

『ダンゴー海賊』

プレイヤー人数 4~5人 プレイ時間 15分 対象年齢 8歳+



内容物

カード 38枚 銃トークン 5枚 サマリー 5枚 説明書



カードの見方とアイコンの効果



ゲームの準備

●カードの配布

各プレイヤーにサマリーを1枚ずつ配ります。余りがあれば箱にします。カードを山札にしてよくませ、各プレイヤーにウラ向きで3枚ずつ配ります。

●最初の船を選択

プレイヤーは配られたカードから欲しいカード1枚を選び手元にウラ向きで置きます。残りの2枚はウラ向きで山札に戻します。

選んだ手元のカードを「セーの」で全員同時にオモテ向きにして、他のプレイヤーから見やすい手元の位置に置きます。これが各プレイヤーの最初の獲得済みカードになります。

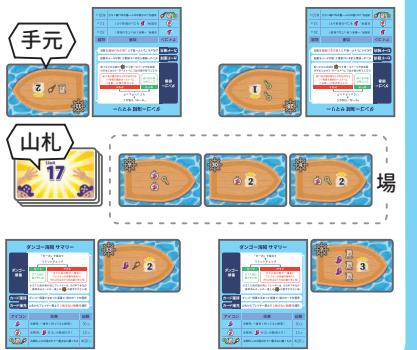
●場のカードの準備

戻したカードと山札をウラ向きでよくませ、山札にしてウラ向きで置きます。山札から、プレイヤー人数より1枚少ない枚数のカードをオモテ向きで並べて置きます。



※銃トークンは上級ルールでだけ使います
通常ルールで遊ぶ場合は、使わないで箱にしまって置きましょう！ゲームに慣れているさんは、はじめから銃を使った上級ルールで遊ぶのがオススメ！

準備が完了した状態(4人プレイの例)



ゲームの終了/勝敗

カード補充ができなくなったらゲームは終了となります。

各プレイヤーは獲得したカードをオモテ向きで並べ、内容を確認し決算を行います。

決算

はじめに から を引いた、オバケの数を発表します。

最もオバケの数が多いプレイヤーはオバケに連れていかれて脱落となります。脱落したら、どんなにお宝を集めても敗北です！

※オバケが最も多い人が複数いる場合、対象の全てのプレイヤーが脱落します！

※全員が脱落した場合、全員敗北となります。残念、敗北を分かち合いましょう！

脱落しなかったプレイヤーは、獲得したカードの得点を計算します。その中で得点の合計が最も多いプレイヤーの勝利となります。同点の場合、勝利を分かち合いましょう！

得点計算

の3種の中で一番少ない数×5点 + の数字の合計 = 最終得点

計算例

10	22	24
5	3	2
3	3	2
2	5	3
3	3	3

× 2 × 3 × 4
2 × 5点
10点 + 29点
19点

上級ルール

銃の登場でスリリングなゲーム展開!? 慣れたら遊んでみよう!
通常のルールに以下の変更を加えます。

★ゲームの準備の時に、各プレイヤーに銃トークンを1枚ずつ配り
オモテ向き（銃が壊れていない面を上）にして手元に置きます。

★ゲーム中に1回だけ銃アクションが使用できるようになります。

★使いたい時はダンゴー順番で、指を立てる代わりに 手を銃の形で出し、「バーン」と声に出して言います。
その後、銃トークンをひっくり返しウラ向き（グレーの面を上）にして使用済みであることを示します。

銃アクションの効果

使用したプレイヤーがいる場合、リミットの数字を無視します。
使用したプレイヤーは、カード獲得の順番が一番先になります。
使用したプレイヤーが複数いる場合、使用したプレイヤー同士で「船の操縦性比べ」を行います。
使用しなかったプレイヤーは、立てた指の数が多い順にカードを選べます。使用しなかったプレイヤーの中で、指の数が同じプレイヤーがいる場合、通常通り「船の操縦性比べ」を行います。

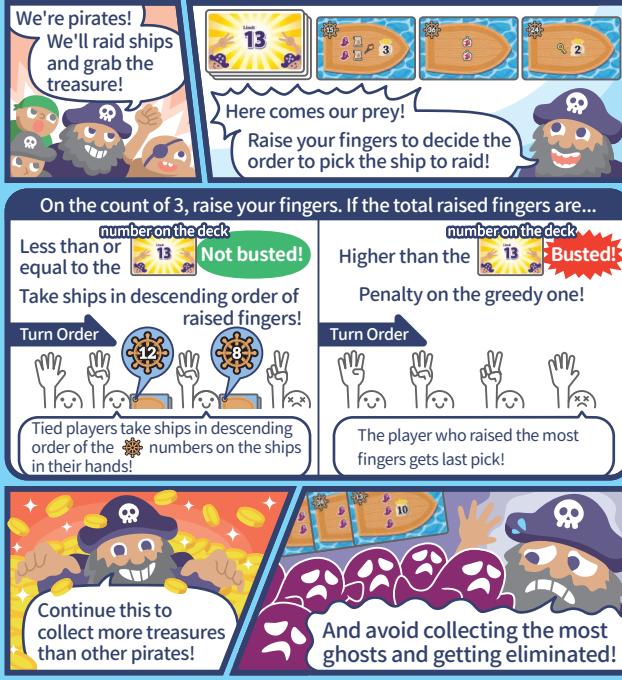
決算まで銃アクションを使用せず銃トークンがオモテ向きのプレイヤーは、決算時に追加で2点を得ます。

Colludding Pirates

4-5 Players

Playing Time : 15 min

Age : 8+



Components

38 Cards 5 Gun tokens 5 summary cards This rule sheet



Card Description and Icon Effects

Front

Control: Tied players take turns in descending order of this number!



