

PARTY **PANDA** **PIRATES**

NAVIGATION LOG

Detailed rules for
minigames 1 to 24



001

TURTLE HOPPING!

By Juan Pablo Villaseñor



2-6

GOAL: Last one standing

↖
Player count

SETUP:

1. Form a 6×6 grid with Map cards (6×8 grid for 5 or 6 players).
2. In turn order, each player places their Panda Pirate on any unoccupied card that's not orthogonally adjacent to an occupied card.

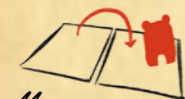
6 x 6 grid.



*or 6 x 8
for 5+ players.*

HOW TO PLAY: In turn order, each player moves their Panda Pirate to an unoccupied, orthogonally adjacent card once or twice and then removes the card where their Panda Pirate was at the start of their turn. If you are unable to move your Panda Pirate because there are no unoccupied, orthogonally adjacent cards, you are eliminated.

You can move in different directions on the same turn.



*Move 1 or
2 spaces.*



*Remove your
starting card.*



*If you can't move,
you're out!*

CHALLENGE:

End the game with 18 or more cards in play.

- ↑ *Become a pirate legend in this party by completing epic challenges!
Check the box to keep track of your achievements.
This has no effect in the game.*



002

DECORATE THE MAST!

By Pepe Macba



2-6

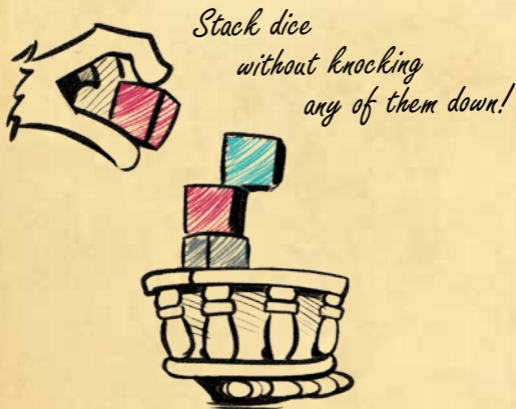
GOAL: Last one standing

SETUP:

1. Place the Turtle Ship in the center of the Sea board.
2. Place all of the dice next to the Sea board.



HOW TO PLAY: In turn order, each player places one die on top of the crow's nest of the Turtle Ship, stacking them in a single tower. If at least one die falls off of the tower after your die makes contact with it, you are eliminated; remove all dice from the crow's nest and start over. Repeat this process until only one player remains.



CHALLENGE: The last two players must build a tower with 16 or more dice.



003

CONFETTI CANNONBALLS!

By Pedro Berenguel

2-6

GOAL: Most cards in the lid

SETUP:



1. Give each player 8 Map cards with the same icon on them to keep track of who placed which cards.
2. Move aside the Treasure Map to avoid moving the Panda Pirates on it by accident.
3. Place the lid of the game box onto the Sea board.
4. All players position themselves at about 6 feet (2 meters) away from the table.

HOW TO PLAY: Simultaneously, at the Captain's signal, all players throw their cards toward the lid using only their index and middle fingers, throwing one card at a time (Fig. 1). Once everyone runs out of cards, check who got the most cards into the lid.

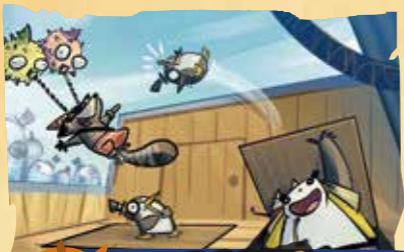


You may agree upon a shorter throwing distance to make the game easier.

↖ Difficulty adjustment

□ CHALLENGE:

End the game with 6 or more cards in the lid.



004

DOODY DECK DUTY!

By Mauricio Izquierdo



2-6

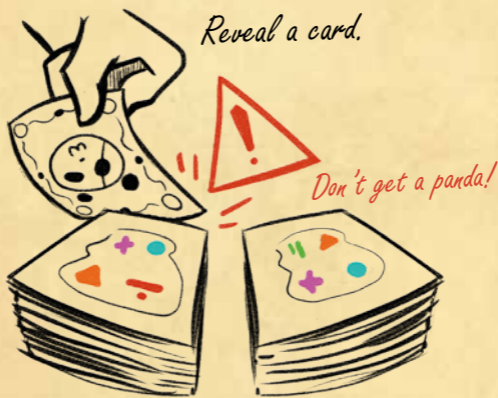
GOAL: Last one standing

SETUP:

Shuffle the Map deck, map side up, and split it into 2 decks of similar height, placing them within reach of all players.



