

RAINBOW PIRATES™

A game of Piracy, Explosions and Love!



ATTENTION PIRATES!!!



CARD TYPES

Color Cards

COLOR Cards are **RED, ORANGE, YELLOW, GREEN, BLUE, PURPLE, PINK** and **WILD!** Use them to build **rainbows** (numerical sequences) or **3+ of-a-kind card groups** (sets) on your island for Treasure Points!

COLOR Cards can also **block pirate attacks!** **WILD Cards** can be used in place of any **COLOR Card** on your island but **CANNOT** be used to block pirate attacks.



Black Cards

BLACK Cards include a surly band of pirates & piratey paraphernalia that can *attack, steal and commit dastardly deeds!* Play **BLACK Cards** as actions or place them on your island in groups of 3 or more for Treasure Points!



Rainbow Pirate Cards

RAINBOW PIRATES are magical pirate beings that dwell in abiding peace on your island. They can be placed alone on your island and are the *most valuable* cards in the game. If you draw a **RAINBOW PIRATE Card**, place it on your island during your next turn.



SET UP

- 1 Shuffle the deck
- 2 Deal each player **7 cards** face down
- 3 Place the remaining cards face down in the middle of the table (**Draw Pile**) and turn the top 2 cards over (**Face-Up Cards**)



*Play **ROCK-PAPER-SCISSORS** to decide who goes first*

OVERVIEW OF HOW TO PLAY

OBJECTIVE: Whoever has the most Treasure Points at the end of the game is the winner!

You earn Treasure Points by placing cards on your island and "going out" (if possible). You can also decrease your opponent's Treasure Points by attacking their points with **BLACK Cards!**

RAINBOW PIRATES is a turn-based game. Beginning with the first player, take turns performing **as many** of the below 3 actions as you'd like, in **whatever order** you choose:

- 1 **Placing Cards on your Island** for Treasure Points
- 2 **Rearranging Cards** on your island or moving them back into your hand
- 3 **Playing Black Cards** to attack opponents or give yourself advantages

See section titled **DURING YOUR TURN** for more details

When finished taking actions, **end your turn** by drawing EITHER the **2 Face-Up Cards** OR the **top 2 cards of the Draw Pile** (you may NOT choose one of each).

Play continues in a clockwise direction. Continue taking turns until the game ends when a player EITHER **goes out** OR you **run out of cards to draw**. (See section titled **ENDING GAME**)

DURING YOUR TURN

During your turn you can perform **as many** of the below 3 actions as you'd like, in **whatever order** you choose. The 3 actions you can take during your turn are:

1 Placing Cards on your Island

The main way to earn Treasure Points is to place card groups on your island. At the end of the game, cards on your island are worth **1 Treasure Point** each (except **RAINBOW PIRATE Cards** are worth **5 Treasure Points** each!) You can place the below card groups on your island:

COLOR Card Groups	<p>3 or more of a kind</p> <p>3 or more in numerical order</p>
BLACK Card Groups	<p>Any 3 or more BLACK Cards</p>
RAINBOW PIRATE Cards	<p>Place RAINBOW PIRATE Cards by themselves on your island, or in a group if you have more than one</p>

IMPORTANT: During your turn, you *must* place on your island any **RAINBOW PIRATE Cards**, as well as any numbered **COLOR Cards** that can be placed in a card group.

You are *not required* to place **WILDs** on your island. Also, you are *not required* to place numbered **COLOR Cards** if doing so would require rearranging cards already on your island.

2 Rearranging Cards

You can **rearrange cards** on your island to create **new card groups**, **merge** or **divide existing groups**, etc.* You can also move cards from your island **back into your hand** (remembering that **playable** numbered **COLOR Cards** and **RAINBOW PIRATE Cards** must be placed on your island).

If you've already placed a **WILD** on your island, you can reassign it later to replace a different color if desired. You can also put that **WILD** back in your hand if it's no longer being used on your island.

*If rearranging results in an incomplete card group on your island, put those cards back in your hand before ending your turn.

