

Carrrds!

The treasure maps of Carrrds have been torn to shreds. Gather them up to become the richest pirate. But watch out! You'll have to fight for them...

You don't need to use all the cards. The easiest way to start playing is to just use the island cards (36), swords (8) and guns (4).

Gameplay

Shuffle the deck and give each player 7 cards. Put the remaining cards upside down in a pile. You go first!

During your turn, complete the treasure maps by asking other players for the missing parts. Once you complete a treasure map, it's yours and you can place it in front of you.

The game is over when all 11 treasure maps have been completed. Each piece of a treasure map displays a gold coin in the upper right corner. Whoever has the most gold coins wins!

Taking a turn

Ask another player for a piece of a treasure map that you have one or more pieces of in your hand.



"Can you give me the anchor for the blue island?"

If the other player has this card, he or she has to give it to you... or play a sword or gun card! This starts a duel for the card.

Taking turns, each of you can play a sword or a gun. If you run out of these or choose to not play, you lose the duel. But if you play a gun, the other player has to forfeit the battle immediately and you win the card. Action cards played during a duel are removed from the game.

Did you ask for a card and receive it? Then you can ask for another card, even from another player. If you aren't given a card, your turn is over.

If your turn ends without you being given any cards, grab one from the pile. Then the turn passes to the person to your left.

Expansion: extra action cards

Shuffle these cards into the deck for even more action!

The pirate flag



Play this card during your turn and only ask for the colour of a card. You don't even have to have that colour in your hand!

The voodoo doll



You can play this card anytime - even when it's not your turn. Pick a fellow player who must skip his or her turn.

The parrot



You play this card only when it's not your turn. Steal the card that's changing owners and immediately start your turn. But watch out! The parrot can be shot down by a gun.

Expansion: pirate cards

The pirate card gives you one extra action. Each player gets one pirate card at the start of play. Look at it and put it down face down in front of you.

Play the card by turning it over. Its effect is equal to that of the action card with the same symbol. So the voodoo lady makes a player skip a turn and the gunslinger wins the duel for a card. The only exception is the pirate with the gold coin.

He contributes one gold coin to your total score at the end of the game.

Arrr!

Unsure about a rule? Fight it out! Check www.carrlds.nl for more fun gameplay alternatives and download the free app.