



**GREEN MEADOW
GAMES**

PIRATES **BEHAVING** **BADLY**

**SMUGGLING, BACKSTABBING
& LIGHT TREASON**

**A CARD GAME OF CARGO,
CUNNING & CAPTAINS**

**2-5
PLAYERS**

**AGE
8+**

**20-30
MIN**

The ports are open, the tide is high, and your hold is stacked with cargo from every corner of the world. Your task as Captain is simple but not easy: assemble valuable sets, squeeze your rivals for the goods you need, and be the first to deliver 4 sets of cargo to market. Guard your Captain, and consider which cargo is worth surrendering to avoid being Lost at Sea.



THE OBJECTIVE

Be the first Captain to score 4 sets of cargo – either 3 of a kind, or a run of 3 cards in 1 color.



YOUR CARGO HOLD - WHAT'S IN THE BOX



RED - SPICE



BLUE - SUGAR



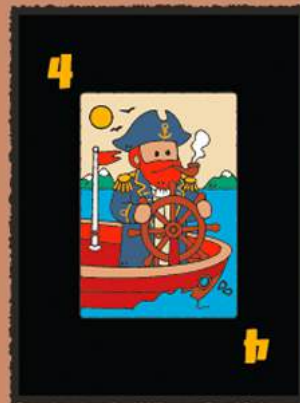
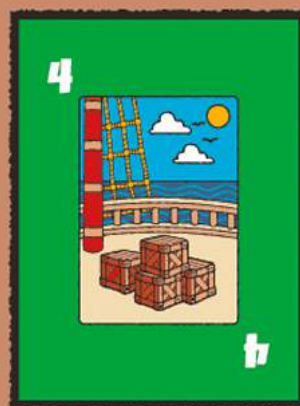
GREEN - TEA



GOLD - GRAIN



PURPLE - SILK



PIRATES BEHAVING BADLY HAS 3 TYPES OF CARDS:

CARGO CARDS



60 numbered Cargo cards
(these come in 5 colors and
are numbered 1 through 6,
with 2 copies of each color
and number combination).





CREW CARDS



25 Crew cards

(2 Sharp Shooters of each color, 2 Grenadiers of each color, and 1 Pirate of each color).

CAPTAIN CARDS



30 Captain cards
(1 for each color-and-number combination, with a black background).

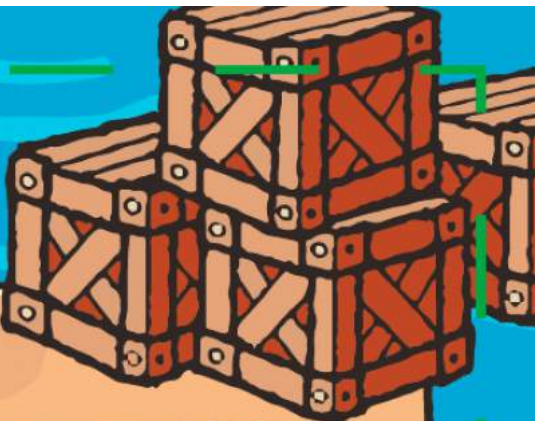




SETTING SAIL - SETUP

Shuffle **the Crew and Cargo cards** together to form the Cargo deck. Deal each player **8 Cargo cards** face-down to hold in their hand. Place the rest of the deck face-down in the middle of the table.





Shuffle **the Captain deck**,
then deal each player 1
Captain card face-down to
hold in their hand. Place the
rest of the deck face-down in
the middle of the table.



The player who most recently set foot on a boat goes first. If no one claims the honor, start with the youngest player. Play passes to the left.



IV.

ON YOUR TURN - CHOOSE 1 ACTION

On your turn, **choose 1 of the 4 actions**, then play passes left.

SCORE A SET

**Lay 3 matching cards
face-up to score a set.**

A set takes 1 of 2 forms:





