

# 【Duel Mode】

## Introduction :

“Pirate Rumble” is a party game which is mainly for lots of people play. It has two type of Game Mode, “Camp Mode” and “Duel Mode”. Each legend pirate who is acted by players will return to Arizona in the 19th century, and then fight for the treasure “Lost of Netherlander”. Each pirate must to compete with other pirates for the treasure even if they might sacrifice their life.

## Preparation :

1. Each player takes 1 *Pirate Shield*, 5 *Health Tokens* and 2 *Bullet Tokens*. Then everyone place *Pirate Shield* in front of you to hold your information.
2. Each player takes Basic Cards according to your character.
3. Shuffle the golden cards and then place it face down on the table as a *Golden Pile*.
4. Face up as many golden cards as the amount of the total players divided by 2 (**Round Down**). Then, Place these cards next to the golden pile as a *Golden Card Area*.
5. Put *Health Tokens* and *Bullet Tokens* in the middle of the table as a supply area.
6. Each player takes Special Cards and Special Tokens according to your character.

## Gameplay :

Each player may play cards to help themselves or attack other players, trying to defeat them. Everyone have to eliminate other pirates until one player survives alone. Then, the game is over and the players who survives alone will be the winner.

Each round is divided into three phase :

1. **Choose a Card :**  
Each player pick 1 card from their hand and then put it face down in front of your *Pirate Shield*.
2. **Reveal the Card :**  
When each player settles their card down, everyone opens it at the same time and do the gesture according to the card immediately.
3. **To Battle ! :**  
Count 「**the effect of cards**」
  - \* If player do the wrong gesture, the card which you played in this round will lose it effect.
  - \* Order of excute cards : Steal >> Other cards >> Take *Health Token*
  - \* The maximum of both Health token and Bullet token are five pieces.
  - \* If two players remain in the game, remove the *Pirate Shield*. In this way, both players are able to see the number of Health and Bullet token of each other.
  - \* During the end of the War Time Phase, if you play basic card in this round, then you have to put it face up in front of your *Pirate Shield*. But if you play golden card in this round, put it next to the *Golden Card Pile* as a Discard Pile. After that, you may take the basic card which you played in last round back.

## End of the Game

During the end of the War Time Phase, if only one player survives, then the player is the winner. But if none of player survives, no one is winner. Players can play another game to decide who is the most powerful pirate.

## Basic Cards :

The basic card which is played in this round have to place it face up in front of player's *Pirate Shield* until the next round is over.

Card	Effect	Other
Load	Take 3 <i>Bullet Tokens</i> from Supply Area	
Shoot	Choose 1 player as target and then deal him 1 point damage.	Put 1 <i>Bullet Token</i> back to the <i>Supply Area</i>
Shoot Twice	Choose 2 different targets and then deal 1 point damage to both of them.	Put 2 <i>Bullet Token</i> back to the <i>Supply Area</i>
Dodge	When taking damage, you can reduce 1 damage. Besides, you can prevent the effect of steal. After that, you can take 1 <i>Bullet Tokens</i> from Supply Area.	The damage from different player will be counted Separately.  Ex: When two players play "shoot" on you at the same time, you can reduce all of the damage.  The effect of "Dodge" can't reduce the damage from "Cut"
Fire	If only one player plays "Fire" in this round, the "Fire" deals 2 damage to all opponents. If more than 2 players play "Fire" in this round, each "Fire" deals 1 damage to other players.	Put 3 <i>Bullet Token</i> back to the <i>Supply Area</i>
Search	Take 1 <i>Golden Card</i> from <i>Golden Card Area</i> . After that, take 1 <i>Health Token</i> from supply area (You must to touch the golden card which you want ASAP. If more than one player touch the same card, only the player who first touch the card can take it.)	The player who takes the golden card has to open one golden card from the <i>Golden Pile</i> and place it face up on the <i>Golden Card Area</i>

## Golden Cards :

The golden card which is played in this round have to place it on the Discard Pile.(The golden card only can be used once)

Card	Effect	Other
Block	When taking damage, you can reduce 1 damage. Besides, the player who attacks you will also take 1 damage.	<p>The damage from different player will be counted Separately.</p> <p>Ex: When two player play "shoot" to attack you at the same time, you can reduce all of the damage and deal 1 point to these two player.</p> <p>The effect of "Block" can't reduce the damage from "Cut"</p>
Heal	Take 2 <i>Health Tokens</i> from supply area.	
Load Full	Take <i>Bullet Token</i> from supply area until you already have 5 <i>Bullet Tokens</i>	
Cut	Choose one of the players next to you as target and then deal 1 damage	The effect of both "Block" and "Dodge" can't reduce the damage from "Cut"
Hide	You can't be a target. It means you can prevent any effect from any cards.	The player who choose you as the target is not able to execute the action of the card he played.
Steal	<p>Choose one of the players next to you as target and take 1 <i>bullet token</i> from that player.</p> <p>To keep personal information secret, the target has to give you the bullet token by himself.</p>	<p>When the target don't have any <i>Bullet token</i>, you can't steal anything</p> <p>When two players choose the same target who only has 1 <i>Bullet token</i>, both of them can't steal anything</p>

