



 **STARTER**

 **JUNIOR**

 **EXPERT**

 **MASTER**

 **WIZARD**

GAME RULES

Pirates Crossfire includes 4 playing modes. Challenges require placing all of the Pirate Ships (black sails) and Navy Ships (white sails) on the gameboard, but the object of each playing mode is different:

MODE 1: PEACE (nobody loses)

Place the pieces so the Navy Ships and Pirate Ships cannot fire at each other (no line of sight anywhere on the board).



MODE 2: PIRATES WIN

Place the pieces so the Pirate Ships can fire at all the Navy Ships, but none of the Navy Ships can fire at the Pirates.



MODE 3: NAVY SHIPS WIN

The Navy Ships can fire at all the Pirate Ships, but none of the Pirate Ships can fire at any Navy Ship.



MODE 4: TOTAL WAR (nobody wins)

All Ships can be hit by at least one enemy Ship.



GAME RULES FOR ALL MODES:

- 1 Choose a challenge. Place the 2 rock pieces on the game board as indicated. These pieces are now fixed and cannot be moved. Easier challenges also show the position of some ships. These hints only indicate the position and color of the ships, but NOT their orientation.



A white circle with an anchor means that there MUST be a Navy Ship on that position. It can be any of the 4 Navy Ships.



A black circle with a skull indicates that there MUST be a Pirate Ship on that position. It can be any of the 3 Pirate Ships.

- 2 Place all puzzle pieces with Ships on the game board. All Ships must be used, even if the hints show fewer than 7 Ships.

- A) Ships have cannons on their left and right sides. They cannot fire from the front or back. Thus a line of sight will always originate from the side of a Ship.
- B) Ships can fire at any enemy Ship that is in the line of sight of their cannons. Ships can fire any distance (1 to 5 squares) in a straight line, either horizontally or vertically.
- C) Ships can only fire at enemy ships when there are no obstacles in the line of sight of their cannons. Obstacles can be other ships or the 3 high rocks. Ships can fire over the low rock next to the palm tree.



D) Ships will only fire at enemy ships. Ships of the same color can be placed safely in the line of sight of each other.



E) Sometimes some ships will shoot from both sides (destroying 2 enemy ships at once).



F) In TOTAL WAR MODE all Ships fire at the same time.

3 There is only one solution, which can be found at the end of the challenge booklet.

HINTS

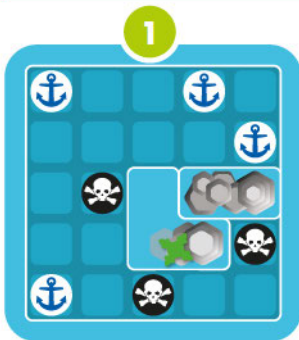
You can choose to finalize a complete playing mode (starter to wizard), before going to the next playing mode. Or you can opt to solve the easy levels of each playing mode first, before trying harder levels. Whatever method you prefer, please check which playing mode you are in before you try to solve a challenge!

There are often many ways to fill the game board, but only one solution is correct. Check carefully if all conditions are met:

- Is there a Navy Ship / Pirate Ship on every position indicated in the challenge?*
- Are all ships that need to be destroyed in the line of sight of enemy cannons?*
- Are all ships that need to be victorious safe for enemy fire (either because they are not in the line of sight of enemy cannons or because they are protected by high rocks)?*



