

CAPTAIN YARR'S CURSE

A PIRATE THEMED CARD GAME



MATCH THE SHAPES
TO BREAK THE CURSE



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Captain Yarr's Curse

Listen well, ye scurvy dogs, and mind the roll of the sea.

On a moonless night off the Glimmering Abyss, Captain Yarr made his greatest mistake. He didn't just steal gold—he nicked the **Lachryma Heart**, a glowing green emerald that belonged to the Sea Hag, **Mother Marrow**.

When the Hag learned of the theft, she spat a curse into the waves. Every coin, gem, and trinket in the hold was bound together by foul magic. The hoard grew heavy and stubborn, and no sailor could be rid of it all at once.

But Mother Marrow is a clever sort. She turned the curse into a challenge.

To break it, the plunder must be cast back to the sea in the proper order—matching marks, matching forms, and matching colours, just as the magic demands. Miss the pattern, and the treasure sticks fast to your hands like tar to deck planks.

Each card you hold is cursed loot weighing the ship down.

Be the first to rid yourself of every last piece, and the curse is broken! The ship is freed, the seas settle, and Captain Yarr names you **First Mate**, with first pick of the next haul of honest plunder.

So, mind the signs, follow the tide, and heave that cursed hoard overboard!

What's in the Box

- 2 Decks of 62 cards each. 124 cards in total.
- 5 x Quick Recognition Cards (reference cards)

What are Suits

Each upper icon on each card represents one of the five Suits in the game.

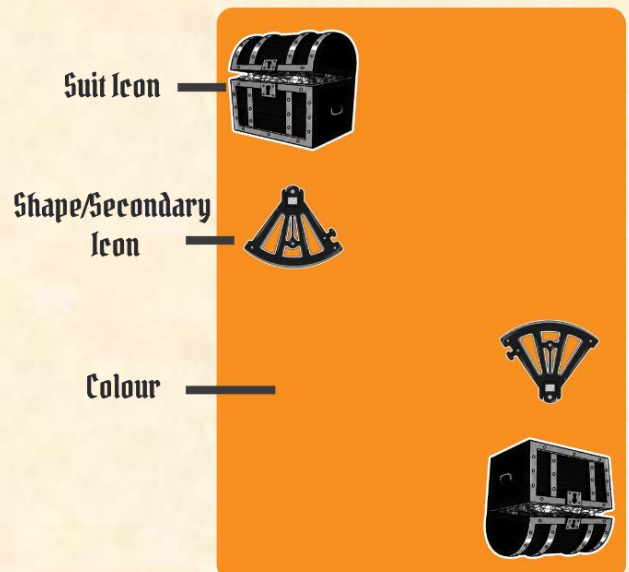
Suit Icons

- **Skull & Crossbones**
- **Pirate Ship**
- **Treasure Chest**
- **Cutlass**
- **Anchor**



Anatomy of a Card

Each standard card is printed with a Colour, a Suit and a Shape.



How to Play

A matching game for 2-8 players using BOTH Decks

Object of the Game

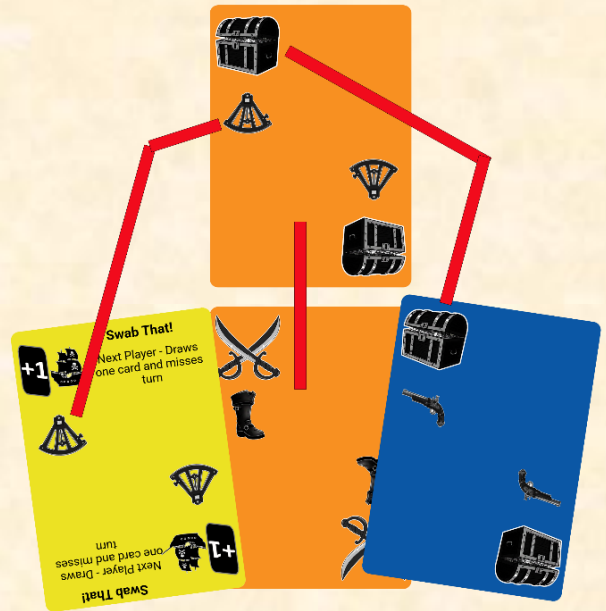
Be the first player to discard all cards from your hand.

