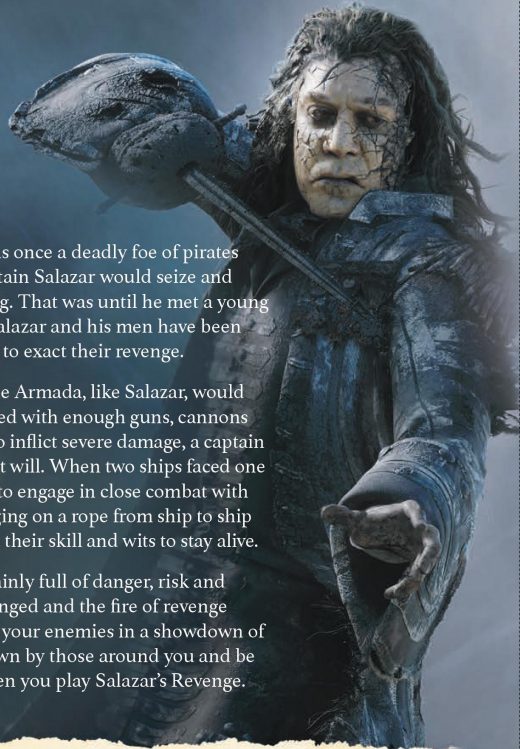


SALAZAR'S REVENGE



Captain Salazar, along with his crew of ghostly sailors, was once a deadly foe of pirates everywhere. As a member of the Spanish Armada, Captain Salazar would seize and destroy any ship that flew the iconic skull and crossbones flag. That was until he met a young pirate named Jack Sparrow. Since that fateful day, Captain Salazar and his men have been imprisoned in a place known as the Devil's Triangle, waiting to exact their revenge.

During the height of Spanish reign on the seas, captains of the Armada, like Salazar, would command impressive galleons, ships massive in size and armed with enough guns, cannons and ammunition to sink rivals to the depths below. In order to inflict severe damage, a captain would swing his ship parallel to his enemy to target and fire at will. When two ships faced one another in battle, it was common for both crew and captains to engage in close combat with their opponents. A pirate worth his salt could be found swinging on a rope from ship to ship armed with their trusty sword at their side, using nothing but their skill and wits to stay alive.

Although the life of a pirate was hardly ever dull, it was certainly full of danger, risk and treachery. Friendships could turn as quickly as the wind changed and the fire of revenge could haunt you for a lifetime. Are you brave enough to best your enemies in a showdown of the mightiest ships on the ocean? Or will you be brought down by those around you and be sunk to the bottom of the sea? Find out on the next page when you play Salazar's Revenge.

YOUR GOAL
Be the first to sink all of your opponent's ships.

Captain Salazar will stop at nothing to defeat Captain Jack Sparrow. In this two player game, you and a friend become these fearsome pirate foes and engage in a battle of risk, skill and strategy. Do you have what it takes to keep your fleet afloat?

PREPARE FOR BATTLE

- 1) Cut on the dotted line to separate the game boards. Keep one for yourself and give the other to your opponent.
- 2) Set up the game board on the next page so that one set of grids is facing you and one set is facing your opponent.
- 3) Secretly draw your sea vessel icons anywhere on the grid representing each ship in "My Fleet" either horizontally or vertically so that none are overlapping.

FIRE AT WILL

- 4) Take turns guessing where your opponent's sea vessels are located and firing your cannon at them. You can do this by calling out the coordinates of squares you think might hold a ship. For example, "E-7."
- 5) If that square holds part of a sea vessel, the owner of the vessel calls "hit" and the name of the vessel. For example, "hit-galleon." The guessing player marks the hit on their "My Opponent's Fleet" grid with an X. If there is no sea vessel in the square, the owner of the vessel calls "miss."
- 6) The guessing player marks the miss on their "My Opponent's Fleet" grid with an "O" and their turn is over. Once all parts of a ship have been hit, the ship is sunk. The first player to sink all opponent ships is the winner.

Disney
PIRATES of the CARIBBEAN
DEAD MEN TELL NO TALES

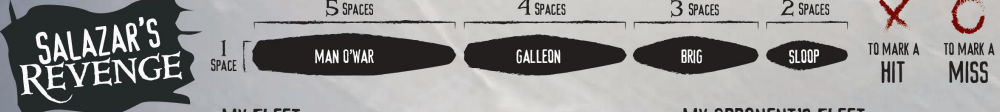
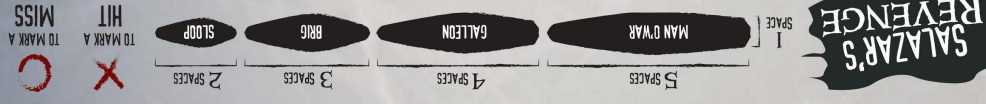
Disney
PIRATES of the CARIBBEAN
DEAD MEN TELL NO TALES

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MY OPPONENT'S FLEET

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MY OPPONENT'S FLEET

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