

# AHOY CARD GAME

**Objective:** The goal of Ahoy is to be the fastest player to spot the matching symbol between two cards. Each card has exactly one symbol in common with every other card, but the size and position of the symbols may vary. There are several mini-games you can play with Ahoy, but the basic idea is to find matches as quickly as possible.

## MATERIALS NEEDED:

- Pack of cards.
- At least 2 or more players.
- Space to lay cards out on the floor or a large table.

## SETUP:

- Shuffle the deck of Ahoy cards.
- Place the cards in a stack in the center of the table, face up, or distribute them depending on the mini-game you choose.
- Decide which mini-game to play (see below for options).

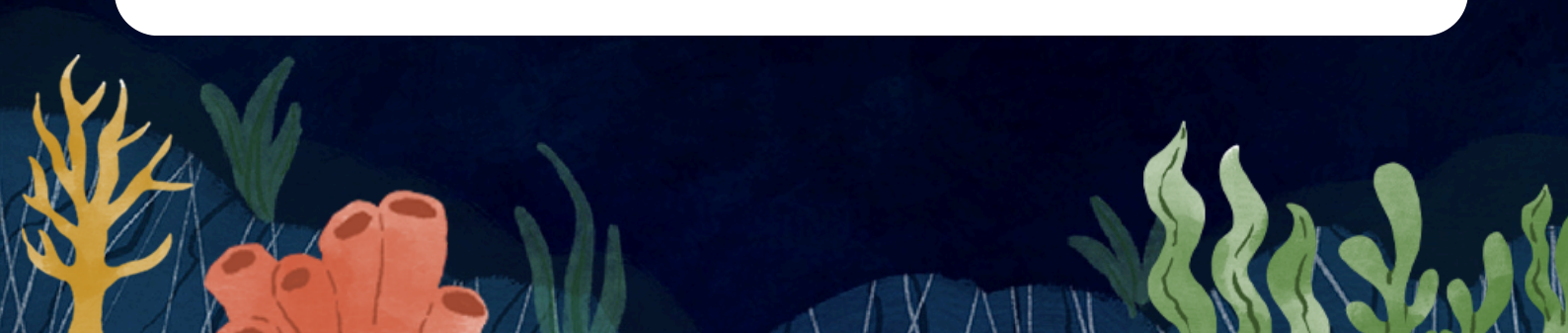
## BASIC RULES:

1. Each card has 8 symbols, and there is always one matching symbol between any two cards.
2. Players must find the matching symbol between their card and another card as quickly as possible.
3. Once a match is found, shout out the name of the symbol (e.g., "Anchor!" or "VHF!") and follow the rules of the mini-game.

## MINI GAMES:

### The Mast (Classic Game):

1. Deal one card face down to each player.
2. Place the rest of the cards in a stack, face up, in the center.
3. Players flip their card face up and race to find the matching symbol between their card and the top card of the stack.
4. The first player to find the match takes the center card and places it on top of their own card.
5. The game continues with the next card in the stack.
6. Winner: The player with the most cards at the end.



### The Cockpit:

- Place one card face up in the center and deal the rest of the cards evenly to all players, face down.
- Players race to find the matching symbol between the center card and the top card of their own stack.
- When a match is found, place your card on the center pile.
- **Winner:** The first player to get rid of all their cards.

### The Boat:

- Deal one card face down to each player.
- Players flip their card face up and race to find the matching symbol with another player's card.
- When a match is found, give your card to that player.
- The game continues until one player has all the cards.
- **Winner:** The player with the fewest cards at the end.

### The Trimaran:

- Place nine cards face up in a 3x3 grid.
- Players race to find a matching symbol between any two cards in the grid.
- When a match is found, shout it out and take the two cards.
- Replace the cards with new ones from the deck.
- **Winner:** The player with the most cards at the end.

### TIPS FOR SUCCESS:

- Pay close attention to the cards flipped by other players.
- Stay focused and have fun!