At scoring, whoever has the most of this is eliminated!

Back

4 players: Upper limit of fingers everyone can raise without busting



Limit: Upper limit of all raised fingers
5 players: Upper limit of fingers everyone can raise without busting

Setup

Deal the Cards

Deal 1 summary card per player. Return any remaining summary into the box. Shuffle the cards into a deck and deal 3 cards face down to each player.

Select the First Ship

Each player chooses one of the cards dealt to them and places it face down in front of themselves. Return the remaining 2 cards face down to the deck. At the count of 3, everyone flips to reveal their chosen card and places it in front of themselves, making it visible to everyone. This is each player's initial acquired card.

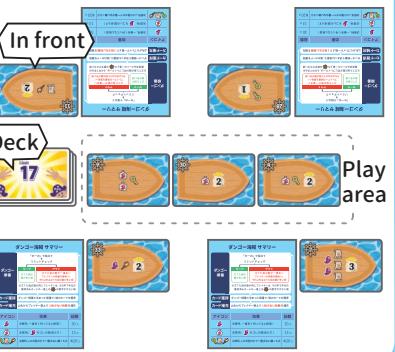
Play Area Card Setup

Shuffle the returned cards and the deck face down to form a new face-down deck. From the deck, draw cards equal to the player count minus one, and line them up face up.



* Gun tokens are used only in the advanced rules
If playing with the standard rules, return the Guns into the box! For experienced players, we recommend playing with the advanced rules and Guns from the start!

Setup completed (for 4 players)



Game End and Scoring

The game ends when the cards for replenishment run out. Each player places their acquired cards face up in line and proceeds to scoring.

Scoring

First, subtract the number of ghosts from survivors and announce the resulting number of your ghosts. The player with the most ghosts is abducted by the ghosts and eliminated. Once eliminated, the player loses regardless of their collected treasure!

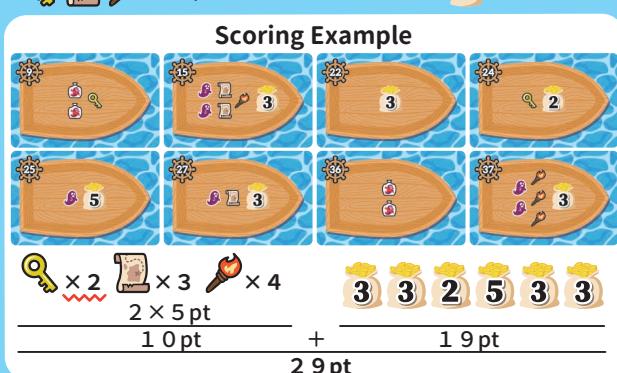
* If tied at the top in the number of ghosts, all of these tied players are eliminated!

* If everyone is eliminated, everyone loses. It's too bad, but share the defeat!

Players who survived each calculate their score from their collected cards. Then the player with the highest total score wins. In case of a tie, tied players share the victory!

Score Calculation

The fewest among 3 icons + The total sum of the numbers on = Scoring



How to Play

1 Collusive Order

Determine the turn order for card selection. On the count of 3, everyone simultaneously extends a hand to the play area with their chosen number of fingers raised.

* You can raise 1 to 5 fingers, but not 0 fingers!



Decide how many fingers to raise based on visible information and your memory!

Limit Check

Compare the number of all fingers raised and the limit number on the top card of the deck. If the number of raised fingers is...

Not busted

Limit \geq Less than or equal to the limit

Choose cards in descending order of fingers raised.

Busted

Limit $<$ Higher than the limit

The player who raised the most fingers goes last! Other players choose cards in descending order of fingers raised.

* In case of a tie, compare the tied players' ship control.

Comparing Ship Control

Compare the gear numbers on the cards on top of the piles of the tied players' acquired cards. The players choose cards in descending order of the gear number.



2 Card Acquisition

Players each pick a card from the play area in the determined collusive order. The number of cards in the play area is one less than the number of players, so the player last in the order cannot get a card. If any card is remaining in the play area on your turn to pick a card, you must take one. Place your acquired card on top of your pile of acquired cards in front of you. Only the top of the pile of acquired cards is visible. The cards stacked underneath remain concealed until the scoring... Pirates don't look back. Live for today!!!



3 Card Replenishment

Draw cards face up from the deck and line them up, one fewer than the number of players.

* One card will remain at the end. This card cannot be acquired by anyone.

Repeat Steps 1 to 3 until the cards for replenishment run out.

Thrilling gameplay with guns?! Try it once you're familiar with the standard rules! Apply the following changes to the standard rules.

★ During setup, each player receives 1 Gun token and places it face up (Undamaged Gun side face up) in front of them.

★ You can use the Gun action once during the game.

★ When you use it, during your turn, instead of raising your fingers, gesture a finger gun and say "Bang!" Then flip your Gun token face down (gray side face up) to show it's been used.



Gun Action Effect

If any player uses a Gun, ignore the limit number.

The player who used their Gun gets first pick of the cards. If multiple players used their Guns, these players compete for the first and later picks by comparing their "Ship Control".

Players who did not use their Guns then choose cards in descending order of their fingers raised. If any players who did not use their Guns raised the same number of fingers, they compare their "Ship Control" as usual.

Players who did not use their Guns and had their Gun tokens face up until the scoring acquire 2 pt each at scoring.

Game Design and Artwork: Mashiu Released on: 2025/11/22

Translation: Saigo Contact for comments and inquiries!

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