HOW TO PLAY: In turn order, each player flips and reveals the top card of either deck. If the icon you reveal on the underside of the drawn card is a panda, you are eliminated. The remaining players keep revealing cards until only one player remains.



Oh no! You have to scrub the deck!

□ CHALLENGE:

Reveal all the cards from one deck.



005

ALL ABOARD!

By Pepe Macba

2-6

GOAL: Place all of your components or be the last one standing

SETUP:

1. Place the Turtle Ship in the center of the Sea board.
2. Each player takes:
5 Dice 4 Silver Coins
4 Map cards 1 Panda Pirate



HOW TO PLAY: In turn order, each player chooses 2 of their components and, using only one hand, places them one at a time on the Turtle Ship's deck, crow's nest, or on other components already sitting on the Turtle Ship. If you knock any previously placed component off the ship, you are eliminated. Don't remove any components from the Turtle Ship and keep playing until any player has placed all of their components or only one player remains.

At the end of the minigame, return the components used to the general supply except for your Panda Pirate.



*On your turn,
place 2 items on the ship.*

*Don't knock
anything down!*

□ CHALLENGE: A player places all of their components on the Turtle Ship without any players being eliminated.



006

HAT STACKS!

By Iván Escalante

2-6

GOAL: Most islands touched

SETUP:

1. Each player takes their dice and waits for their turn.
2. On your turn, form a tower by stacking your 4 dice on any Island on the Sea board.



For an easier challenge, this minigame can be played with all players only stacking 3 dice instead.

HOW TO PLAY: In turn order, each player flips the sand timer and takes their 4-die tower by pinching the bottom die using only the tips of their pinky fingers (Fig. 1). You must lift up your tower of dice and move it to the next Island clockwise, making sure you touch it with your tower. Without releasing the tower, you must then lift it up again and move it to the next Island clockwise, continuing indefinitely. Your turn ends when the timer runs out or when 1 or more of your dice falls from the tower. Your score is equal to the number of Islands you touched with your tower.



CHALLENGE:

Touch at least 20 islands.



007

BUCCANNEERS' BINGO!

By Rubén HS

2-6

GOAL: First to cover every icon on their card

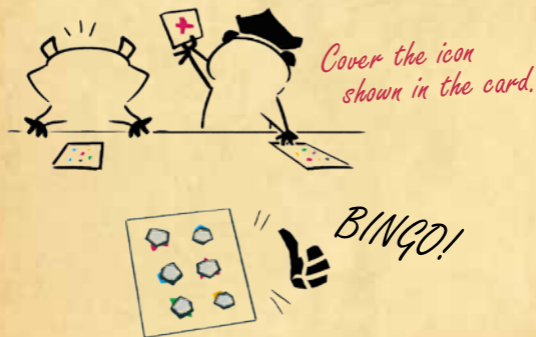
SETUP:

1. Shuffle the Map deck and deal 1 Map card to each player, map side up.
2. Each player takes 8 Coins. (If there aren't enough Coins, use a suitable substitute.)



HOW TO PLAY: The Captain reveals a card from the Map deck. If the icon on the revealed card matches an icon on your Map card, cover it with a Coin. Repeat this process until one player has covered all of their icons, claiming victory. All other players claim their position according to how many Coins they have on their cards.

At the end of the minigame, return the components used to the general supply.



CHALLENGE:

Win with 10 or less cards revealed.



008

CATCH ME IF YOU CANDY!

By Víctor Guadalupe Rodríguez

2-6

GOAL: Last one standing

SETUP:

Each player takes 1 of their dice into their hands.



HOW TO PLAY: Simultaneously, at the Captain's signal, each player throws their die upward with one hand, higher than eye level (about 1 foot), and tries to catch it with the same hand.

All players that caught their die make it to the next round, taking 2 dice into their hand and repeating the process, at the Captain's signal. Continue adding dice each round until all players are eliminated or until only one player remains.

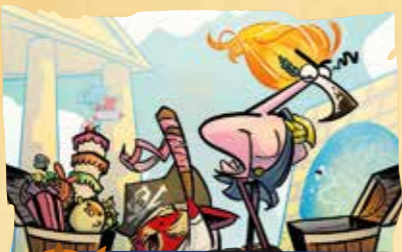
*Throw one die
and catch it.*



*Add more dice
and try again!*

□ CHALLENGE:

Reach the 4th round without being eliminated.



