



2-6



8+



40 min

PARTY PANDA PIRATES

Sailing the Avian Archipelago, a turtle ship manned by panda pirates travels in search of parties.

Join the most festive crew of the seas and participate in challenges of all kinds that will bring you unforgettable memories and friends. Sail along with the cheerful crew of **Party Panda Pirates!**

In this base game, you will test your wits, dexterity, memory, and luck. With the expansions, you will be able to bet, push your luck, bluff, place tiles, draw, and introduce even more minigame mechanisms. Everything you need to keep the party going!

COMPONENTS



12 PANDA PIRATE MEEPLES

(2 per player)

The party panda pirate crew. One moves around the Treasure Map, while the other is used to play and claim positions resulting from minigames.



1 NAVIGATION LOG

Detailed rules for all the minigames included.



6 CAPTAIN CARDS / PLAYER AIDS

To play with a unique one-time player power, see Game Variants on page 8.



30 PLAYER DICE

(5 per player) Used in the minigames in various ways.



6 PREDICTION TOKENS

(1 per player) Used to bet who will be first or last place in each minigame.



24 PARTY CARDS

The minigames that are triggered each round.



20 CHEST TOKENS

Whoever gets the most wins the game!



1 TREASURE MAP BOARD

Players find their Chests by navigating the map. It also contains a Position track for ranking player results after each minigame.



1 SEA BOARD

It shows the Islands of the Avian Archipelago where minigames take place.



56 COINS

With values of 1 or 3.

Use an appropriate replacement if you run out of coins or chests.



1 TURTLE SHIP

To launch your Panda Pirate Meeple into action.



1 CAPTAIN MARKER

To identify the Captain (starting player) of the current round.



1 SAND TIMER

Used in some minigames (30 seconds).



1 VARIANT REFERENCE CARD

Use it to give more variety to your games. See Game Variants on page 8.

Front side: Icon

Back side: Map



48 MAP CARDS

Used in various ways throughout the minigames.



SETUP

1. Place the Sea board in the center of the table, and in the center of the Sea board, place the Turtle Ship. Place the Treasure Map board above the top of the Sea board to form the shape of a panda pirate.
2. Shuffle the Party cards and the Map cards separately to form their respective decks. Place the 2 decks, the Chest tokens, the Coins, and the sand timer next to the board, within reach of all players.



- Give each player:
 - 2 Coins
 - 3 Party cards
 - 2 Panda Pirate meeples, 5 dice, and 1 Prediction token of the same color



Return the unused dice, Panda Pirate meeples, Prediction tokens, and Captain cards (if used) to the box.

- Place on the Treasure Map board:
 - 1 Chest token on space 1
 - 1 Chest token on space 2
 - 1 Panda Pirate from each player on space 5
- The player who was most recently at a kids' party will be the Captain (starting player). Give them the Captain Marker.

- Starting with the Captain and proceeding clockwise (to the left), each player chooses 1 Party card from their hand and places it next to an Island on the Sea board. Continue playing cards until there are 6 Party cards next to the Sea board, with each Island having an equal amount of cards.
- Return all remaining Party cards from the players' hands (if any) and the Party card deck to the box.

For your first game, use Party cards 1 through 6. Thereafter, remove all Party cards whose suggested player count doesn't match the number of players.



HOW TO PLAY

Party Panda Pirates is played over 6 rounds, and each round is divided into 4 phases. Carry them out as follows:

PHASE 1 : NAVIGATION

- Starting with the Captain and proceeding clockwise, each player uses the Turtle Ship to launch their available Panda Pirate toward the center of any Island that has at least 1 Party card. You may launch your Panda Pirate to an Island where there is already another Panda Pirate.
- Once every player has launched their Panda Pirate, give 1 Coin to each player whose Panda Pirate is touching the center of an Island, as depicted by the circle in the middle of each Island.
- The Captain chooses any of the Party cards from the Island (or Islands, in case of a tie) that has the most Panda Pirates on it.
- Each player retrieves their Panda Pirate from the Sea board.

When launching, you may move the Turtle Ship within the largest circle in the center of the Sea board as long as it doesn't leave it and doesn't touch any Island. The center of each Island is marked with a circle.

