Piratz

Ratz is colloquial for „rat" in southern Germany
Players: 2–4 • Ages: 7+ • Playing time: 15 min.
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COMPONENTS
• 4 spade cards • 50 treasure cards
• 1 treasure score card • 12 score cubes

OVERVIEW
You are adventurers and have found a treasure. For each treasure type, the following applies: The player who collects the most of one type wins a score cube. But be careful of those rats!

SET-UP

Each player gets a **spade card**.

Shuffle the **treasure cards** and place them face-down as a draw pile.

In a **2-player game**, the 6 cards with a skull on the bottom right are not used. Put them back into the box.

2-player game
Place the **treasure score card** so that it shows 1 box next to each treasure type. Randomly distribute 6 score cubes on these boxes.

3- and 4-player game
Place the **treasure score card** so that it shows 2 boxes next to each treasure type. Randomly distribute 12 score cubes on these boxes.

These numbers show how many items are in the game.

Tip: *Place all the cubes into the box and draw the required number without looking.*

Place the **box bottom** next to the treasure score card. It depicts the cube values.

=4 =3 =2 =1

## GAMEPLAY

Revealing treasure cards
You play clockwise in turn order.
The oldest player begins. In your turn reveal only once **1 treasure** card from the draw pile. Put the card face up in the middle. Then your turn ends.

Choosing to pass
Directly after your turn you can choose to pass. Then name a type of treasure (rings, coins, pearls etc.) and take all face-up cards that show at least one such treasure.
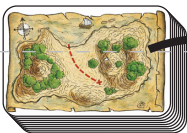
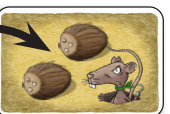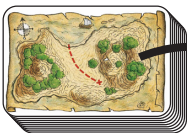*Example: Anna reveals a treasure card. She then chooses all the treasure cards with **coins** and passes.*

> **I want to pass. Do I have to reveal a card from the draw pile beforehand?**
> No, you can do without it.

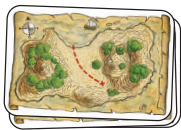**Rat Alert!**
If you reveal a **second rat**, you have to pass.
As a compensation, you may take one of the two rat cards and keep it.

Example: Willi uncovers a second rat: Rat alert!
From the two rat cards he chooses the one with the rings.

Storing treasures
Store your treasure cards face-down in a pile in front of you. Do not peek before the final scoring!

Placing spades

When you pass – whether by choice or after a rat alert – you must bury a face-up treasure card of your choice, by placing your spade on top. If there is no face-up treasure card, you must place your spade in the middle of the table. Without your spade you are forced to watch until even the last adventurer has placed his spade.

Example: Willi puts his spade on a face-up treasure card.

Nobody is allowed to take the treasure card under the spade. A rat buried does not trigger an alarm later on.

The last spade

The last player with a spade reveals as many treasure cards as he likes. Until he also chooses to pass, or has to pass after a rat-alarm. Finally, he also places his spade.

End of a round

The round ends when all players have passed. Now each player gets a spade back into his hand. Put away the treasure cards buried under the spades on a **discard pile**. Only the unburied treasure cards are left face-up. The new round begins with the left neighbor of the player who made the last move.

GAME END

If the draw pile is exhausted, the following happens: Once all players have laid their spade, the game ends immediately. However, if at least 1 player still has a spade in his hand, reshuffle the **discarded** treasure cards and make a new face-down draw pile. The game then continues until the last player has also placed his spade.

SCORING

Gain score cubes for majorities

Flip all your treasure cards face-up and lay them out in front of you. Score the treasures from top to bottom, according to their order on the treasure score card.
So you start with the rings and score the shells last.
All players count how many treasures of each kind they have on their treasure cards.

Example: Dirk counts 6 rings on his treasure cards.
The other players also count the rings on their treasure cards.

The player with the most treasures of a type first chooses a score cube from the treasure score card. Players choose from the cubes next to the treasure symbol (1 or 2, depending on the number of players). The cube values:

 = 4 Punkte   = 3 P.   = 2 P.   = 1 P.

Example: Willi has the most rings and chooses first.
He takes the golden cube.
The player in second place gets the copper cube. The other players get nothing.

In case of a tie

Several players have the same number of treasures of one type?
• The player with **more rats** wins the tie.

Still tied?
• The player with **fewer treasure cards** wins the tie.

Still tied?
• **Nobody** gets the not yet distributed cubes for this treasure.

SCORING

Each player adds up the value of his cubes.
The player with the most points wins the game.

Beispiel: + + = 4 + 1 + 1 = 6 Punkte

In case of a tie, players share victory.

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