009

GIFT GUESSER!

By Rubén HS

3-6

GOAL: Take the most cards into your hand

SETUP:

1. Place 6 Map cards, one with each icon, in the center of the table.
2. Shuffle the Map deck and deal 2 cards to each player.
3. Each player places their cards in their play area, map side up.



HOW TO PLAY: In turn order, each player points at one card from another player and tries to guess the icon depicted on it.

The card's owner checks the card in secret and, if you guessed correctly, the card's owner reveals the card and gives it to you to keep in your hand. You repeat this process until you guess wrong. If you guess wrong, the card's owner keeps the card without telling anyone its icon. Then, the next player takes their turn.

The minigame ends once all cards are revealed or when only one player has face-down cards left on their turn.



If you guess a card you take it into your hand! Continue guessing!

Even if you run out of cards, you keep playing as long as there are other face-down cards you can try to guess.

□ CHALLENGE:

Guess 4 cards in a row.



010

GOLF GOLF!

By Víctor Valdés & Adrián Álamo

2-6

GOAL: Most points from Islands reached

SETUP:

Each player takes 2 of their dice.



HOW TO PLAY: In turn order, each player places 1 of their dice on any Island and, using the other die held between their fingers (Fig. 1), hits the die on the Island toward the next Island clockwise. Continue hitting the die from where it landed until it reaches the target island. When the die stops on the next Island, gain 1 point and continue toward the next Island after that. Your turn ends with your 9th shot; remove your dice from the board and the next player takes their turn in the same way.

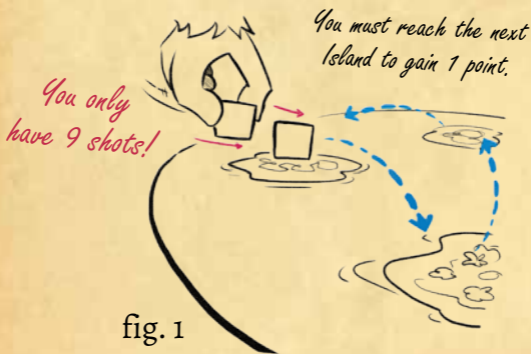


fig. 1

CHALLENGE:
Score 9 points.



011

SCURRY CURLING!

By Víctor Valdés & Adrián Álamo

2-6

GOAL: Most points

SETUP:

Each player takes 3 of their dice.



HOW TO PLAY: In turn order, each player tosses one of their dice from off the Sea board to its center. You may throw your dice however you wish as long as you do so without invading the Sea board space.

After all players have tossed their 3 dice, you gain points for each die that touches one of the circles in the center of the Sea board.

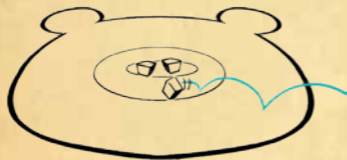
Inner circle: 3 points

Middle circle: 2 points

Outer circle: 1 point

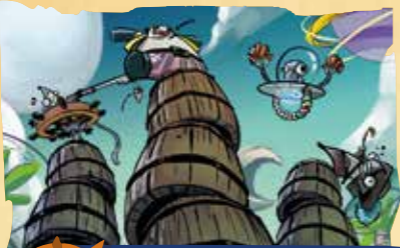


From off the board, throw the dice however you wish.



A die may hit another die.

□ CHALLENGE: Score 9 points by getting all of your dice into the inner circle.



012

PANDAS UP!

By Manuel Garza

2-6

GOAL: First to complete a 5-die tower

SETUP:

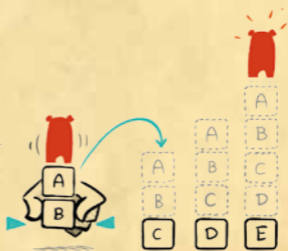
Each player places 1 of their Panda Pirates onto 1 of their dice.



HOW TO PLAY: Simultaneously, at the Captain's signal, each player takes their die with their Panda Pirate on top of it and places it onto another die. Then, they grip their 2-die tower from the lowest die and place it onto another die. Play continues this way until a player completes a 5-die tower with their meeple on top of it. Once you finish your tower, yell "Ahoy!" to end the minigame. All other players claim their position according to the number of dice in their towers. If your Panda Pirate falls off your tower or you knock down any amount of dice, you must start from scratch.



You can only touch the bottom die



CHALLENGE: Finish your tower when all other players only have towers with 3 dice or fewer.