What Makes Cards Match

Cards can be played if they match the top card of the discard pile in ANY of these ways:

1. **Same Suit** (upper icon)
2. Same Colour
3. Same Shape (lower icon)

There are 5 Suits, 10 Shapes and 10 Colours



Captain Yarr's example here shows ye three different ways ye may match a card.

The Ten Shapes

Most cards have one of these shapes located beneath the Suit:

- Hat, Boot, Spyglass, Hook Hand, Sextant, Rum Bottle, Eyepatch, Treasure Coin, Cannon, Flintlock



Setup

1. **Determine first player:** Youngest player starts
2. Shuffle both Decks together
3. **Deal 7 cards** to each player
4. **Create a discard pile:** Place one card face-up. If the card is a wild or Sidestep card, flip another card until a Suit is displayed.
5. **Remaining cards:** Form the draw pile
6. **Quick Recognition** cards can be placed around the table to help players reference Suit names.

Quick Start

Deal 7 Cards per player.

Flip the top card from the draw pile.

Youngest player starts first game.

Basic Play

On your turn:

1. Play a matching card from your hand, OR
2. **Draw one card** from the draw pile
3. If you draw from the draw pile, you *may* **not** play a card in the same turn. Drawing a card from the draw pile instantly ends your turn.
4. Play continues clockwise (until altered throughout the game)
5. If the draw pile runs out, keep the last card played but shuffle the rest of the discard pile to make a new draw pile.

Last Card Declaration – “Yo Ho!”

When you play your second-to-last card, you **must** announce “Yo Ho!” **before the card touches the playing surface or discard pile**. Failure to do so means you draw 2 penalty cards when caught.

For more *adventurous* types, the call can be “Who’s Yarr Captain?” instead of “Yo Ho”.



If a player's second last card touches the table before they complete the call of “Yo Ho!”, they must draw 2 cards.

Winning

First player to discard all cards breaks the Sea Hag's spell and lifts the Curse. That player wins the round!

Special Event Cards

Most Special Event cards are on a light grey background. This is not one of the 10 colours in the game and can not be used for colour “matching”. Special event cards each have their own rules for matching.

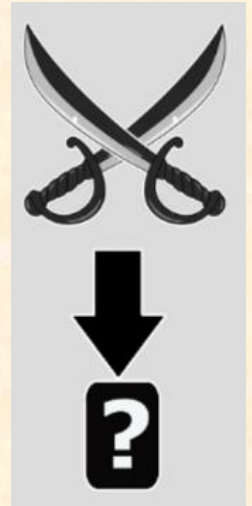
Mutiny

- Penalty card – Must be played if *Empty Yer Pockets* is played
- Otherwise, may only be played on a prior red coloured card
- The Player playing this card must take one random card from every other player who has 3 or more cards in their hand.
- Next card played must be Wild or Red. This can be a handy way to hold up a player as they near their “Yo Ho” Call.



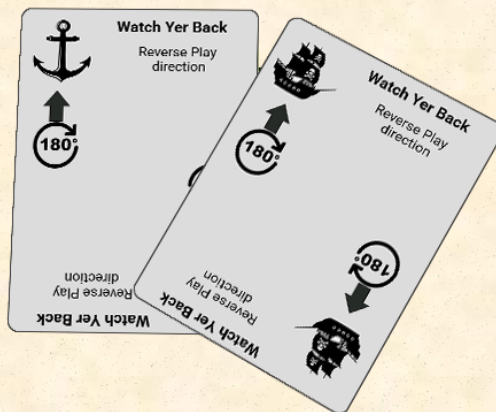
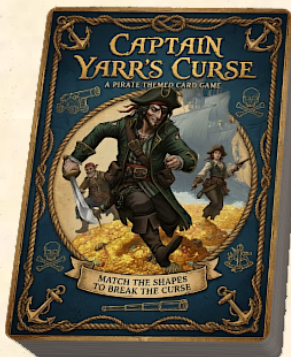
Sleight of Hand

- Can be played on matching Suit or another Sleight of Hand card only.
- Allows you to declare any new Suit – In this example image, Cutlass can be changed to any other Suit.
- **Note:** These cards have no Shape or Colour, so they are harder for the next player to match.



