



# **PARTY PANDA PIRATES**

## **TIDAL TILES PARTY CARDS!**

Detailed rules for  
minigames 25 to 29



025

## OVERBOARD PANDAS!

By Manuel Garza

3-6

**GOAL:** Last one standing

### SETUP:

1. All players collectively hold one Raft tile, each gripping it on the edge with one hand, holding it above the center of the Sea board.
2. In turn order, each player places their Panda Pirate anywhere on the Raft.



**HOW TO PLAY:** In turn order, each player pulls the Raft in an attempt to knock the other players' Panda Pirates off of it. When your Panda Pirate falls off the Raft, you are eliminated and let go of the Raft tile.

The minigame ends when there is only 1 Panda Pirate left on the Raft. If a player drops all of the Panda Pirates currently on the raft, they are immediately eliminated, and the non-eliminated players restart the minigame until only one player remains.



*Knock everyone else off the Raft!*



**CHALLENGE:** Win on your first turn.  
(All opponents must start the turn on the Raft.)



026

## PIRATE DUEL!

By Francisco Javier Ramírez

3-6

**GOAL:** Last one standing

### SETUP:

1. Each player stands up, holds their Raft tile (turtle side up) by the edge in one hand and places their Panda Pirate on it, standing up.
2. Cover one of your eyes with your free hand.



**HOW TO PLAY:** Simultaneously, at the Captain's signal, each player must knock the other players' Panda Pirates off of their Rafts using only their own Raft tile. If your Panda Pirate is knocked off your Raft or if you drop it by accident, you are eliminated.

*Put on your eyepatch!*



*Knock everyone out!*

**□ CHALLENGE:** Win without directly knocking any of your opponents' Panda Pirates off of their Raft tiles. Evade them or scare them, just don't touch their Panda Pirates.



027

## WHO LIT THE FUSE?!

By Gabriel González

3-6

**GOAL:** Last one standing

### SETUP:

1. Each player holds their Raft tile by a corner, horizontally, with one hand.
2. The Captain places a die onto their own Raft.



**HOW TO PLAY:** A player other than the Captain flips the sand timer. The Captain passes the die to the player to their left, who must keep their Raft stationary and easily accessible for the die to be passed to them. Players keep passing the die this way.

You are eliminated if you drop the die, if you retain it for 3 or more seconds, or if the timer runs out while you have the die on your tile. The rest of the players reset the sand timer and keep playing until only one player remains.



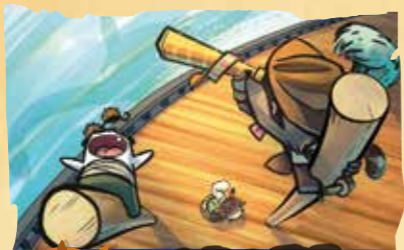
*Pass the die to the next player*

*If you drop it, you're out!*



**□ CHALLENGE:**

Pass the die at least 20 times in a single round.



028

## CLIMB THE CROW'S NEST!

By Pepe Macba

2-6

**GOAL:** Highest dice tower

### SETUP:

1. Place all dice next to the Sea board.
2. Each player holds their Raft tile in one hand by one of its edges.





**HOW TO PLAY:** In turn order, each player forms a dice tower on top of their Raft tile, 1 die at a time. If 1 or more of your dice are knocked off of the tower, your turn is over. The player to your left keeps count of how many dice make up your tower.

Claim positions based on how many dice were placed into the towers.

*Stack dice and don't  
knock the tower down.*



*The player to your left counts  
the dice as you place them.*

**□ CHALLENGE:**

Build a tower with 10 or more dice.



029

## ANCHORS AWEIGH!

By Luis Alejandro Leal

2-6

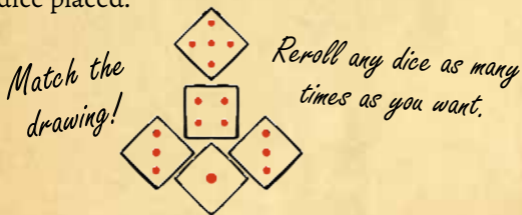
**GOAL:** First to complete the anchor figure

### SETUP:

1. Each player takes all of their 5 dice.
2. Each player holds their Raft tile in one hand by one of its edges.



**HOW TO PLAY:** Simultaneously, at the Captain's signal, each player uses their free hand to roll their dice and place any results that match those shown on the Party card onto their Raft tile, trying to build the shape shown on the card. After each roll, you may place any matching dice on your raft, and reroll any of them as many times as you wish until you complete the anchor on your Raft tile as shown on the Party card. Once you finish your anchor, yell "Ahoy!" for all of the other players to stop to verify if you got it right. If you made a mistake, the minigame continues until someone completes the anchor successfully, that player wins and other players claim positions based on the amount of correct dice placed.



**□ CHALLENGE:**

Finish your figure in your first die roll.

## TIDAL TILES PARTY CARDS!

The festive crew of Panda Pirates navigate the high seas on a giant turtle ship who they call their friend and their home. Sometimes, their fun occurrences call for a smaller moving platform, whether at sea or on land.

The minigames included here use the Raft tiles to test extreme balance skills.

## MINIGAME DESIGN CREWMATES!

**Manuel Garza**  
Overboard Pandas!

**Pepe Macba**  
Climb the Crow's Nest!

**Francisco Javier Ramírez**  
Pirate Duel!

**Luis Alejandro Leal**  
Anchors Aweigh!

**Gabriel González**  
Who lit the Fuse?!



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