PHASE 2 : PIRATE PREDICTION

- Check whether the Party card requires the players to predict who will finish first or who will finish last in this minigame.
- Starting with the Captain and proceeding clockwise, each player makes a Prediction, trying to guess which other player will finish in first or last place as indicated on the Party card.
- Use the appropriate side of your Prediction token and place it in front of the chosen player.



Prediction side for first place.



Prediction side for last place.

PHASE 3 : PARTY!

- Check the minigame's rules and setup in the Navigation Log or use an internet-enabled device to scan the QR code shown on the card and watch an instructional video.
- Play the minigame. *Remember that at this party you are all great panda pirates - ones that overcome doubts and could care less about the nitty-gritty.*
- According to your final place in the minigame, place your available Panda Pirate on the matching place on the Position track running along both sides of the Treasure Map board.

Note: In minigames with player elimination, place your Panda Pirate in the respective position as soon as you are eliminated.


In the case of a tie, the tied player who is earliest in turn order wins the tie.


- Each player takes back their Prediction token. Each player whose Pirate Prediction was correct gains 1 Coin.
- Return the Party card to the box; it won't be used again for the rest of the game.



PHASE 4 : TREASURE HUNT

- In the Position track order (from 1st to last place), each player receives the bonuses from their place in the Position track and rolls a die.

 You gain 1 Coin.

 You may reroll your die.

- Following the arrows, move your Panda Pirate a number of spaces on the Treasure Map equal to what you rolled. When moving, you must skip spaces occupied by other Panda Pirates.
- After moving, resolve as follows:



If you reach or pass a space containing a Chest token, take it and place a new Chest token from the supply onto the next higher numbered space that is empty.

Note: Use space 1 after space 5.



If you end your movement on a red arrow, roll a die. On a 1 or 2, you lose 1 Coin. On a 3 or higher, nothing happens.



If you end your movement on a black arrow or a numbered space without a Chest token, gain 1 Coin.

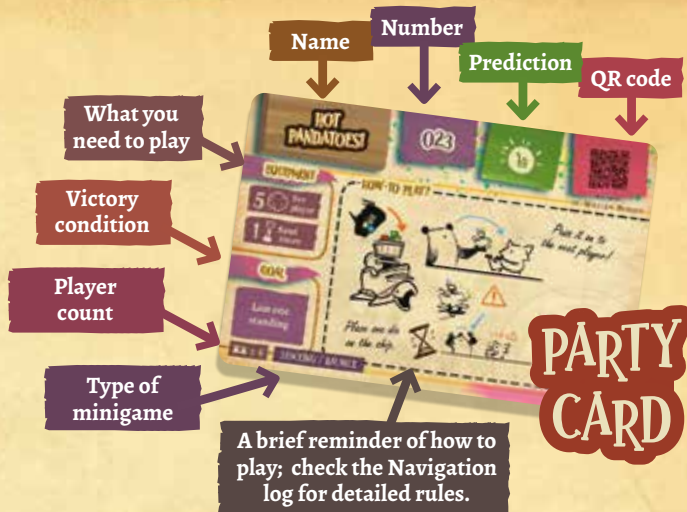
- Each player must exchange 7 Coins for 1 Chest token as many times as they can afford.
- Pass the Captain Marker to the next player clockwise. They will be the Captain for the next round.
- Each player takes their available Panda Pirate from the Position track.



END OF THE GAME

The game ends after the 6th round.
The player with the most Chest tokens wins!

In case of a tie, the tied player with the most Coins wins. If the tie persists, the tied player who is earliest in the turn order wins.



GAME VARIANTS



Alternate Islands

During setup, flip over the Sea board and place the Reference card nearby.

In the Navigation phase, players whose Panda Pirates touch the center of an Island gain the reward indicated on the Reference card.

If you want to play with both variants simultaneously, flip the Variant reference card when needed.

Player Powers

During setup, deal one random Captain card in front of each player with the power side up and place the Reference card near the board. Once per game, you can flip over your Captain card to activate its ability.

CREDITS

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