3 Playing Black Cards

You can play **BLACK Cards** to attack your opponents or give yourself an advantage. When playing a **BLACK Card**, follow the below steps:

1 Reveal the Black Card - Place the **BLACK Card** face-up in the **Discard Pile**. (In games with 3 or more players, if your **BLACK Card** is attacking only one opponent you must declare *which* opponent you are attacking)

2 Allow for Blocking - Your opponent(s) should EITHER:

See section titled **DURING YOUR OPPONENT'S TURN**

a) Block your **BLACK Card** by placing the matching **COLOR Card** from their hand on top of your **BLACK Card** in the **Discard Pile**

-OR-

b) Say "Arrrgh!" if they can't (or choose not to) block your **BLACK Card**

3 Take the Action - IF an opponent does NOT block your **BLACK Card** with its matching **COLOR Card**, THEN take the action described on your **BLACK Card**



If the action renders your opponent's card group incomplete (eg, if your Cannon destroys 1 card from their 3-card group), they must immediately put the remaining cards back in their hand.

Ending your Turn

Before ending your turn, make sure you don't have any **RAINBOW PIRATE Cards** or numbered **COLOR Cards** in your hand that you could place on your island. Then, draw *EITHER* the **2 Face-Up Cards** OR the **top 2 cards** of the **Draw Pile** (you may NOT choose one of each).

If you draw the **2 Face-Up Cards**, replace them for the next player by flipping over the **top 2 cards** of the **Draw Pile**. Play continues in a clockwise direction.

DURING YOUR OPPONENT'S TURN

If it's not your turn, the only action you can take is to **block** an opponent's **BLACK Card** if you have the matching **COLOR Card** in your hand.

Blocking Black Cards

You can block your opponent's pirates by "bribing" them with their favorite thing, which is listed next to the heart symbol on each **BLACK Card**. (If you bribe an opponent's pirate with what he loves, he becomes happy and stops his attack!)

So again, if your opponent plays a **BLACK Card** during their turn, you can block its action by placing the matching **COLOR Card** from your hand on top of your opponent's **BLACK Card** in the **Discard Pile**.



A **BLACK Card** only needs one matching **COLOR Card** to block it, even if the **BLACK Card** affects more than one opponent. For example, if a Captain is played against 3 opponents, only one Green "Me Time" card is needed to protect all 3 opponents from the Captain.

Remember, you can only use cards *in your hand* to block **BLACK Cards**. If a **COLOR Card** is on your island when a **BLACK Card** is played, you cannot use it to block!

★ Notice the **Discard Pile** is used while playing and blocking **BLACK Cards**

ENDING THE GAME

The game ends *EITHER* when a player **Goes Out** OR when you **Run Out of Draw Cards**.

Going Out

Going Out does **NOT** necessarily mean you win, you simply earn 5 bonus Treasure Points! **To go out, you must:**

- 1 Play all the cards in your hand*
(If you go out by playing a **BLACK Card**, you must still perform the card's action unless it is blocked)
- 2 Have at least **2 Full Rainbows** on your island when you go out
(A Full Rainbow is all 7 **COLOR Cards** in numerical order, including any **WILDs** used)

Both 1 & 2 must be complete to go out. When a player goes out, **gameplay ends immediately**. (The player does not draw after going out, and the other players cannot place cards on their island or perform any other actions.)

*If you play all the cards from your hand but don't have at least **2 Full Rainbows** on your island, it's not considered going out. Instead, you simply end your turn by drawing and the game continues.

Running Out of Draw Cards

If you **run out of cards to draw** before a player goes out, **the game ends**. However, once the last card is drawn, each player gets to place any cards they can from their hand onto their island. At that point, you can still place **BLACK Cards** (in 3+ card groups) on your island, but you cannot play them as pirate actions.

WINNING

To count your **Treasure Points** at the end of the game:

- 1 Place any cards still left in your hand into the **Discard Pile** (those don't count for or against you)
- 2 Add all Treasure Points from the cards on your island. Cards on your island are worth **1 Treasure Point** each (except **RAINBOW PIRATE Cards** are worth **5 Treasure Points** each!)
- 3 If you were able to go out, give yourself a **bonus 5 Treasure Points!**

The player with the most Treasure Points at the end of the game is the **WINNER** and is crowned **PIRATE KING OR QUEEN!!!**

Example Game

Remember, the best way to learn is to watch our **"How to Play" VIDEO** and read the **FAQ'S**

rainbowpiratesgame.com