**Playing mode 1:
PEACE**





5



6



7



8



JUNIOR





9



10



11



12





13



14



15



16



MASTER





17



18



19



20





**Playing mode 2:
PIRATES WIN**



21



22



23



24





25



26



27



28





29



30



31



32





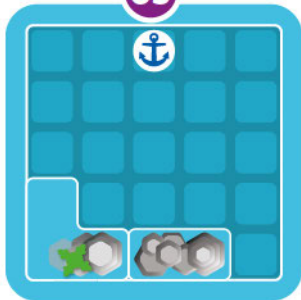
33



34



35



36

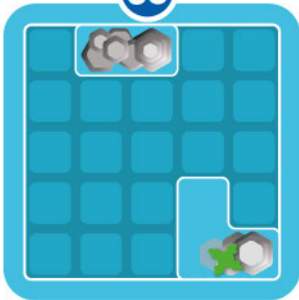




37



38



39



40





**Playing mode 3:
NAVY SHIPS WIN**



41



42



43



44





45



46



47



48



JUNIOR





49



50



51



52





53



54



55



56





57



58



59



60





**Playing mode 4:
TOTAL WAR**



61



62



63



64





65



66



67



68





69



70



71



72





73



74



75



76





77



78



79



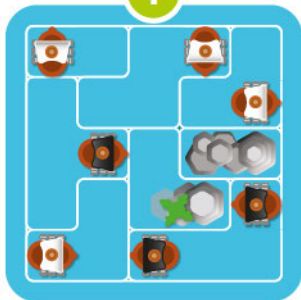
80



SOLUTIONS

SOLUTIONS

1



2



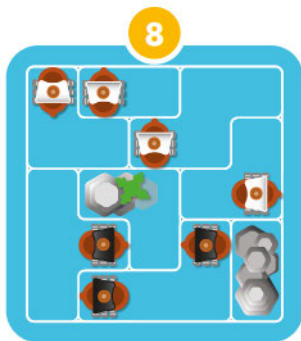
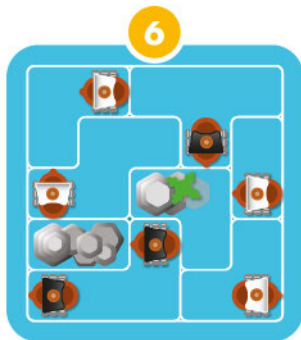
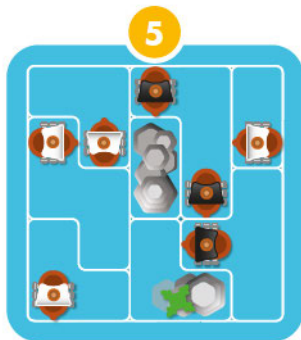
3



4

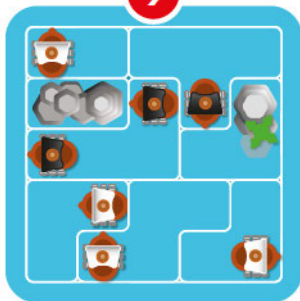


SOLUTIONS



SOLUTIONS

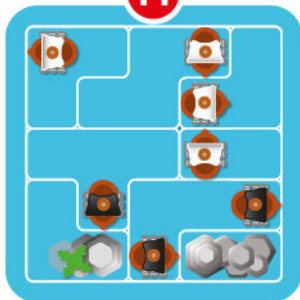
9



10



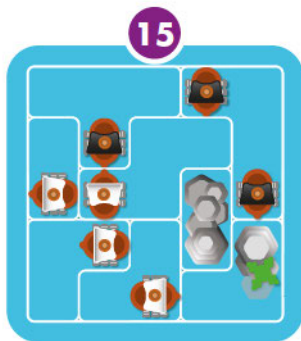
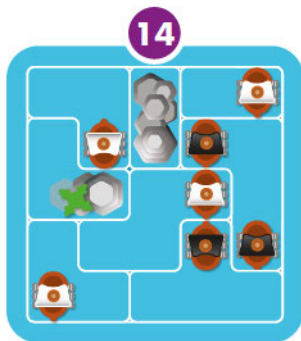
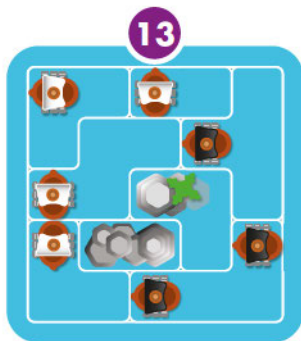
11



