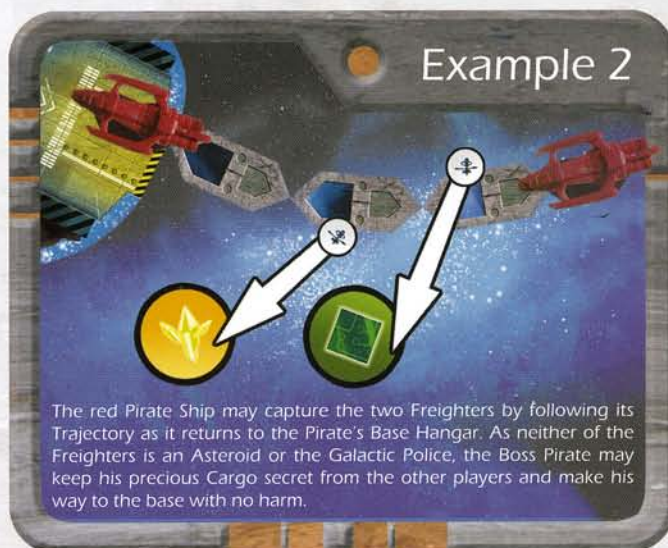
How do Space Pirates capture Freighters?:

Once the Boss Pirate places one of his Movement Templates on one or more Freighters (fully or partially), he captures all of them.

A Pirate Ship **MAY** capture as

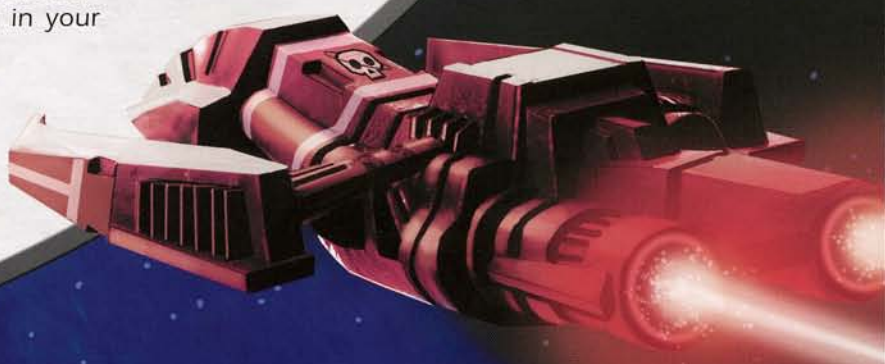
much Cargo as it likes during a game turn, depending on its Trajectory.

Each captured Freighter **MUST** be accounted for in the order in which it was captured. The Boss Pirate secretly looks at the captured Cargo one by one. Some can be harmful, like an Asteroid or the Galactic Police (see below.) The effects must be applied immediately.

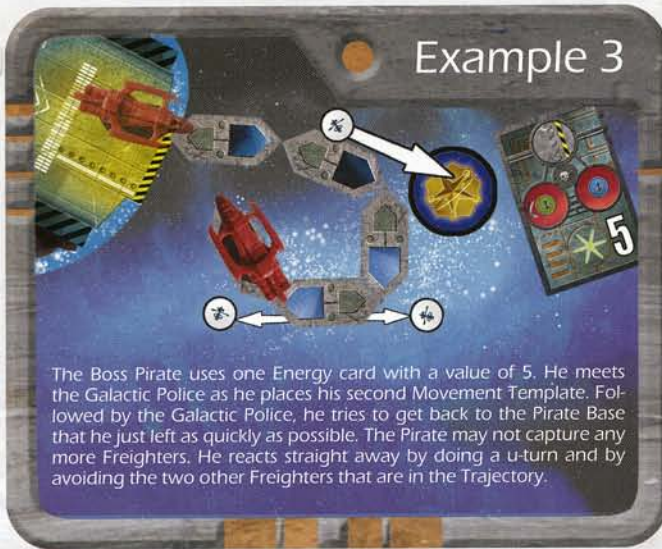


Meet the Galactic Police:

If you inadvertently capture, by placing a Movement Template upon it, a Freighter that turns out to be the Galactic Police, your troubles have only just begun! First of all you must reveal to all the true nature of the Cargo that you just picked up and place it in front of you. Then, you are subject to being chased by the Galactic Police and they will follow you until you find refuge in a **active Pirate Base**. As long as the Galactic Police counter is in front of you, they are hot on your heels and you **may not capture any more Freighters** until you have gotten rid of them! If you are unable to avoid any Freighter tokens on your current Trajectory, as you pass over them you must place them the width of one Movement Template from your Ship without looking to see what the Cargo type is.