013

BIDDING BUDDIES!

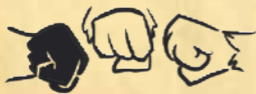
By Celestino Moreno

3-6

GOAL: Win 2 bids or be the last one standing

SETUP:

1. Give each player 7 Coins. (If there aren't enough Coins, use a suitable substitute.)
2. Each player hides their 7 Coins in their hands.



*Bid the most coins
to win the round.*



*Matching bids
are eliminated.*

HOW TO PLAY: At the start of the round, each player places their bid into one of their hands and extends their fist. Once everyone is ready, everyone reveals their bid. All players with matching bids discard their bids to the reserve.

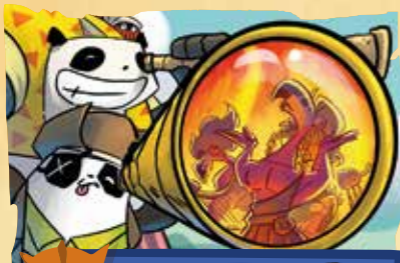
If you didn't bid anything, you are eliminated. The player with the highest remaining bid gains 1 Coin and discards their bid. Take a Map card to keep track of how many bids you have won. If you didn't discard your bid, keep the Coins you had bid for future biddings.

Play until a player wins a bid twice or all players are eliminated.

If the game doesn't end by player eliminations, claim your position by bids won. Special Tie Breaker: Coins remaining in the minigame break ties.

CHALLENGE:

Win in 2 rounds.



014

PARTY HO!



2-6

By Luis Alejandro Leal

GOAL: Closest guess without going over

SETUP:

Using the Turtle Ship, the Captain shoots 2 Panda Pirates to **opposite sites** of the Sea board.

Shoot 2 Panda Pirates so they land as far as possible from each other.

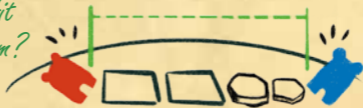


HOW TO PLAY: Without measuring the distance between the 2 Panda Pirates, each player, in turn order, gathers the Map card deck and some Coins and takes as many cards and Coins as they think will cover the distance without exceeding it, without showing the other players how many they've taken. They then pass the Map card deck and supply of Coins to the next player. Once everyone is ready, and starting with the Captain, each player checks if they were right by placing the cards and Coins they took in a straight line as shown below.

If you exceed the distance, or if you move either of the Panda Pirates when placing your cards and Coins, you are eliminated.

Claim your positions according to the closest guesses that didn't go over.

*How many cards
and Coins fit
between them?*



□ CHALLENGE:

Guess correctly within 1 mm.



015

CAKE HEADACHE!

By Arturo Anaya

2-6

GOAL: First to complete their tower

SETUP:

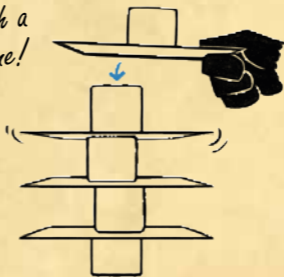
1. Give each player 4 Map cards.
2. Each player takes all of their 5 dice.
3. Each player places 1 of their dice in front of them as their tower's base.



HOW TO PLAY: Simultaneously, at the Captain's signal, each player forms a tower. Pick up a card from one of its corners, place a die in its center, and place the card with the die on top of your tower. Once you finish your tower, yell "Ahoy!" to end the minigame. All other players score according to the height of their towers.

If any component from your tower is knocked down, you can keep building it. Just make sure it follows the pattern mentioned above (die-card-die-card).

Place the card with a die at the same time!



CHALLENGE: Finish your tower when all other players only have towers with 3 dice or fewer.



016

SNAKES IN A BARREL!

By Juan Pablo Villaseñor

2-6

GOAL: Most points

SETUP:

Each player takes all of their 5 dice.



HOW TO PLAY: In turn order, each player rolls all of their dice. After each roll, you may reroll any dice except those showing a “Snake” (a 3). Once you decide to stop rolling, your turn ends. Discard all the Snakes and add up the values on all of the other dice to claim your position.

*If you roll a 3,
that die is eliminated!*



*Reroll any other
dice as many times
as you wish.*

□ CHALLENGE:
Score 28 or more points.



017

MARCO PANDA!

By Juan Pablo Villaseñor

3-5

GOAL:

Captain: Catch 2 Crewmates.

Crewmates (other players):

Don't get caught.