## Special Abilities of Characters :

Card	Effect Other
Bartholomew Roberts	He can take 1 more <i>Health token</i> (6 Health tokens totally at most) and 1 <i>Special token</i> during the <b>Preparation</b> phase. When his Health tokens is lower than 3 pieces, he can change <i>Special token</i> into <i>Health token</i> use the <i>Special token</i> as an extra <i>Health token</i>
Anne Bonny	She can take 2 more <i>Bullet tokens</i> and take a golden card randomly from the Golden Pile during the <b>Preparation</b> phase
Mary Read	She can take 1 "Cut" card during the <b>Preparation</b> phase. When she play "Shoot X 2", she can shoot one target twice. When she play "Cut" , she can cut any target
Henry Morgan	He can take 2 <i>special tokens</i> and 1 "Take Cover" card during the <b>Preparation</b> phase.
BlackBeard	He can take 1 "Pick" card during the <b>Preparation</b> phase.
Amaro Pargo	He has "Bomb" card,but he don't have "Fire" card.
William Kidd	He can take 1 "Steal" card during the <b>Preparation</b> phase When he play "Steal", he can take all of the <i>Bullet tokens</i> from the target
張保仔	After playing "Fire", he can take 1 <i>Bullet token</i> from the supply area. * Remember, you can't play "Fire" with only 2 <i>Bullet tokens</i> .
鄭一嫂	She can take 2 <i>special tokens</i> during the <b>Preparation</b> phase When she plays "Search", she can take a golden card from the Discard Pile of her choice.
九鬼嘉隆	He can take 2 "Block" card during the <b>Preparation</b> phase
鄭芝龍	His Bullet token means Qi-Gong tokens. He has "Smite", "Stabbing" and "Whirlwind" cards, but he don't have "Shoot", "Shoot Twice" and "Fire" cards.

### Special Cards For Character :

Each pirate has special abilities or cards. Special card is in the basic deck of each pirate, which means special card is also viewed as basic card.

Card	Effect Other
Take Cover	Choose one player who is next to you as target, and he will suffer all of the negative effect from you
Pick	After “War Time” phase, you can take all of the golden card that other players played in this round back to your hand. But if none of players play the golden card, you can take 1 Health token and 1 Bullet token from supply area
Bomb	You can choose one player as a target and deal him 3 point damage. Other players who is next to the target will suffer 1 point damage(Each of these two players will lose 1 health tokens) * Put 3 <i>Bullet Tokens</i> back to the <i>Supply Area</i>
Stabbing	If you choose one player who is next to you as target, you can deal 2 point damage. But if you choose one player who isn't next to you as target, you can deal 1 point damage * Put 2 <i>Qi-Gong tokens</i> back to the <i>Supply Area</i>
Smite	Choose one player who is next to you as target and then deal 2 point damage. The other player who is next to the target will suffer 1 point damage. * Put 2 <i>Qi-Gong tokens</i> back to the <i>Supply Area</i>
Whirlwind	Deal 1 point to other players * Put 2 <i>Qi-Gong tokens</i> back to the <i>Supply Area</i>

## “Camp Mode”: Rival between Sun and Moon

### Preparation :

1. The **Preparation** phase is the same as “Duel Mode”
2. Take the camp card out according to the following table :

	Boss	Sun Camp	Moon Camp	Face The Camp Card Up
4 players	3 Bosses from different camp	1 subordinate		The Boss of Sun Camp

5 players	3 Bosses from different camp	1 subordinate	1 subordinate	Both the Boss of Sun Camp and Moon Camp
6 players	3 Bosses from different camp	2 subordinates	1 subordinates	The Boss of Sun Camp
7 players	3 Bosses from different camp	2 subordinates	2 subordinates	Both Bosses of the Sun Camp and Moon Camp
8 players	3 Bosses from different camp	3 subordinates	2 subordinates	The Boss of Sun Camp

3. Shuffle the camp cards and give one, face down, to each player.

4. Each player can check their Camp Card before the game start.

\* You can check your Camp Card during the game.

\* No matter what situation, you can't reveal your camp card during the game.

\* When you are dead in this game, you have to reveal your camp card.

**Gameplay :**

The **Gameplay** phase is the same as "duel gaming"

**End of the Game :**

When the game left one camp member, whose team is the winner.