Once your Pirate Ship enters the Hangar of an active Pirate Base, you **MUST** pay 1 MC to the Bank or to the owner of the base in order to get rid of the Galactic Police token. That's all the bribery you have to do... and the Boss Pirate places the Galactic Police token back in the black bag.



Drifting off:

If the owner of a Ship has no more Energy cards in his hand, if his Ship is caught in a corner or if he cannot make a move without leaving the limits of the Universe or come into contact with a decorative element, the owner **MUST** start to drift.

Drifting: The Boss Pirate must place a Movement Template – touching any point of his Ship's base (not necessarily the front) – facing in the direction he wishes to move in. He then places his Ship on the new Movement Template, facing in the new direction. He removes the Movement Template that the Ship was previously on from the Universe.

A Ship that is drifting may only move **ONE Movement Template** per game turn, but in any direction.

Drifting does **not prevent** you from capturing one or more Freighters that are situated under the single Movement Template, nor from entering a Hangar.

Leaving the Universe:

If, by the action of **Solar Winds**, a Ship is forced out of the Universe, replace it in the play area one Movement Template's width from the edge of the Universe in the direction chosen by its owner.

Entering a Pirate Base:

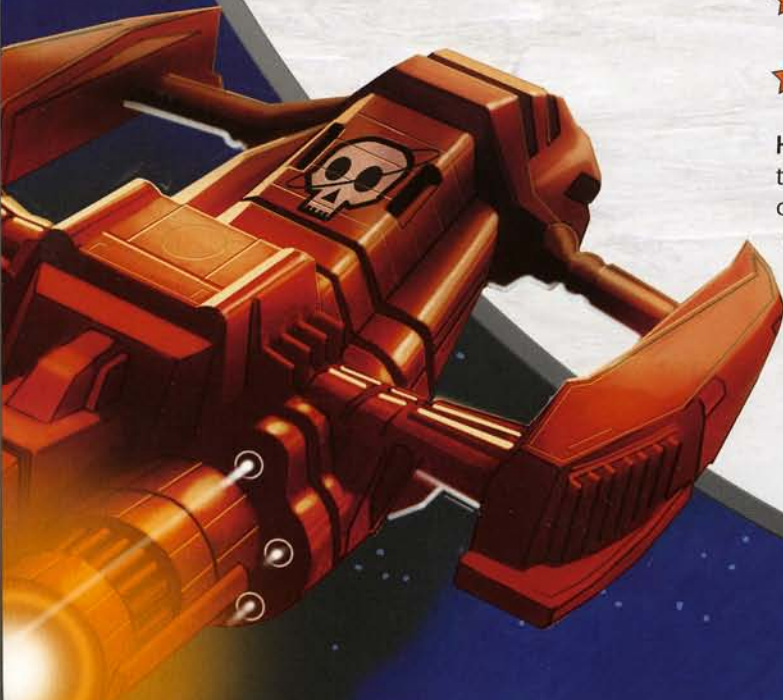
In order to enter the Hangar of a Pirate Base, a Ship must cross the yellow and black line that shows the entrance to the Hangar. Once the Movement Template touches this line, the Pirate Ship is considered to have entered the Hangar. Place the Ship in the Hangar.

What does a Pirate do in a Pirate Base?:

He may do the following:

- ★ Buy the Pirate Base that he is in.
- ★ Look at the value of the Market card for that base.
- ★ Sell his Cargo at the Market price shown in the Pirate Base.
- ★ Fill up with Energy.

He **MUST ABSOLUTELY** follow the order indicated above (1 then 2 and so on.) If he does not want or is unable to do one of the actions, he may move on to the next one (and may not come back to a previous action **THIS** turn.)



Buying a pirate base:

Each Pirate Base costs **15MC**, which are paid to the Bank. Once you have purchased a Pirate Base, take the corresponding token (the logo shows the Base) and place it in front of you. A Pirate may only buy **one** Base during a game.

Looking at the value of a Pirate Base's Market card:

The Boss Pirate may take a secret look at the Base Market card if it has not already been revealed. The Market card shows the sale values of Cargo in that base.

Selling your Cargo:

A Pirate MAY sell some or all of his captured Cargo. He must follow the market value indicated, and sell each Cargo at the price shown in MC on the Market card. He receives the MCs from the Bank whether the Base is owned by a Pirate or not (including himself.)

A Cargo that has been sold is replaced in the black bag. It becomes a Freighter again.

Once a Pirate has sold at least one Cargo in a Base, the Market card is turned over and revealed to everybody until the end of the game.

Filling up Energy:

A Fill-up requires organization! Here is the order to follow:

★ **First of all, the Space Pirate must discard all of the Energy cards that he has in his hand.**

These cards are stacked in piles according to their value, and are kept close to the Energy Bank for later use.

