

Melissa & Doug

TIPS Ahoy!



SAIL THE SEAS

5+ 2-4 10-15

Object:

Collect the most coins by keeping the pirates from falling off the ship.

Setup:

Place the ship board on the stand. Put the treasure-map tiles facedown in two piles (so the words *Tips* and *Ahoy!* are visible). Keep the sea boards and coins handy, and place the pirates in a pile in the middle. The youngest player goes first.

Play:

1. Draw one of each of the treasure-map tiles (*Tips* and *Ahoy!*), flip them over, and connect them.

2. Balance the pirate that appears on your treasure map anywhere on the ship (the deck, sails, or crow's nest).
3. Carefully slide the sea board that appears on your treasure map through the slot under the ship and out the other side, in the direction of the arrows. Try to keep those pirates from falling off the ship without using your hands!
4. After removing the sea board completely, take one coin for each pirate still on the ship. Leave all pirates that are still on the ship where they are.
5. Put aside any pirates that fall off the ship and the used treasure-map tiles.
6. Once all the coins are gone or all the treasure-map tiles have been played, the game is over. The player with the most coins wins!

PIRATE POWER

5+ 2-4 5-10

Object:

Collect the most coins by keeping as many pirates on the ship as possible each turn.

Setup:

Place the ship board on the stand. Put the treasure-map tiles facedown in two piles (*Tips* and *Ahoy!*). Keep the sea boards and coins handy, and place the pirates in a pile in the middle. The youngest player goes first.

Play:

1. Balance all the pirates onto the ship. Challenge yourself to see how they fit together best.

2. Draw one of each treasure-map tiles (*Tips* and *Ahoy!*), flip them over, and connect them.
3. Gently remove the pirate that appears on your treasure map, trying to keep all the other pirates from falling off the ship.
4. Carefully slide the sea board from your treasure map under the ship and out the other side, in the direction of the arrows.
5. After removing the sea board completely, take one coin for each pirate still on the ship.
6. Put aside the used treasure-map tiles.
7. After each turn, put all the pirates back on the ship and try again!
8. Once all the coins are gone or all the treasure-map tiles have been played, the player with the most coins wins!

EXTENSION ACTIVITIES

- ✦ Count up all the play pieces. How many pirates are there? How many treasure-map tiles?
- ✦ Make up a story about Captain Carl and his band of pirates. Where have they traveled? What kind of sea chantey would they sing?
- ✦ Sort the pirates into different categories: How many have skull and crossbones? How many are wearing hats? How many are women? How many have a sword? How many are wearing red?
- ✦ For solo play and to challenge your balancing skills, turn the pirate ship into a puzzle! See how many different ways you can stack all the pirates onto the ship. Do they fit best when they're on their feet? On their sides? Standing on their heads?

PIRATE SHIP EASEL



4 SEA BOARDS

60 COINS



24 TREASURE-MAP TILES



12 WOODEN PIRATES



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1-800-284-3948
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Game play ©Forrest-Pruzan Creative, LLC.

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compliant for formaldehyde, phase 2

Tips Ahoy!
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