Three of a Kind

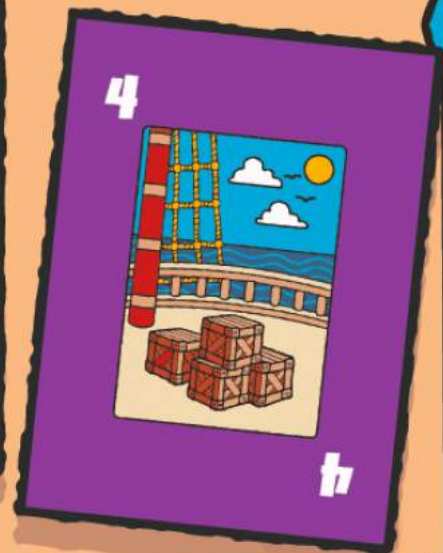
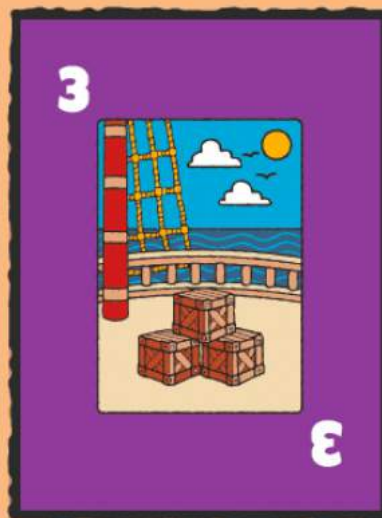
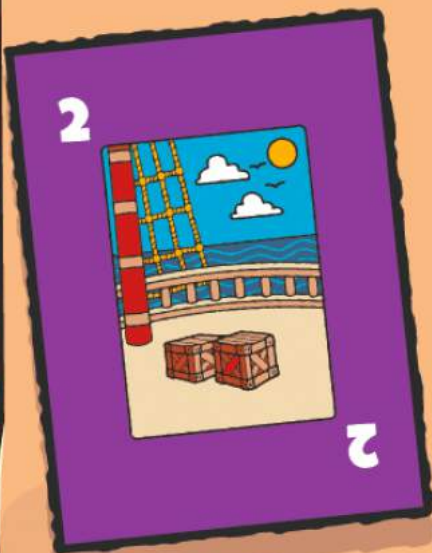
3 cards of the same number, or the same crew type, in any combination of colors.





A Run

3 consecutive numbers in the same color (runs cannot wrap from '6' to '1').

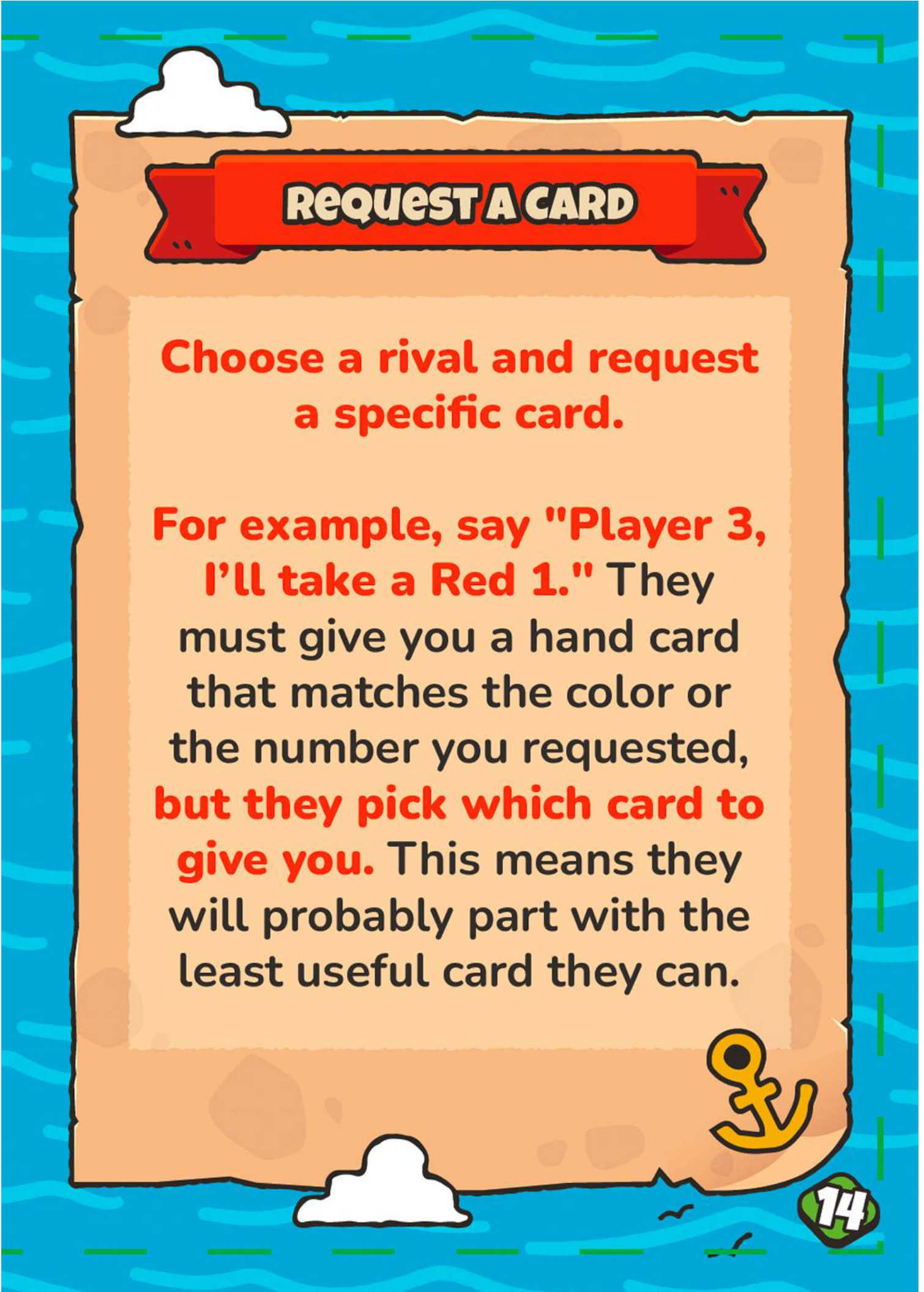




IMPORTANT RULES ABOUT SCORING SETS:

- ◆ **Your Captain card cannot go into any set.**
 - ◆ **You may score only 1 set per turn.**
 - ◆ **Once a set is laid down, it is locked in. The cards in that set cannot be moved, reused, or taken back to your hand.**
- 

After playing your set, draw a card from the Cargo deck to end your turn.



