Pirates!
Real and Imagined
Seafaring, Ships, Trade & Robbery

MAIN THEMES : Education & Team-building

Outline

The image of pirates has been made a highly colourful one in modern culture, with many exciting films and stories of the adventurous life of a pirate. This game brings a little more of the reality into the story. In Pirates! we demonstrate in a practical way why there was no buried treasure and why the very idea of walking the plank is not only ridiculous but never happened. The game looks at the social and economic factors surrounding the so-called 'golden age of piracy' in an engaging way. Players become pirates and start to learn experientially about the parts of the ship, terminology and language, the economics and how decisions were made, both on a pirate ship and a merchant vessel.

Gameplay

Players are grouped into pirate 'crews'. Each crew member has a specific job to do on the ship and a role. These persona are embellished by the player with the help of a facilitator who helps them fit into the world of an 18th century seafarer. The crew then take on a number of challenges that might involve trading, equipping their ship, working out sailing routes, robbing other ships and

Past
Perspectives

evading (or not) the Royal Navy's determined pirate hunters.   The interaction within tthe crew as well as between crews develops, in a practical way, an understanding of pirates' real lives at sea and ashore.

For younger pirates, we alter the emphasis to include additional activities such as flag-making, model ship building and more physical pirate activities and challenges.

Ideal Audiences

- Students studying seafaring and specifically pirates and piracy. For schools the game is adjustable to the level of the students. Primary school games are more physical and active. Older students get more role playing and problem-solving challenges.
- Organisations looking for an unusual team-building challenge. With adult groups the Pirates! Game moves into more challenging and serious themes, moral dilemmas and negotiation challenges.

Example game structures

Pirates! : For 12 players	
Team	Number in team
Ship's Crew	4
Ship's Crew	4
Ship's Crew	4
Total	12

Pirates! : for 30 players	
Team	Number in team
Ship's Crew	6
Ship's Crew	6
Ship's Crew	6
Ship's Crew	6
Ship's Crew	6
Total	30