Created by: Rogério P Menegari





New cards, new rules, new challenges, and lots of fun!



Siren's Song: the pirate who buys it must draw 3 cards from the deck of closed cards; they choose one or none and put the others back in the order they prefer back in the deck without revealing them to the others.

Ghost Curse: gives the player the right to close a chest of a pirate that has already been opened or to peek at one of their still closed chests; if this chest has the corresponding doubloon in position, you can open it immediately.

Start of the game

For 2 players, remove:

2 sets of Doubloons, 3 Siren's Song, 3 Ghost Curse, 2 Chain Chest, 2 Chain Parrot, 4 Keys, 2 Pirate Thief, 2 Kraken and all Drunken Pirates.

For 3 players, remove:

1 set of Doubloons, 2 Siren's Song, 2 Ghost Curse, 1 Chain Chest, 1 Chain Parrot, 2 Keys, 1 Pirate Thief, 1 Kraken, and 1 Drunken Pirate.

For 4 players: the entire deck.

For 5 players: the entire deck.

Deal 10 cards to each player and organize them so that they are as shown below, in two rows with 5 cards. Each row represents a range of positions (for example, from 1 to 5 and from 6 to 10).



Game Content

108 cards:

Doubloons from 1 to 10 (6 sets), Pirate Thief (5 cards), Drunken Pirate (5 cards), Kraken (5 cards), Chain Chest (5 cards), Chain Parrot (5 cards), Key (10 cards), Siren's Song (4 cards), Ghost Curse (4 cards), and Parrot (5 cards).

Action of each card

Doubloons cards: represent their respective numbers.

Pirate Thief: the player who buys it must exchange one of their closed chests for an already open chest from another player, as long as it's the same numerical position, discarding the pirate into the discard pile after its use.

Drunken Pirate: changes the direction of the game (because he's so drunk).

Kraken: the player who buys it chooses which player will skip a turn.

Parrot: is the wild card of the game, it serves to temporarily replace the number you need to open a chest; it can open other chests when the number it replaced appears for you.

Chain Parrot: chains the parrot, preventing the pirate from exchanging it when the number it was replacing appears.

Chain Chest: chains a chest that has not been opened yet, preventing the pirate from opening it when the number it needed appears.

Key: unchains the parrot or the chest that was chained from the pirate who bought it, only one action at a time. It can only be bought from the discard pile if it has not been used by any other pirate previously.

At the end of the card distribution, turn over a card in the center of the table; this card must be a number, if a special card comes up, shuffle it back into the deck.

Who starts playing?

The person who gives the most pirate-like laugh starts; in case of a tie, the youngest starts.

How to Play:

During your turn, you have the choice of buying a card from the deck of closed cards or the card from the top of the open discard pile. However, you cannot choose special cards (Pirate Thief, Drunken Pirate, Kraken, Chain Chest, Chain Parrot, Siren's Song, and Ghost Curse) at this stage.

When you buy a number card (Doubloon), you must immediately replace it with the corresponding position card in your chest lines. Each line represents a range of positions (for example, from 1 to 5 and from 6 to 10).

When replacing a number card, you reveal what was underneath it and check if this number allows the opening of a chest that has not yet been opened. If yes, you open the chest, placing your corresponding Doubloon in position and revealing the card underneath.

The process of opening chests continues as long as you reveal numbers that match positions of closed chests. Remember that, in addition to this, special cards must be applied immediately, according to their specific actions.

When there are no more numbers to reveal or actions to apply, it's the next player's turn.

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End of the game

The Pirate who opens all chests first wins the round and is declared the richest pirate of the seven seas. However, if the other pirates do not accept this result and want a rematch, a new round can and should happen. However, the already winning pirate starts with one less card (e.g., if they won a round, they start with 9 cards in the next round and so on).

Acknowledgments

"Dobrões" is the realization of a dream, and I am very thankful for the support of my family and friends in this endeavor, with a special thanks to my wife Giovana Bisso, who constantly motivates me to move forward and believe in my dreams, I dedicate this game to our first son, Miguel.

A special thank you also to the friends I made during this journey with Doubloons, true partners, and companions, who showed me how wonderful this board game hobby is.

Summary

Long ago, in pirate-infested waters, there was a legend about gold coins called "Doubloons." It was said that these coins were so precious that pirates fought fierce battles to obtain them. These "Doubloons" were minted on Brazilian soil, where the riches of the mines turned into pure gold.

These coins were so valuable that they could buy a new identity or even finance an entire fleet of pirates. Pirates spread stories about these legendary coins, making them the most desired treasure of the Caribbean seas and beyond, from Brazil to European lands.

Thus, the search for "Doubloons" became an obsession, with pirates from all over the world trying to open treasure chests before their rivals. This is the story of the Doubloons, gold coins that unleashed adventures, intrigues, and battles on the seven seas.

And now, these legendary coins are at the center of your pirate game, where the competition to open them first is fierce!





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For more rules, tips, analyses, and updates, visit www.dobroes.com.br or check out our Instagram profile @_dobroes_.





"Dobrões" is a very fun game, easy to play, and with many twists and turns, in which players take on the role of pirates and must open their chests as quickly as possible. But beware, because you can't trust any pirate. They will try everything so that you are not the first to open all your chests and become the richest pirate of all the seven seas.

Luck won't always be on your side, almost never, to tell the truth...



