

How Does This Game Work?

The world:

- The Date is 1726, close to the end of the “*Golden Age of Pirates*”
- The location = The Caribbean
- A map of the Caribbean broken into 18 different areas we call ZONES
- ([World Map Link Here](#))
- The game is a ([Persistent Sandbox World](#)). You can play today, next week and next month and it's still the same game with your continuing quest.

Time:

- You interact with the world by spending TIME
- You get time by buying CARDS (other in-game means TBD)
- A week of time = 7 Days
- A day of time = 7 Actions (1/7'th of a day to get something done)
- When you take a “turn” it usually takes up an amount of time



The Cards:

- Booster Packs are available for purchase on Whatnot ([Sinbad7 on Whatnot](#))
- Each Booster Pack contains 1 week of time and 14 other random cards
- There's a variety of other things contained within the pack ([Booster Pack Breakdown](#))
- The GM/Host will ship all purchased packs to you.. UNLESS You request a “[SAVE]” action where you request WHICH cards to be held by the GM for future gameplay.
 - You can request the shipping of ANY of your saved cards at the time any new pack is purchased.
 - Each session of play where you buy a pack, Whatnot REQUIRES me to ship you “something”. It can be your whole purchase or a portion of your purchase, but something must be shipped.
- (2) of the cards in the booster packs are for the ‘home-game’ of Pirate Ducks. Ship vs. ship battles on any hex map (sold separately).

Getting Started

- Browse the website(s) to become familiar with the game
 - ([Piratesmegagame.com](#))
 - (<https://www.worldanvil.com/w/pirates-megagame-sintax7>)
- Maybe print out a few pages and stick them in a 3-ring binder
- Buy a Booster Pack (or possible Character starter Kit) - ([Sinbad7 on Whatnot](#))
- Take a look at your cards ([Player Inventory Sheet](#))

Taking A turn

- Examine your cards. Look at your place on the map
- Decide what you want to do
- When you've decided what your best course of action would be, TAKE A TURN
- Type into the Whatnot Chat “[SAIL] from 12-Bridgetown to 11-Martinique” OR whatever other action you want to take.
- ([Taking a Turn \(What CAN I do\)](#))

Need help?

- The GM/Host is there to help YOU
- The GM/Host is there to ensure YOU have a good time
- Chat with the GM/Host anytime.

Hints, Tips & Suggestions

1. This is ALL about YOU having fun. Don't be afraid to ask for help or suggestions from the GM/Host
2. The game is setup to be advantageous to players working together as teams
3. Some of the best payouts happen when you own your own Estate of Land (1000 Silver) and develop it.
Set this as one of your goals.
4. You can buy OR rent ships
- 5.