

PIRATE LOOT

2 Player Demo Deck, ages 13 and up.

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There is treasure out there to be had, mountains of stolen gold and priceless relics, but there's more than one pirate with his eye set on the prize. Only the best crew will come home with the loot, while the rest will be lucky just to make it back alive.

Pirate Loot is a game of adventure and treachery on the high seas. Each player takes on the role of ship captain, recruiting pirates to form the best possible crew and beat the other captains to the loot. The first captain to get enough loot to satisfy his crew wins the game.

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2 Rank Cards Each one of these cards has a symbol on it, representing one of the different pirate factions. At the beginning of each round, these cards are shuffled and dealt out to determine their order for the round. In case of a tie between crews, these cards serve to break the tie by indicating which crew is at the top of the order.

8 Loot Cards These cards are the treasure being sought after by the pirate captains. Each loot card has a value from 1 to 4. Once a pirate captain has gotten enough loot (depending on the number of players), he or she wins the game. The value of some loot cards change depending on the other loot cards owned by that captain.

38 Draw Cards These represent the pirates that can be recruited by each captain. Each draw card belongs to one faction (Brutal or Clever) and has a value from 1 to 4. In addition, many of the draw cards have recruit effects that occur when the card is recruited by a captain or an ongoing effect that occurs as long as the card is in play or in hand.

Set Up the Game

Shuffle the Loot deck and place it at the center of the table.

Set aside the "Set Sail" Draw card and shuffle the draw deck. Place it in the center of the table next to the Loot deck. Keep the "Set Sail" card handy, you will need it each round.

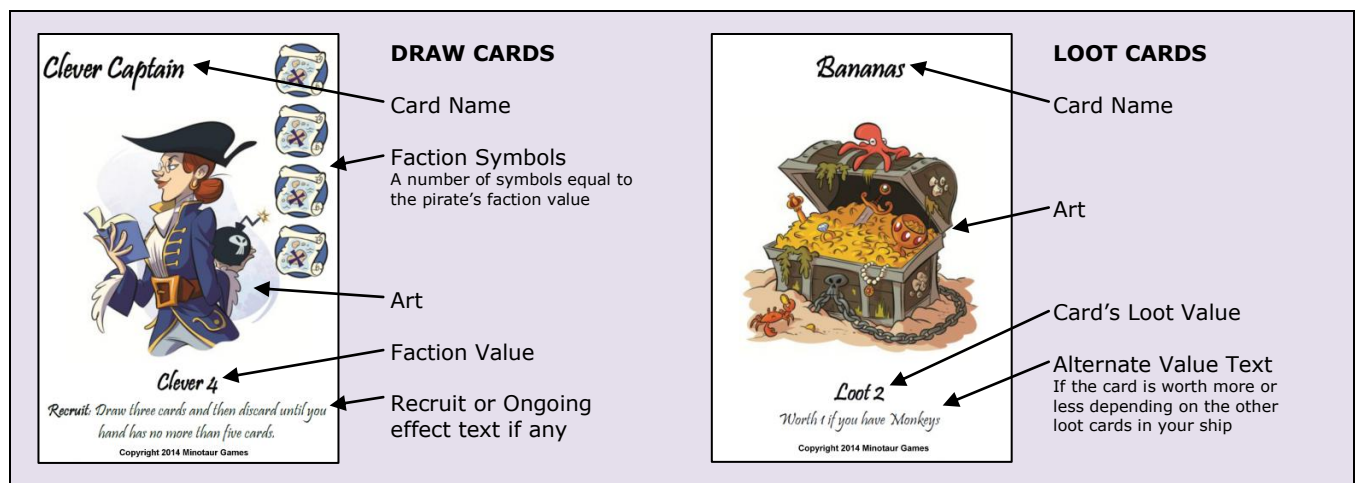
Finally, shuffle the two cards of the Rank deck and put them next to the Draw deck face down.

Set Up the Round

Pirate Loot is played over a series of rounds until one player has stolen enough loot to win the game.

