

STOMP THE PLANK

Pack your trunks



The Story

You are young and mischievous pirates trying to steal treasures from Captain Giraffe's chest! If you get caught, you'll walk the plank! For each treasure you steal, your opponent will end up with a crate at the end of their plank, which may tip over. The first pirate to go overboard loses the game.

Components

49 Treasure Cards : coins, ruby, map, compass, sword, hook, spyglass (7 of each type)



1 Pontoon Board



4 Elephant Pirate Figurines



4 Planks



Elephant pirate start zone



Crate token zone

60 Crate Tokens



1 Pirate Ship Box





Overview

Draw cards on your turn. The more cards you draw, the more Crate tokens you'll place at the end of your opponent's plank, which could cause them to tip. But watch out! If you draw the same card twice, you'll have to move forward on **your** wobbly plank, one step closer to tipping over!



Setup

- 1 Place the pirate ship in the middle of the play area, deck side facing up.
 - 2 Place the 4 planks in their locations on the ship.
 - 3 Each player chooses an elephant pirate and places it on a plank in the start zone.
 - 4 Place the pontoon board next to the ship.
- Shuffle the treasure cards and place them face down next to the pontoon board.
- 5
 - 6 Place the crate tokens so that each player can easily reach them.
 - 7 Choose the first active player.



★ How to Play

The active player reveals the first card of the draw pile and places it on the leftmost available spot on the pontoon. They can:

▼ **A - Stop** and end their turn. All the other players must then place crate tokens at the end of their plank based on the crates indicated above the last played card. If the plank of another player tips over and their elephant pirate falls into the water, that player loses the game.



OR

▼ **B - Draw** a new card and place it on the next available spot.



If the card does not match any of the other cards on the pontoon board, they may choose again to either **stop (A)** or to **draw (B)**.

▼ If the card does match a card already on the pontoon board, the player is caught by the Captain and their turn is over. They must move their elephant pirate one space forward on the plank towards the water. If their plank tips, the elephant pirate falls into the water and that player loses the game.



End of the turn

At the end of the turn, discard all the cards played during this turn, face up, on the other side of the pontoon. The player to the left of the active player becomes the new active player. If the draw pile is empty, shuffle all the cards and form a new draw pile. Start a new turn.



Important !

If the active player manages to place a card on the final spot of the pontoon board, they immediately win the game.



How to Win

The first pirate to go overboard loses. All the others celebrate their win after pulling their soaked friend out of the water.



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Florian and Benoit dedicate this game to their children Aurèle, Garance, Robin & Manon.

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WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.



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