



potato pirates.

A Card Game of Potato War

Instruction Manual



AGES 7 and Up ♦ 3 to 6 Players

Intro

Shiver Me Timbers! A programming error has caused the legendary Potato King to be simultaneously stuck in seven different places. Successfully rescue all seven Potato Kings from the Deadlock of Doom, and you'll be handsomely rewarded!

Beware — this mission will be anything but smooth sailing! To keep your enemies from your future riches, you'll have to program attacks and eliminate enemy ships. Will you master the art of Potato War?

For video instructions and more, visit: www.ThinkFun.com/learn-coding

Includes:

Programming Logic
Guide on Pages 18-19



- 84 Potato Crew with Storage Sack (14 Big Puff Balls, 70 Small Puff Balls)
- 24 Control Cards
- 16 Ship Tokens
- 22 Surprise Cards
- 32 Action Cards
- 7 Potato King Cards

Quick Start Guide

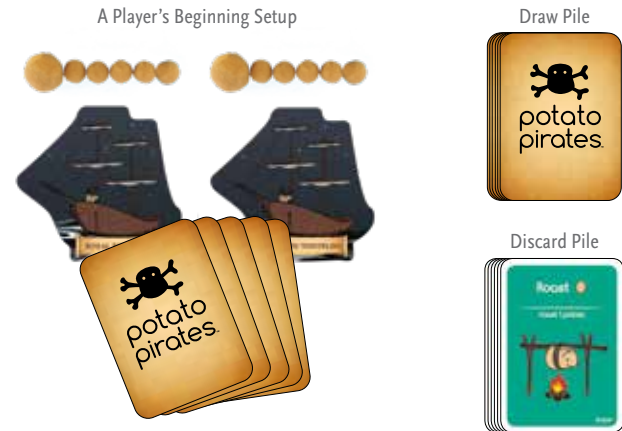
How to Win:

Battle other players to eliminate their Potato Crews and seize their Potato King Cards. Acquire all seven Potato King Cards OR be the last player sailing and—**YOU WIN!**

NOTE: For a shorter game, declare a winner when the deck runs out; the player with the most Potato King Cards WINS! In the event of a tie, reshuffle the discard pile into a new deck, and resume play until a winner can be declared.

Getting Started:

Shuffle the card deck. Each player begins with: 5 Playing Cards, 2 Ships and a Crew of 20 Potatoes, divided evenly between both Ships (1 Big Potato = 5 Small Potatoes). Place both Ships face-up in Anchor Mode. All remaining Playing Cards become the Draw Pile.



A Player's Beginning Setup

Draw Pile



Discard Pile



You can acquire Potato Kings by:

- Drawing them at the beginning of your turn
- Looting them from other players
- Eliminating players and taking their Potato Kings



ALL HAIL THE POTATO KING: If you draw OR loot a Potato King Card, you must reveal it to the group and say, **“All Hail!”** In turn, all other players must shout **“Potato King!”** and salute you. The last player to do so must surrender 2 of their Potato Crew to you.

During your first turn:

1. Draw 2 Cards
2. Program attacks by placing Action Cards and Control Cards on your anchored Ships. Each Ship can hold a maximum of 3 Cards.



During your second turn:

1. Draw 2 Cards
2. Send your Ships to Battle and run each attack on one enemy Ship each.

NOTE: After an attack, discard all Control and/or Action Cards used in the attack.



This attack eliminates six enemy Crew. 10 potatoes > 4 potatoes, so the “Mash 2” card would activate “For 3 times”. $2 \times 3 = 6$, and the enemy would lose six Crew. These Potatoes are discarded from the game and do NOT go to the player who made the attack. The current player could then attack with his next ship.

Continue programming attacks and running the attacks on subsequent turns. Play **Surprise Cards** like Loot and Hijack at any time—even when it’s NOT your turn.



Sinking Ships: A Ship will sink when it has no Potato Crew left, and a player is eliminated when all of their Ships have sunk.

Winning the Game: If you acquire all 7 Potato Kings **OR** are the last player with a Ship afloat—**YOU WIN!**

Full Rules

All Hail!

Potato King Cards: Keep an eye out for these BUGS! They seemingly appear out of nowhere!



Upon drawing a Potato King Card, you must reveal it immediately by waving it in the air and saying "All Hail!" If you have a Potato King in your starting hand, reveal it on your first turn.

After you reveal a Potato King Card, all players must shout, "Potato King!" AND salute you. The last player to do so must surrender 2 potatoes to you.

NOTE: Alternatively, you can choose to sneakily put the Potato King face-up on the table, then quietly wait until other players see it and salute. The method of revealing Potato Kings should be decided before the game begins.

If it is too close to call between two players, each player must surrender one potato each.