REQUEST A CARD

Choose a rival and request a specific card.

For example, say "Player 3, I'll take a Red 1." They must give you a hand card that matches the color or the number you requested, but they pick which card to give you. This means they will probably part with the least useful card they can.

You ask for...



They may give...

You may alternatively request a Crew card by crew type and a color.

For example, say "Player 4, hand over a red Swashbuckler."

You ask for...



They may give...

That player must give any card matching the crew type or color you requested.

A blue Pirate fulfills the request since it's still a Pirate.

You ask for...



They may give...



IMPORTANT RULES ABOUT REQUESTING CARDS:

- ◆ **You only get 1 request per turn, so make it a good one.**
- ◆ **Cards are always given to another player face-up so all players can see them.**
- ◆ **If your rival does not have any cards matching either feature, they say "miss" and do not give you a card. Your turn ends whether you received a card or not.**

You must not hand over your Captain card unless it is your only match. If this happens, you are Lost at Sea (see page 21 on what to do next).



PLAY A CREW CARD

Play 1 Crew Card face-up, resolve it, then place it in the discard pile.



Sharp Shooter.

Name an exact color and number combination (such as a "Green 5" or a "Red 2") **and choose a rival.** If their **Captain** matches the color and number you said, they are **Lost at Sea** (see Page 21). If it does not match their Captain but they hold any **Cargo card** matching that color and number, they **must hand the Cargo card(s) over.** Otherwise, **the shot misses and nothing happens.**



Swashbuckler.

Name a color or a number (never both) and choose a rival. They must **surrender all Cargo cards** matching that color or number. **Do not surrender your Captain**, even if it matches what was named.



Grenadier.

Discard your entire hand (except for your Captain), then redraw the same number of cards from the Cargo deck. You cannot discard your **Captain**, even if you want to.





THE CAPTAIN



Your Captain has a color and number like the other cards in your hand, but it is never scored in a set or given to a rival.

LOST AT SEA

If your **Captain is the only card** you have that matches the color or number (or both) named in a rival's request (or a Sharp Shooter), **you are Lost at Sea.** **Discard your entire hand, including your Captain,**

then **draw a new Captain from the Captain pile. You're not out of the game,** but it will take you some time to collect more cards and rebuild.

To avoid this fate, **never let your Captain become the only card you have of its color or number.**

VII.

WINNING THE GAME

The first Captain to score their fourth set wins immediately.

A captain can be cast adrift and badly set back, but no one is ever eliminated.

VII.

A FEW CLARIFICATIONS

The Sharp Shooter is a precise strike, while the Swashbuckler is broader. The Sharp Shooter needs an exact color and number to hit a Captain or take cargo. The Pirate sweeps all cargo of the color or number you name, but it can't affect Captains.

You must keep your Captain when playing the Grenadier when you replace your hand.

Each Crew card can only be played once. Resolve it, then discard it.



Runs never wrap. 6 does not loop back to 1.

Being Lost at Sea doesn't mean you're eliminated.

Discard your Captain and hand, draw a new Captain, then sail on.

**QUICK REFERENCE
- A TURN AT A GLANCE**

On your turn, take exactly 1 of these 4 actions, then play passes left.



ACTION**WHAT IT DOES****SCORE
A SET**

Lay a set of 3 of a kind (same number) or a 3-card color run, then draw a Cargo card. Play 1 set per turn. First to play 4 sets wins.

**DRAW
A CARD**

Draw 1 Cargo card into your hand.

**REQUEST
A CARD**

Name a rival and a card cargo (color + number) or crew (type + color). They must give a hand card matching either feature, or say "No deal."

**PLAY
A CREW
CARD**

Play 1 crew card from your hand, resolve it, then discard it.

CREW**EFFECT****SHARP
SHOOTER**

Name a color and number combination. If both match their Captain, they're Lost at Sea (they discard their hand and draw a new Captain). Otherwise, they hand over any Cargo card(s) that match color and number.

**SWASH-
BUCKLER**

Name a rival and a color or number. They must give you all cards that match. Does not affect Captains.

GRENADE

Discard all hand cards except your Captain, then redraw the same number of cards you discarded.

PIRATES BEHAVING BADLY
• **FAIR WINDS & FULL**
HOLDS • 2-5 CAPTAINS



Designed by
Taylor & Patty Hayward

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