SETUP:

1. Form a 2 × 4 grid with Map cards numbered from 1 to 8 and place them in the order shown above.
2. The Captain places their Panda Pirate on any card and looks away so they can't see the grid.
3. In turn order, the other players place their Panda Pirates on any unoccupied card.
4. In 2-player games, the Crewmate plays with 2 Panda Pirates.

HOW TO PLAY: The Captain tries to capture 2 Crewmates without looking at the grid. The Captain takes a turn, then each Crewmate takes a turn in turn order.

Captain's turn: Declare any number to have the other players move your Panda Pirate to the card showing that number. If you land on a card occupied by 1 or more Crewmates, you capture them, and they're removed from the grid.

Crewmate's turn: If you haven't been captured yet, move your Panda Pirate to an orthogonally adjacent card. You can't move to the card occupied by the Captain. You can share the same card with other Crewmates.

The minigame ends after 6 rounds or when the Captain captures 2 Crewmates.

Claim your positions according to who is earliest in turn order, with the Captain in first or last place.

□ CHALLENGE: End the minigame without the Captain capturing any player.



018

PUFFERFISH SIEGE!

By Gabriel González

2-6

GOAL: Most points

SETUP:

1. Each player takes 2 cards and places each of them vertically between 2 of their dice, in front of them (Fig. 1).
2. Each player takes another Map card and 1 of their dice.

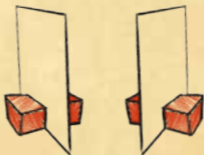
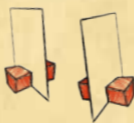


fig. 1

HOW TO PLAY: In turn order, each player uses their remaining card to launch their die from next to one of their vertical cards, trying to knock down the other players' vertical cards. Take the cards you knock down to keep track of your score.

The minigame ends when each player has launched their die twice or when all cards have been knocked down. Gain 1 point for each card you knocked down and 1 point for each of your cards that is still standing. Claim positions based on your final score.

Place your cards in any orientation.



Shoot your die at other players' cards however you wish!

□ CHALLENGE:

Score 5 or more points.



019

COOKING ON THE HIGH SEAS!

By Francisco Javier Ramírez

2-6

GOAL: Be the first to form a sequence from 1 to 5

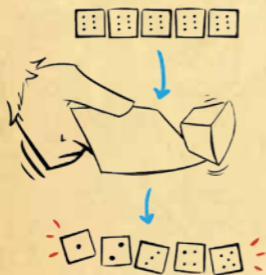
SETUP:

1. Give each player 1 Map card.
2. Using their dice, each player forms a line in front of them, with all of their dice showing a 6.



HOW TO PLAY: Simultaneously, at the Captain's signal, each player must change the values of their dice to form a sequence going from 1 to 5. You must change each die from left to right. You can only rotate your dice using your Map card.

Once you finish the sequence, yell "Ahoy!" to end the minigame. All other players score according to how many dice they arranged correctly in their sequence.



Try moving the dice using the card as a spatula.

□ CHALLENGE: Complete your sequence while other players have 3 or fewer dice on theirs.



020

YO HO, YO HO! A PANDA'S LIFE FOR ME!

By Fernanda Poblete

2-6

GOAL: Last one standing

SETUP:

1. Give each player 4 Map cards with different icons: panda, starfish, hat, and shell.
2. Using their 4 cards, each player forms a lineup in front of them in the order shown below, icon side up.



AHOY!



YAY!



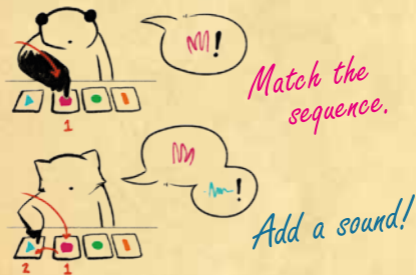
YO HO!



YARR!

HOW TO PLAY: In turn order, each player touches 1 of their 4 cards and sings the sound corresponding to it as shown on the Party card. The next player must repeat the previous sequence, pointing to the card and making the matching sound, and adding another card with its sound to the end of it.

Play continues this way until a player gets the sequence wrong. At which point, that player is eliminated and the minigame is restarted with the remaining players, beginning with the next player in turn order.



CHALLENGE:

Sing a song that's at least 15 cards long.



021

ALL YOU CAN FEAST!