If a player has fewer than 3 potatoes they do not have to pay the finder 2 potatoes, instead the player who reveals the Potato King card may take 2 new potatoes from the Potato Sack.

Once revealed, place the Potato King card in plain sight, face-up next to your Ships. The card is considered to be **part of your hand**.

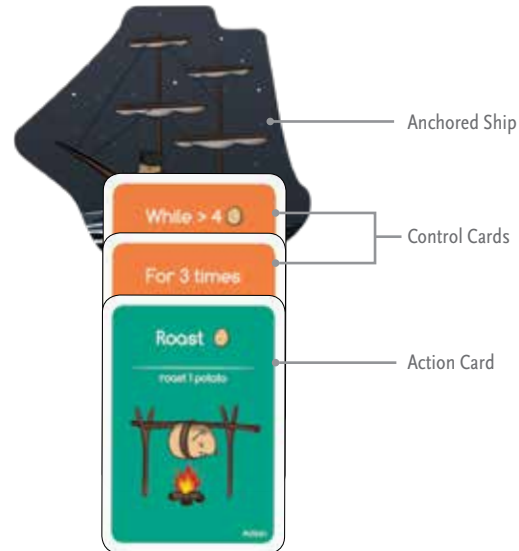
Anchor & Battle

How to Play:

The player who last ate french fries starts the game!

During your first turn:

- Draw 2 cards from the deck. There is no limit on the number of cards in your hand.
- Write a FUNCTION that can attack an enemy Ship by placing Control Cards and/or Action Cards on your anchored Ships. Each Ship can hold a maximum of 3 cards total. You must have at least one Action Card in your attack sequence.



During all subsequent turns, draw 2 cards, then, for each of your ships:

- Build or modify the attacks (you may switch out any cards already on your Ship with cards in your hand).

– OR –

- Run your programmed attacks by turning the Ship to battle mode and playing the Attack Cards on the Ship.

Ship in Battle Mode



Ship in Anchor Mode



IMPORTANT: You cannot perform both actions on the same Ship in one turn, but you may build/modify an attack on one Ship while sending the other one to battle.

In addition, at any time during your turn, you can redistribute your Potato Crew amongst your anchored Ships.

NOTE: Redistributing Potato Crew does not count as modifying an attack.

Buying Ships:

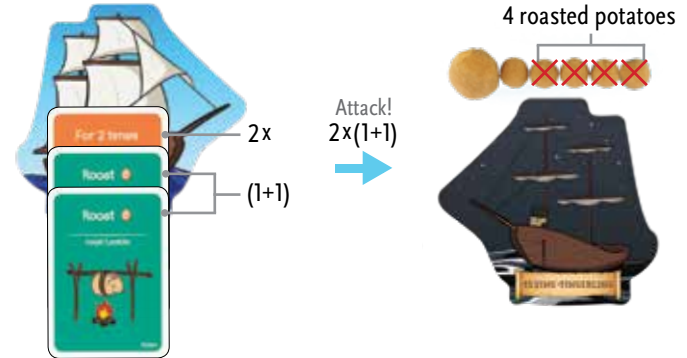
If you have at least five Potato Crew, during your turn you may choose to exchange four Potato Crew in return for a Ship. (The fifth potato will captain the ship.)

NOTE: There is no limit to how many ships you can own (but there are only 16 total in the game). Ships are non-refundable. You cannot sell your Ships or trade them with other players for Potato Crew members.

Attacking Ships:

- You can attack an enemy Ship regardless of whether it is in “Anchor” or “Battle” Mode.
- Each attack can only be executed on **one enemy Ship**, even if your attack exceeds the number of Potatoes on the target Ship. The only exception is if you have an “If:Else” Control Card (see page 14).
- When you attack, the enemy Ship will lose the corresponding amount of Potatoes based on the attack.

Example:



This attack eliminates four enemy Crew ($2 \times (1+1) = 4$). These Potatoes are discarded from the game and do NOT go to the player who sent their Ship to battle.

- Regardless of whether the attack is successful (see Deny Cards on page 17), all cards on a Ship sent to battle must be discarded after the attack. The Ship stays in Battle Mode until the next turn.

IMPORTANT: A player with Potato Crew but no Ships (see Hijack on page 15), cannot be attacked.

Sinking Ships:

Once a Ship loses all of its Potato Crew, it will sink. Any cards onboard the Ship go down with it and are put into the discard pile.

Losing all Ships and Crew would mean elimination and any cards in your hand (including revealed Potato King Cards) will be surrendered to the person who removed you from play.

IMPORTANT: Potato Kings that have been surrendered are not saluted again.

The Deck

Card Types

Action Cards: Use Action cards to attack enemy ships. Opponents must discard Potatoes according to the amount illustrated on the Action Card(s). These cards can be stacked with one another to create additional damage, but they can only be used once, unless you have Control Cards that allow you to repeat the attack (during a single turn).