12



SOLUTIONS



SOLUTIONS

17



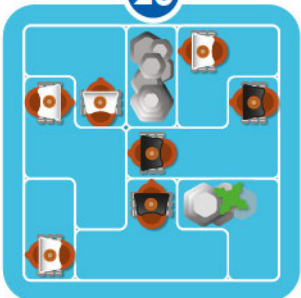
18



19



20



SOLUTIONS

21



22



23



24



SOLUTIONS

25



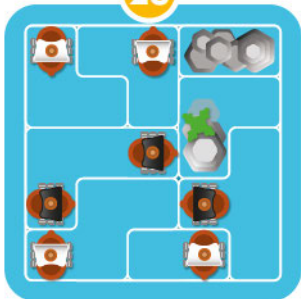
26



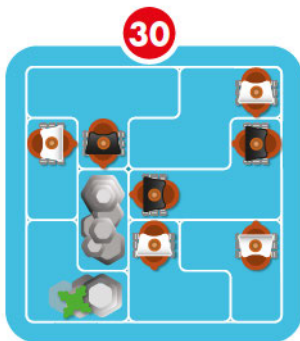
27



28

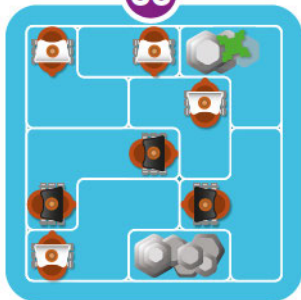


SOLUTIONS



SOLUTIONS

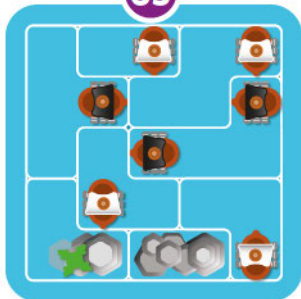
33



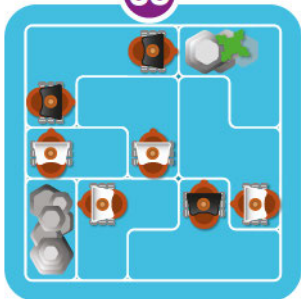
34



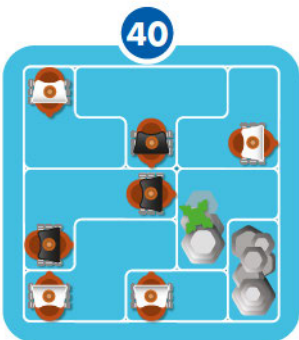
35



36

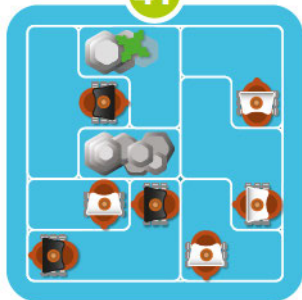


SOLUTIONS



SOLUTIONS

41



42



43



44

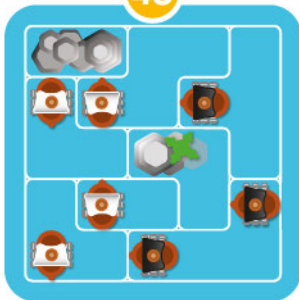


SOLUTIONS

45



46



47



48



SOLUTIONS

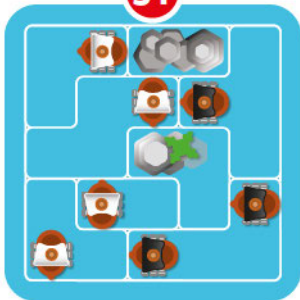
49



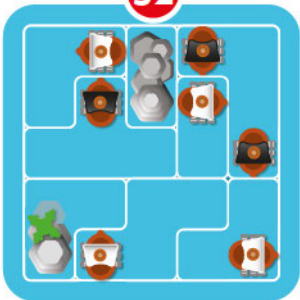
50



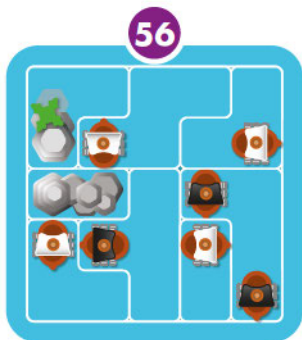
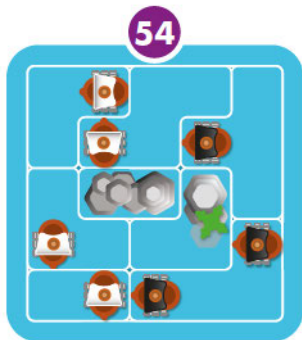
51



