

playbook

Pirates of the Caribula

nature
biome

023 Prepare for docking! Open the airlock!

This playbook explains the rules of the relentless treasure hunt that space pirates return to whenever they're not in school or at the office. But if you're an old space sea dog (aka space dog), you can use the rules stored in the top drawer of your memory table, in the folder marked "In case of space emergency."



The space battle begins! Draw a map, hide the goodies, and build the traps. Pirates are daredevils, so you can be sure of adventures! All you need to do is avoid the floor (it's covered with black holes), traverse the traps, and find the treasure ...



Scan the QR code on the back cover to access the digital version of this playbook.

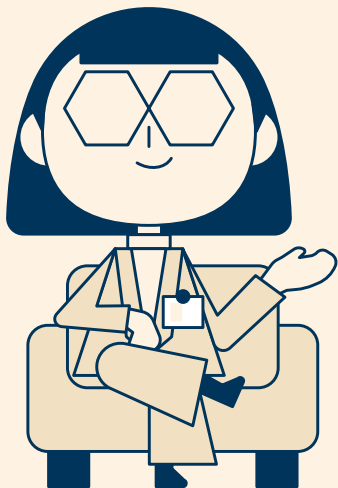
age

5-10



Warnings

Every playoddity kit is designed as a children's experience that is guided by an adult. All the described activities require adult supervision. Safety instructions for each item in the kit can be found on the item's individual packaging.




WARNING!
Choking hazard:
Small parts
Not for children under 3 years



Adult supervision required





Hi, this is The Voice speaking. I'd like to remind you that the most important part of the playoddity experience is the child or children. Without them, you'll just be an adult playing games to avoid responsibilities. So put your phone away, and follow the instructions in this playbook for having a great time! The activities also work without the playbook, if you have your own ideas, but we suggest you have a look at ours first.



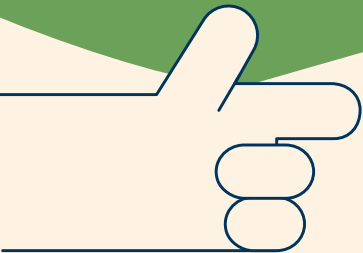
Without playbook



With playbook

Unboxing

A space adventure is worth sharing. Show off the awesome equipment, spread the news of your crew's battles, and make the whole universe tremble before your might. Oh, and don't forget #playoddity.




Each item in the kit has a colored sticker:

- Green sticker — item can be used by children and adults
- Red sticker — item should be used by adults only

If any items on the list are missing, or you have problems with any of the products, please get in touch.

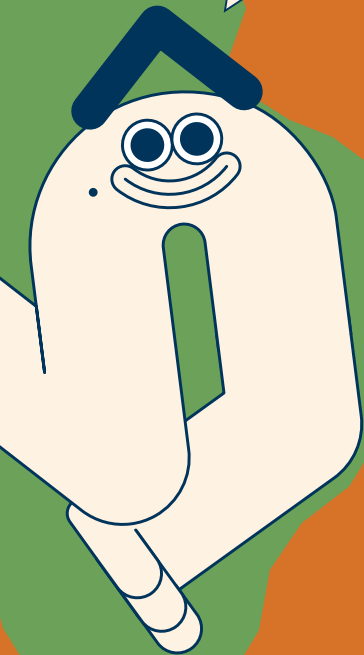
Contents of this kit

- **01. Vinyl floor mats**
Asteroids that are relatively safe to land on, because space is not safe at all.
- **02. Stepping stones**
It's harder to land on these asteroids — only space dogs can do it.
- **03. Vintage paper**
Space maps are supposed to be holographic — but you're a pirate, remember?
- **04. Fountain pen with ink**
Found in the captain's quarters of a Genoblazian transport ship after the captain went to sleep with the space fishes.
- **05. Pen with UV ink**
Some secrets can only be seen by the light of a special star.
- **06. Spyglass**
What's that in the distance, seventy-four light years away?
- **07. Inflatable eyeball**
The messenger of the Scrutinizers' fleet. He doesn't look friendly!
- **08. Hopscotch rings**
Moons, planets, gas giants; in other words, surfaces to land your ship on.
- **09. Nylon line**
Laser beams? Spaceweb? Red Dwarf-flavored spaghetti?
- **10. Flowerpot hidden safe**
A pot that hides a secret.
- **11. Bubble gun**
A super-dangerous weapon from the Chpok-Shpok empire.
- **12. Black cloth**
Nobody knows what black holes look like. So they might well look just like this!
- **13. Pebble with secret compartment**
An artificial asteroid that hides the secrets of the galaxy.
- **14. Multifunctional security belt**
Equip yourself for adventure.
- **15. Luminous pebbles**
Made from stars, they can be used as rewards, tokens, or counters in a game.

- 
- **16. Night sky projector**
Whoa, we're in space!
 - **17. Jellyfish garland**
Careful, the Medusians are coming!
 - **18. Brain-eating hat**
Once it's on your head, it controls you. And it aims to destroy all the pirates in the galaxy!
 - **19. Eyepatch**
There was this accident with a micrometeorite many cycles ago ...
 - **20. Lightsaber**
Ancient technology from a galaxy far, far away.
 - **21. Pirate hat**
It's cold in space, so you should always wear a hat.
 - **22. Pirate-style tool roll**
Put some pirate stuff inside.
 - **23. Set of dice**
If you're lost in space, they might show you the way.