This attack eliminates a total of four enemy crew.

Control Cards: Control Cards boost Action Cards. They consist of LOOPS and CONDITIONALS that let you use Action Cards multiple times during the same turn! You can even stack two Control Cards and one Action Card together to create serious damage.



NOTE: While a Ship can go into battle with only Action Cards, any Ship with a Control Card must also have at least one Action Card.

How to stack your Control and Action Cards:

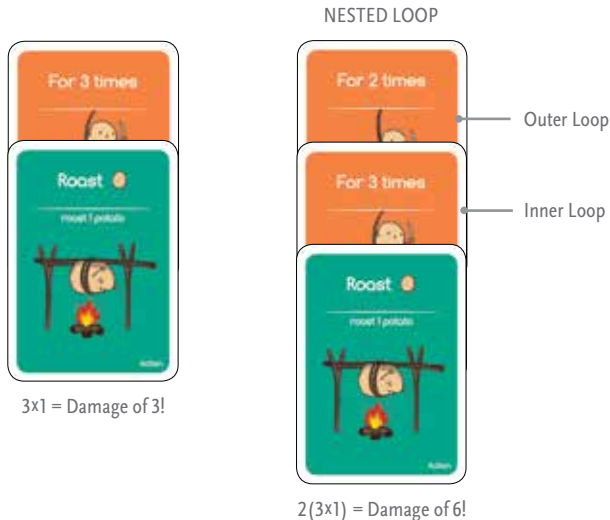


Control Cards are always placed above Action Cards. "For" and "While" Cards stack vertically. The "If/Else" setup is in a pyramid shape.

“For” and “While” Cards are loops that repeat attacks!



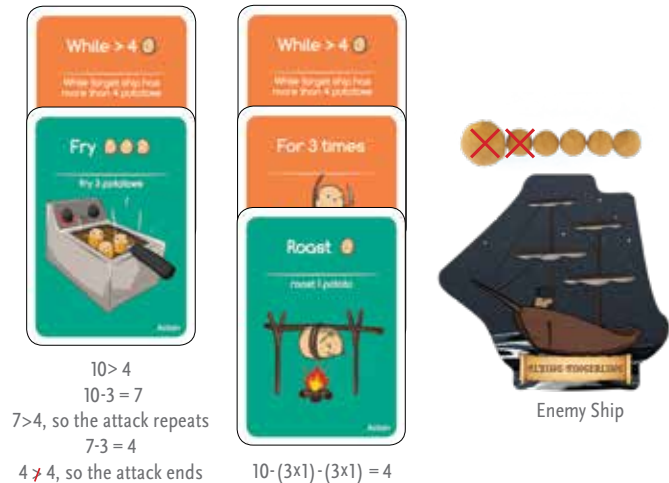
“For” Cards repeat an attack based on the condition stated on the card. Stack two “For” Loops together to create a NESTED LOOP that fortifies the multiplier effect and takes out a lot of Potatoes.



NOTE: Some “For” Cards contain (X or Y) VARIABLES that are determined by card or Ship counts!



“While” Cards are “Conditional Loop” cards. The conditions check for the number of Potato Crew on the targeted enemy Ship. The attack will repeat until the condition on the card is false.



If a target Ship had 10 Potato Crew, each of these “While” attacks would be run twice, ending when the Ship has 4 Potatoes remaining. That’s a total damage of 6!



“If:Else” Cards are statements, so they only run once. However, they are the only cards that allow you to attack all enemy Ships in one turn. They are conditionals that execute an attack should the “If” condition be true, or “Else” they will execute a separate attack should the “If” condition be false.

You can choose to build an attack on either side or both sides of the card.



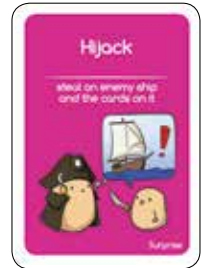
With this attack, all Ships with 3 or less potatoes will lose three Potato Crew each. Therefore, each of these Ships would sink! Any Ships with 4 or more potatoes would lose 1 Potato Crew each.

Surprise Cards: INTERRUPT your opponent’s planned attack with Surprise Cards!

Surprise Cards can be played anytime, even when it is NOT your turn. They must be placed in the discard pile after a single use.



Hijack Card: Steal an anchored Ship and all its cards from another player. **The hijacker gets no Potato Crew** (the Crew would rather walk the plank), but the hijacker must redistribute his own crew to ensure at least 1 Potato Crew is onboard the hijacked Ship. **This is the only time a player can redistribute Crew outside of their turn.**



The attacked Potatoes seek refuge in the nearest Ship. If the attacked player has no Ships left after being hijacked, they can still draw 2 cards on their next turn. If, after drawing and playing any Potato King Cards and/or Surprise Cards they have, the player has more than 5 Potato Crew, they must buy at least one Ship. Otherwise, they are eliminated from the game.