★ If one Energy pump has no cards left in it, take the pile of discarded Energy cards of that value, shuffle them and make a new face-down stack for that Energy pump. Do this every time one of the Energy pumps is empty. Be careful not to mix up Energy cards of different values.

★ The Pirate may now spend up to **4MC to Fill-up with a maximum of 20 Energy points**. Each MC spent is worth **5 Energy points**. He chooses which pumps he takes his Energy cards from until he reaches the level of Energy that he has purchased. He may, for example, spend 1MC and take one Energy card with a value of 5 or two Energy cards with a value of 2 and 3. There may be a shortage of Energy cards of certain values. If that is the case, the Boss Pirate must choose from the other available Energy cards **without ever going over the value of Energy that he purchased**. What may happen is that a Pirate faces a shortage, meaning he can only fill up with 13 Energy points despite spending 3MC, which would normally buy him 15 Energy points for example.

The pirate pays his Fill-up costs **to the owner of the Pirate Base he is in**. If unowned, the Fill-up costs are paid **to the Bank**. If the base is owned by the Pirate who is filling up, he **pays nothing**, but he may only fill up to a maximum of **15 Energy points**.

What are the 6 Hazards in a Space Pirate's day?:



The Boss Pirate **flicks 1 Freighter** of his choice that is already in play in the Universe. If there are no Freighters in play at that time... he does nothing!



The Boss Pirate **draws 1 Freighter** from the black bag, looks at it and then places it anywhere in the Universe following the rules of initial Freighter placement.

Then the player to his right, as indicated by the arrow, **MUST** flick the Freighter wherever he likes.



An identical effect as the previous one but this time it is the player on the left who flicks the Freighter.



The Boss Pirate **MUST** flick a revealed Asteroid token. If no Asteroid tokens have been revealed in the Universe then nothing happens. Phew – the other pirates breathe a sigh of relief!



Cosmic Storm: The Boss Pirate places the Cosmic Storm in the place of his choice in the Universe, whether the Cosmic Storm is already present or not. The base of the Cosmic Storm may not in any case touch a decorative element, the base of a Pirate Ship or a Freighter token. Make sure you do not move either the decorative elements or Pirate Ships when you move the Cosmic Storm. Each Pirate Ship that is covered totally or partially by the **disc** representing the Cosmic Storm suffers **1 Damage** (see Damage.) A Pirate Ship that gets out of the shade of the Cosmic Storm's disc suffers no damage. A Boss Pirate who leaves his ship under the Cosmic Storm disc for his turn or one who voluntarily crosses the Storm suffers another **1 Damage**.

A Pirate Ship that is in a Hangar is always protected from a Cosmic Storm.

The Cosmic Storm may leave the Universe if it is moved out of the limits of the play area by Solar winds (see solar winds.) The Storm stays out of the Universe until a Space Pirate brings it back into play.



Solar Wind: The Boss Pirate takes a **Movement Template**. He selects the direction of this reference Template and places it anywhere in the Universe. This Template will determine the direction that **all Pirate Ships** in the game will drift, including the Boss Pirate and the Cosmic Storm. Using another Movement Template, he begins by moving all Pirate Ships the **length of one Movement Template** in the direction shown by the reference Template. The Template must be touching any part of the Ship's base. All Ships drift simultaneously (see example below.) The Cosmic Storm moves the length of **two Templates** in the direction indicated. The Boss Pirate is responsible for placing each Ship in its finishing position. If a Pirate Ship hits a decorative element, another Ship, leaves the Universe or enters into the zone of the Cosmic Storm it immediately suffers **1 Damage**. A Pirate Ship that drifts this way may capture a Freighter if the Movement Template brings it into contact with it. In the same way, a Pirate Ship may drift into the Hangar of a Pirate Base, provided it reaches the yellow and black line. Any Pirate Ships that are in Hangars are not subject to the effects of Solar Winds.