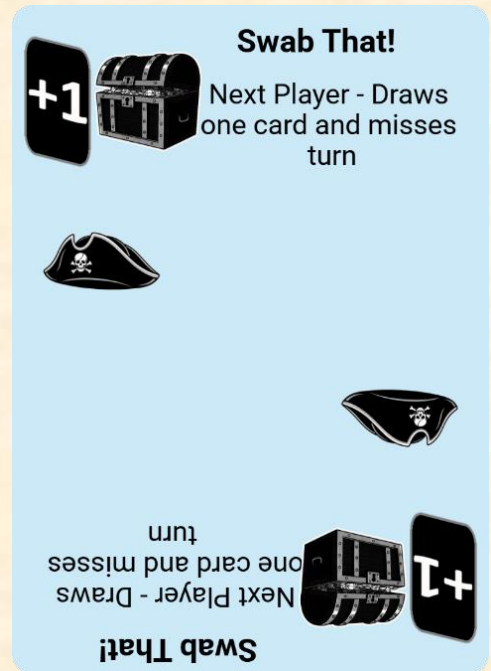
Watch Yer Back

- Reverses direction of play
- Must match the Suit type of the previous card.
- Effect persists until another Watch Yer Back is played.
- The next Player may play a card with the matching Suit type or play another Watch Yer Back card.
- The Suit type displayed on the most recent Watch Yer Back card is the “current” Suit.
- Note that the card has no colour or shape to match, making these cards more difficult to follow.



Swab That

- Must be played on matching Suit.
- Next player draws 1 card and loses their turn.
- **Stacking rule:** If next player has a Swab That card, they can play it on top of any other Swab That, making the following player draw 2 cards and lose their turn.
- Continues until someone cannot play Swab That.



I'll Take the Helm

- Wild Card
- Can be played on any card. Declare the new Suit.

Royal Pursuit

The **Royal Pursuit** card introduces a multi-player chain event where players are forced to match a randomly determined Suit or suffer a penalty.

- Can only be played on a matching Colour card (Yellow).
- **Activates the Event:** When played, immediately flip the top card of the draw pile face-up. This card's **Suit** is the **Pursuit Suit**.

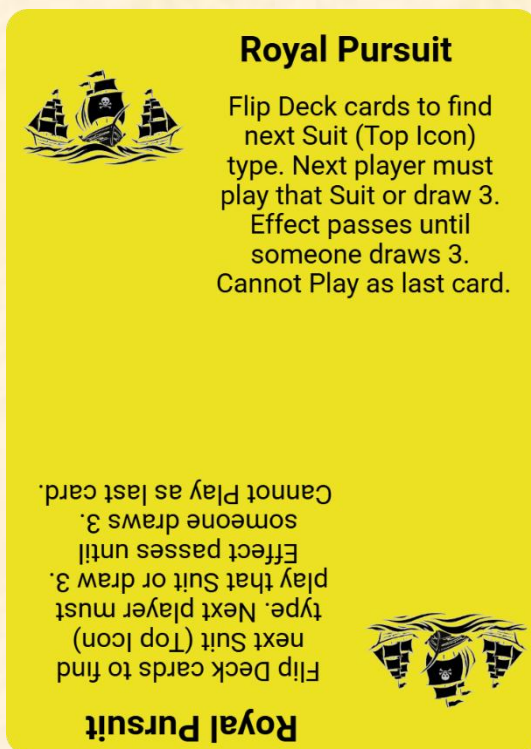
Handling Non-Suit Flips:

If the flipped card does not have a Suit (e.g. Mutiny card or other Event cards), the player must simply continue to flip cards from the draw pile into the discard pile until a card with a Suit is revealed. The Suit of this first revealed Suit card becomes the **Pursuit Suit**.