Loot Card: Steal 2 cards from another player's hand. The opponent will **shuffle in any revealed Potato King Cards**. Then, with the cards face-down, the looter draws 2 cards at random from the opponent's hand.

If you loot a Potato King from a player, play it like a normal Potato King Card (remember to only reveal it during your turn). If you loot 2 Potato King Cards, play one at a time (during the same turn).

NOTE: If the looted player's hand has only Potato Kings known to all, other players still have to salute the player who looted the Potato King Cards.

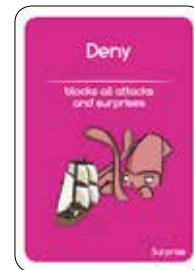
Recruit Card: Recruit 2 Potatoes to your crew by choosing 2 Potatoes from the Potato Sack.

NOTE: To keep a Ship from sinking, a Recruit Card must be played immediately after an attack is announced (before other Crew are eliminated by the attack).

Switch Card: The SWITCH CASE gives you a special gift depending on the number of Ships that you own. If you don't have an amount of Ships listed on the card, the Switch Card has no benefits.



Deny Card: Block anything but Potato King Cards. Denying an attack denies the entire command, including "If/Else" Cards that target all Ships. Once denied, the unsuccessful attack cards must be discarded. Deny Cards can deny other Surprise Cards, including other Deny Cards!



Advanced War Tactics

- Although there is no limit on the amount of cards in your hand, be careful of attacks that take advantage of large hand sizes!
- If you spot an enemy planning a powerful "If/Else" attack, redistribute your Potato Crew to decrease forthcoming damage to your Ships.
- During desperate times, abandon a Ship on your turn. The Potato Crew onboard this Ship can then be redistributed to another Ship in your fleet. Consider abandoning a Ship to avoid a certain attack, or to change how the Switch Card could benefit you.

About the Inventor

Codomo is Singapore-based education technology startup designing transformative experiences and products that catalyze 21st Century learning. Codomo is committed to driving autonomy in education and innovation in learning by building a suite of hybrid online and offline products through Design Innovation — a unique blend of design thinking and computational thinking.

Code • Design • Make

A Look Behind the Programming Logic in Potato Pirates

Concept	Cards	Definition + Game Application
Bug	Potato King	<p>A flaw or an error that causes a program to not run optimally or shut down unexpectedly.</p> <p>NOTE: In the game, no dire consequences result from the bug — all you have to do is salute and shout “Potato King!”</p> <p>FUN FACT: Each of the 7 Potato King cards represents different errors in Computer Programming. Can you guess them all?</p>
Functions	Ship Cards	<p>Contain a series of instructions or actions and can be used to repeat those actions by calling the specific function.</p> <p>NOTE: In Potato Pirates, the cards are discarded after a ship executes its attacks. In actual programming, one can reuse a function indefinitely.</p>
For Loops	For Loop Cards	Perform an action for a specified number of times.
Variables	“For x times” and “For y times” Cards	Containers that store value or data that can vary. For instance, the value of “x” in the “For x times” card is determined by the number of cards in the enemy player’s hand.
While Loops	While Loop Cards	Execute an action on repeat while a given condition is true. At each run of the loop, the condition will be checked again.
Conditionals	If:Else Cards	Control the flow of a program by checking if something is true. If it is, a specific action is performed. If it is false, either a different action or no action is performed.

Concept	Cards	Definition + Game Application
Interrupts	Surprise Cards	Temporarily halt the execution of actions in order to perform a different action, usually caused by human input.
Switch Case	Switch Cards	Similar to conditionals, switch cases compare a value against several cases, then execute the action for the case that is true.
Nested Loops	Using any two “For Loop” Cards together	Loops contained within another loop. The inner loop executes fully in every iteration of the outer loop, resulting in a multiplier effect.
Algorithms	General concept, seen in If:Else, For Loops, While Loops	Contain a set of rules to address a certain problem. For instance, playing a “For x times” within an “If:Else” card would mean one first performs a Boolean check, followed by checking the number of cards in each opponent’s hand to calculate the number of times the action card will be run.
Boolean Logic	General concept, seen in If:Else, While loops, Switch	Boolean logic handles only true and false values. In computing, true takes the value of 1, and false 0. In the case of “If:Else” and “While” Cards, the Boolean value of the check performed will determine if the action placed below it will run.
Sequential Logic	General concept, seen in all attacks	The outcome is determined by the present state of the game. The game has a “memory” which remembers the number of potatoes and ships each player has, along with the distribution of those potatoes across their ships. This, in turn, determines the outcome of each attack.

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