Notes and ideas

Attention! Floor is a black hole! All hands on deck! Asteroids dead ahead! I know some other **pirate phrases**, but I can't remember them right now.



Imagination engine: ON

This adventure will be built using **your imagination**. We'll give you hints, but you do the rest. The main idea is to take the "Floor is Lava" game into space. The unlucky **space pirates** who step on the floor get sucked into the **black holes** and are never heard of again!

Cosmic playground

You'll need to set up the **playing field** in your home or in the yard. Build the **route** using your furniture and items from the kit. Stepping on the floor/ground is **prohibited** by Paragraph 3X/Q1337 of the intergalactic "Floor is a Black Hole" championship rules.

Space is dangerous

Once the route is set up, it's time to make it **dangerous!** Not dangerous-dangerous, but suitably challenging. Let's build some **traps** and **obstacles** that the kids will need to traverse. For example, you can use the nylon line to **build webs** or a laser-beam wall! Position the jellyfish garland so that the kids need to **crawl** under it. Remember, the Medusians have a paralyzing sting!

Rich rewards

What is it we're looking for? What's the **reward** at the end? Is it a Continuum Transfunctioner? Or space candy? Or tickets to galactic movies? Or maybe the luminous pebbles from the kit are actually star shards that the kids have to **collect and exchange** for a gift of their choice later on? Place the **treasure** in one of the hidden compartments provided in the kit.

The map

A treasure hunt starts with a **map**. Even in space. So take the fountain pen — or the pen with UV ink — and **draw one!** Mark the traps and the asteroids on the map, and don't forget to place a **giant X** at the end!

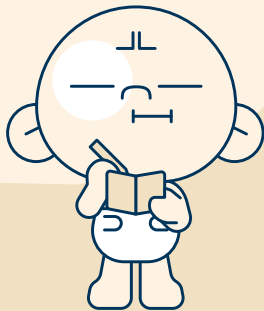
Commencing countdown, engines on

It's time to start! We need **two teams**: pirates and aliens. The **pirates** try to complete the route, and the **aliens** try to stop them with obstacles and traps. Each participant needs **a weapon** to defend themselves from attacks by the opposing team.

It's a trap!

As the pirates head for the treasure, the aliens try to stop them by setting up traps or by brazenly **attacking** them with their weapons. Ask **difficult questions** that the pirates have to answer before they can advance further, **block** the route with deadly bubble gun fire, or start **spacequakes** (that's when the asteroids shake for no reason). Don't let the pirates get to the treasure!

Plan the traps well **in advance**. Nobody likes an unprepared alien.



Attack of the Scrutinizers

The inflatable eyeball is, in fact, an angry Scrutinizer — a **representative** of a very aggressive space civilization that has **hated space pirates** ever since they stole the Legendary Monocle. Feel free to **throw** the Scrutinizer at the pirates to knock them off their route!

Be careful with your traps and attacks. You might not be accustomed to how objects behave in low-gravity situations, so **try not to hurt** anyone.



Accessories

The pirates can use the spyglass to find **hints and codes** for the tasks. For example, you can place a **password** at the other end of the room so that the pirates will need to use the spyglass to read it. The set of **dice** can help determine the outcome of different traps or interactions — just **assign meanings** to the symbols on them.

Time is relative

Use a timer to make the game even more challenging. **Set a time** for completing the route, or limit the **thinking time** that the pirates have before they answer the aliens' **questions**.

Mix things up

Be sure to **switch teams** and mix up the aliens and pirates in each round. Let the kids build their **own route**, and see what happens.


Replay

Build new routes, draw new maps, find new treasure. This game has **unlimited replay potential**, especially if you invite more pirates!


Mystery item


Our sensors failed to recognize this artifact. Use it at your own risk! It might hide a great power or a terrible danger!


Search terms


 shadow of Messier 87 black hole	x
glaciers melting in the dead of night	↗
famous pirates	↗
gold comes from outer space	↗
the Fermi paradox	↗
pirate monkeyness	↗
the ultimate question of life, the universe, and everything	↗
treasure chest lemon demon	↗

Question time

 How do you think space pirates are different from sea pirates?

 Does your space pirates' ship have a name? What is it?

 Are there aliens in the universe?

 Do you want to meet an alien?

Creativity time

During your travels in space, you've come across some new constellations. Draw the stars first, as dots or small circles, then join them up. Don't forget to give them names!

There's more
out back —
follow the
arrow!



If your paper copy of the playbook gets sucked into a black hole — don't worry. You can always find the digital version online if you follow the QR code. And while you're on the website, check out our other kits. They're awesome!

Visit us:

playoddity Chicago
Hawthorn Mall
122 Hawthorn Center
Vernon Hills
IL 60061

Follow us:   @playoddity
Find us online: [playoddity.com](https://www.playoddity.com)

We're always happy to chat!
Email us: hello@playoddity.com

IMAGINARIUM GLOBAL LLC
122 HAWTHORN CENTER
VERNON HILLS
IL 60061-1502

© playoddity
All rights reserved