By Sergio Cid

2-6

GOAL: Reach the 6th card

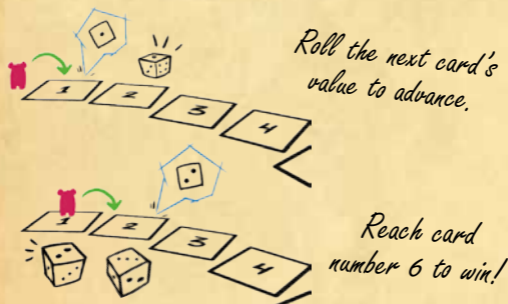
SETUP:

1. Form a lineup of Map cards in ascending order by their number, 1 through 6.
2. Each player takes 2 of their dice and places their Panda Pirate next to the card showing a 1.



HOW TO PLAY: Simultaneously, at the Captain's signal, each player rolls both of their dice as many times as they wish. When you roll the number for the next card on either of your dice (do not add the numbers on your two dice), you move your Panda Pirate onto the next card. If in a single roll, you roll the 2 numbers for the next 2 cards, you only move once, to the next immediate card.

When you reach the 6th card, yell "Ahoy!" to end the minigame. All other players score according to the highest-numbered card they reached.



□ CHALLENGE:

Win by 3 or more cards ahead of 2nd place.



022

PALM HUT!

By Arturo Peña

2-6

GOAL: Highest standing structure before time runs out

SETUP:

1. Give each player 7 Map cards.
2. Each player takes 4 of their dice.



HOW TO PLAY: Simultaneously, at the Captain's signal, flip the sand timer. Each player must build a structure using their dice and cards. If your structure falls, you can rebuild it. When the sand timer runs out, the minigame ends. Players score according to the height of their structures.



Make a tower with dice and cards.



Hope it doesn't fall!

□ CHALLENGE: Build a structure that is at least 8 inches high (21 cm).



023

HOT PANDATOES!

By William Burgos



3-6

GOAL: Last one standing

SETUP:

1. Place all of the dice near the center of the table.
2. The Captain takes the Turtle Ship, holding it by its base.



HOW TO PLAY: A player other than the Captain flips the sand timer. The Captain takes a die from the center and places it onto the Turtle Ship's deck or crew's nest and passes the Turtle Ship to the player to their left. The next player does the same and so on. You must always grab the Turtle Ship by its base.

You are eliminated if you drop any dice or if time runs out while you are holding the Turtle Ship. The rest of the players reset the sand timer and keep playing without removing any dice from the Turtle Ship.



CHALLENGE: Have everyone pass the Turtle Ship without dropping any of their 5 dice.



GOAL: Most points

SETUP:

Place the Party card in the center of the table.



HOW TO PLAY: In turn order, each player flips the sand timer and says “Party Panda Pirates” quickly and continuously until they make a mistake or the time runs out. Your score is equal to the times you got the whole phrase right.

The player to your left keeps count of how many times you get the phrase right.

*Say it as many
times as you can!*



□ CHALLENGE:

Score 20 or more points.

MINIGAME DESIGN CREWMATES!

Juan Pablo Villaseñor

Turtle Hopping!
Snakes in a Barrel!
Marco Panda!

Pepe Macba

Decorate the Mast!
All Aboard!

Pedro Berenguel

Confetti Cannonballs!

Mauricio Izquierdo

Doody Deck Duty!

Iván Escalante

Hat Stacks!

Rubén HS

Buccanneers' Bingo!
Gift Guesser!

Víctor Guadalupe Rodríguez

Catch Me If You Candy!

Víctor Valdés & Adrián Álamo

Golf Gulf!
Scurvy Curling!

Manuel Garza

Pandas Up!

Celestino Moreno

Bidding Buddies!

Luis Alejandro Leal

Party Ho!

Arturo Anaya

Cake Headache!

Gabriel González

Pufferfish Siege!

Francisco Javier Ramírez

Cooking on the High Seas!

Fernanda Poblete

Yo ho, Yo ho!
A Panda's Life for Me!

Sergio Cid

All You Can Feast!

Arturo Peña

Palm Hut!

William Burgos

Hot Pandatoes!
Partly Irate Penpals!

PARTY PANDA PIRATES

This festive crew of Panda Pirates is a lively family seafaring together, looking for the funniest experiences and treasure to gift each other. They travel on a giant turtle ship which is the closest thing they have to a home.

Every activity, even mundane ones can become a party for them. Some take place on the ship. Others happen over islands along with their inhabitants' unusual activities.

One can only imagine the fun they would have upon stumbling into the eccentric birds from Avian Archipelago...



Version 1.0

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