Chain Reaction: Starting with the player *next* in turn order, they **must** play a card matching the **Pursuit Suit**.

- If they **can** play the Pursuit Suit, the event passes to the next player, who must now play a card of the **Pursuit Suit**.
- If they **cannot** play the Pursuit Suit, they must **draw three cards** and their turn ends.

Event Conclusion: The Pursuit event immediately ends when a player is forced to draw three cards. Normal play resumes with the



player immediately after the player who drew the cards (i.e. play continues in the *current* direction of play).



If another pirate be close to winning changing the colour to yellow could bring on the Pursuit... a move that could turn the tide!

Avast Me Hearties!

- **SIDESTEP CARD:** Can only be played on your turn. May be played whether you have a matching card or not. This card may NOT be played as your FINAL card.
- Place sideways above the discard pile.
- Must announce "AVAST ME HEARTIES" *before the card touches table* or draw 3 cards as penalty.
- All other players immediately draw 1 card, *unless* the person playing the card did not announce "Avast Me Hearties" in time.



Avast Me Hearties!

Sidestep: Player must announce "Avast Me Hearties!". All other players draw 1 card. If player does not announce "Avast, me Hearties!" before card hits table, Player draws 3 cards. Cannot play as last card.

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Share the Booty


- Can be played on any card.
- Declare the new Suit (before cards are passed).
- All players immediately pass 1 card in current direction of play.

Walk the Plank

- Can be played on *any* card
- **Penalty** for the Player playing this card: Draw 5 cards immediately
- Declare the new Suit
- Tip: Sometimes it's worth the penalty to get rid of this card or to change the Suit when someone is on their last card

Empty yer Pockets

- Play any time on your turn.
- Play on any card. When played, all players holding Walk the Plank cards must immediately play all of them and take the penalty(s).
- Flip top card of draw pile to determine new Suit. Continue to flip until a new Suit is displayed. Play continues with the next player as normal.




Share the Booty

Wild card: play on ANY card and decide what the new Suit will be. ALL players THEN pass one card to the next Player in the direction of current play. Cannot play as last card.




Share the Booty

Wild card: play on ANY card and decide what the new Suit will be. ALL players THEN pass one card to the next Player in the direction of current play. Cannot play as last card.



Walk the Plank

Penalty: Play on ANY card. Draw 5 cards. Choose the new Suit.



Walk the Plank

Penalty: Play on ANY card. Draw 5 cards. Choose the new Suit.



Empty yer Pockets

Play on any card. Force players to immediately play any Penalty Cards in their hand for the full negative effect. Flip the next Deck Card to determine the Suit for next player. Cannot play as last card.



Empty yer Pockets

Play on any card. Force players to immediately play any Penalty Cards in their hand for the full negative effect. Flip the next Deck Card to determine the Suit for next player. Cannot play as last card.

Sidestep Cards

- “*Avast Me Hearties*” cards are placed sideways above the discard pile when played
- Cannot be matched by other players
- Next player must match the card on the main discard pile

Quick Reference

- Deal 7 Cards to each player to start
- Match: Suit, Colour, or Shape
- Some special cards can stack for bigger effects
- Sidestep cards placed sideways above discard pile
- Must call “Yo Ho!” with one card remaining



Captains Tip: It helps new players if you call the three matching characteristics as each card is played. “Anchor, Boot, Blue” will help new players train their eyes to watch for all three matches.

Designer's Note

Remember, the best games happen when friends or family gather around a table with bad food, good drinks and even better company. Play responsibly and laugh frequently.

Disputes are best settled by the two disputers holding their breath. First to breathe (or pass out) loses. Not applicable to children or people who have no sense of humour and take things literally. Those people are arbitrarily deemed to have lost the dispute.

Cheers to good games and great friends!

For questions, clarifications, or to share your epic game stories, visit friendswithbeverages.com.au

CAPTAIN YARR'S CURSE



Skull & Crossbones



Pirate Ship



Treasure Chest



Cutlass



Anchor