52

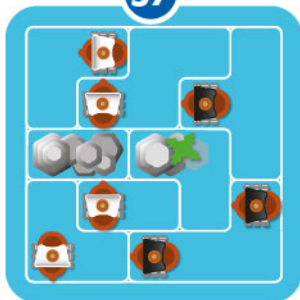


SOLUTIONS

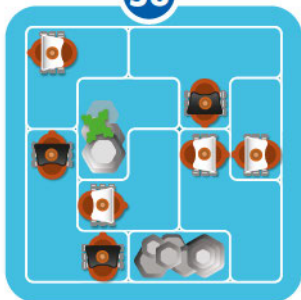


SOLUTIONS

57



58



59



60



SOLUTIONS

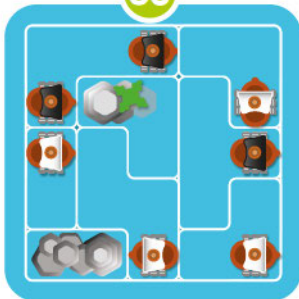
61



62



63



64



SOLUTIONS

65



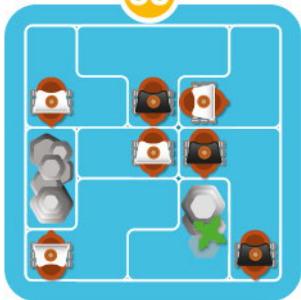
66



67



68



SOLUTIONS

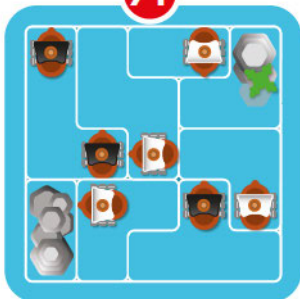
69



70



71

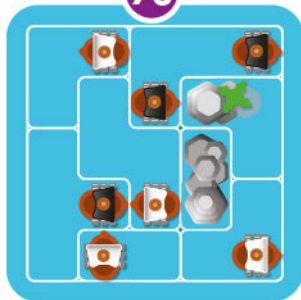


72

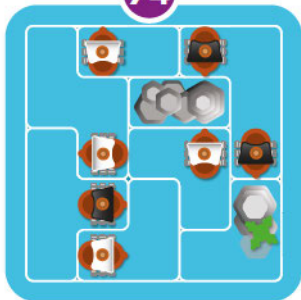


SOLUTIONS

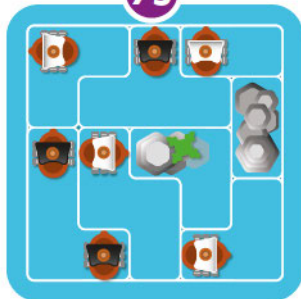
73



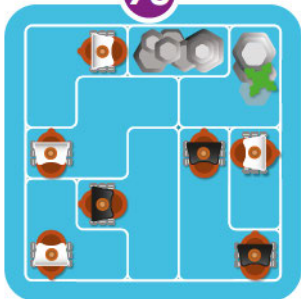
74



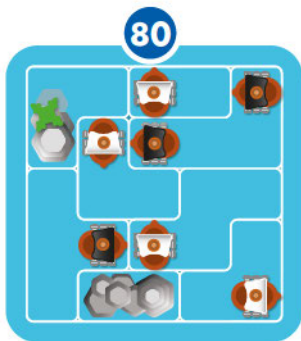
75



76



SOLUTIONS





©2020 Concept, game design & artwork:
SMART - Belgium. All rights reserved.
Designer: Raf Peeters
Original product name:
Pirates Crossfire
Neerveld 14, B-2550 Kontich, Belgium
info@smart.be www.SmartGames.eu

dd 20201007B Made in China