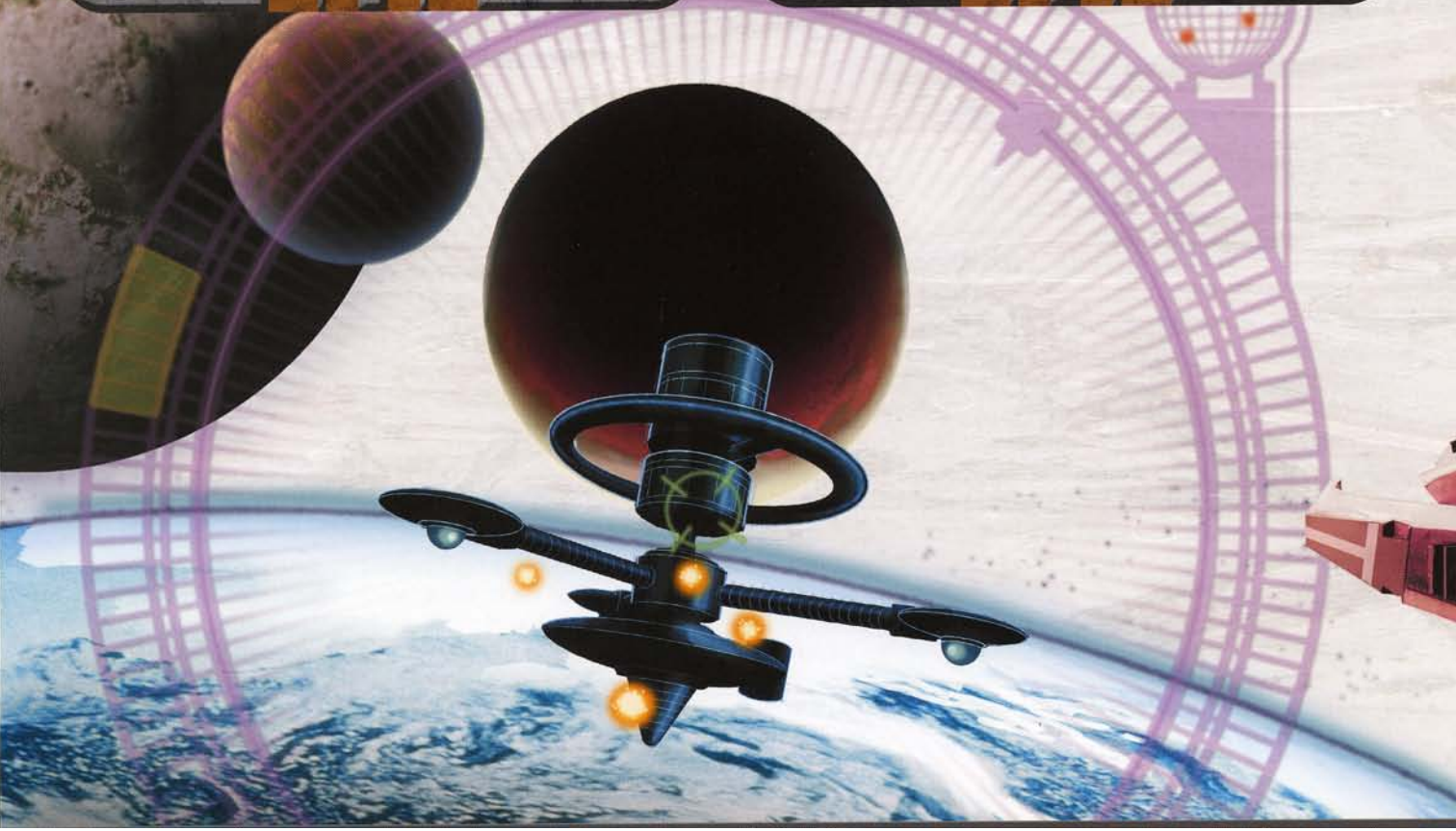
Example 4.1

Solar Wind effects

The Boss Pirate places a reference Template to indicate the Solar Wind direction he has chosen: Solar Wind direction. Each Template used to mark a ship's movement is placed in the same direction as the Solar Wind. They can be in contact with any part of the base of a ship. The green Pirate Ship does not suffer any effects of the Solar Wind as he stays in a Hangar, protected.

Example 4.2

Each Ship is placed on the Templates it is in contact with. In this example, both the red and blue Ships suffer 1 Damage as they both hit a decoration element or a Pirate Base.



Summary of a normal day for a Space Pirate:

- ★ Choose 1 Energy card in your hand and apply the random events (2 or 3.) or drift 1 Movement Template (with certain conditions.)
- ★ Move your Ship using the Movement Templates.
 - ★ Leave a Pirate Base.
 - ★ Capture a Freighter.
 - ★ Cargo → place it in the hold face down.
 - ★ Asteroid → reveal it and suffer 1 Damage immediately.
 - ★ Galactic Police → reveal it, place the token in front of you and get to a Pirate Base without capturing any Freighters.
 - ★ Dock at a Pirate Base.
 - ★ Buy the base = 15MC.
 - ★ See the value of the Market card.
 - ★ Sell your Cargo at the base's Market price and receive the MC from the Bank.
 - ★ Fill up with Energy:
 - ☆ Discard all your Energy cards.
 - ☆ Spend 1MC for 5 Energy points; maximum 20 points. Pay the Bank or the Pirate owner of the base.
 - ☆ If you are the owner of the Pirate Base, Energy is free up to a maximum 15 points.
 - ☆ Choose your Energy cards, face down.
- ★ See if you have fulfilled the objectives to win the game.

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I hope to be forgiven by those I have forgotten to mention, and if not, then banish me to the ends of the cosmos.

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