At the start of each round, shuffle and deal out the rank cards and where everyone can see them, forming an order from lowest (the first card dealt) to the highest (the last card dealt). Next draw one loot card and place it face-down next to the revealed rank cards. This is the HAUL, and it represents the treasure that is available to the players this round. Players may not look at the haul unless a card allows it. Finally, take the draw deck and divide it roughly in half. Shuffle the "Set Sail" card into one half and place the other half of the deck on top (ensuring that the "Set Sail" card is somewhere in the bottom half of the draw deck).

The game begins with the player who was most recently on a boat. In subsequent rounds, the player that did not get a loot card in the previous round begins the next round.



Playing a Round

Each round consists of players taking turns until the Set Sail card is drawn.

Each player takes a turn by recruiting one draw card from his or her hand, putting it into play face-up in front of them. These cards are now considered "in play". If the card has a recruit effect, that effect is resolved. At the end of the player's turn, the player draws from the draw deck to get their hand back up to 5 cards. Play then passes clockwise around the table to the next player. The round continues until the "Set Sail" card is revealed.

Set Sail!

When the "Set Sail" card is drawn from the draw deck, the player that drew it places it face up next in front of them. That player then draws another card in place of the Set Sail card and puts that card into their hand. Play then proceeds with each player taking one last turn, including the player that drew the "Set Sail" card. Once the player that drew the "Set Sail" card takes their final turn, the round is over and the players must divide the haul (see below).

If the "Set Sail" card is drawn as part of a recruit or ongoing effect, it should be revealed and set aside as above. The player should then draw a card to replace it and finish resolving the effect.

Dividing the Haul

Once the round is over, players must divide the haul. Each player looks at all of their cards in play, dividing them up by faction, and counting up the value of each card in each faction to determine their best faction (the highest value in any one faction on their ship). For example, Dan has three Brutal crew cards (worth 1 brutal each), a clever crew (worth 1 clever), and a clever captain (worth 4 clever). His highest faction is clever with a value of 5.

Once each player has determined their best faction, they compare it to the other players. The player with the highest value claims the Loot card in the haul, looks at it, and places it face-down in front of them.

If there is a tie for highest faction (either on an individual ship or among players), refer to the rank cards to determine the order of the factions for this round. For example, Dan has a clever faction of 5, while Eleanor has a brutal faction of 5. If the rank cards show that brutal is ranked higher than clever this round, Eleanor has the highest crew and she claims the loot. If the tied players are both using crew of the same faction, the tie is broken by the next best faction on each of the tied players' ships. If there is still a tie, neither player gets the loot and it is shuffled back into the deck.

Starting a New Round

After all the loot has been divided, all of the draw cards on each ship and in each player's hand are returned to the deck. Set aside the "Set Sail" card and reshuffle the draw deck. Follow the instructions under Playing the Round above.

Winning the Game

The game is over when one of the pirate captains has enough loot to satisfy his or her crew. For the purposes of this demo deck, the winner is the first player with any number of **loot cards whose total value is 5 or more**.

Card Descriptions

The following rules are presented to clarify some of the various recruit and ongoing effects.

All Bosuns: These cards can target any card of the appropriate faction that are in play on any ship. Has no effect if there are no other cards of the appropriate faction in play. Does not copy ongoing effects.

All Cooks: As long as the cook is in play, all of your crew cards of the appropriate faction have a value of 2 (instead of one). This only applies to cards with the word "Crew" in the title.

Mutineer: When you recruit this card, you decide which ship to play it on. Mutineers can be discarded like any other crew member by a recruit or ongoing effect. Mutineers are counted whenever a player must determine their overall crew score.

All Quartermasters: You cannot target yourself with this card. The recruit effect of the card is resolved as normal.

Brutal Lookout: You can target your hand with this card.

Brutal Gunner: You can target your ship with this card.

Brutal Surgeon: When you recruit the discarded card, its recruit effect is resolved as normal.

Brutal First Mate: You can target your ship with this card.

Brutal Cabinboy: This can be used to prevent a discard effect that targets your hand or a card in play. This also prevents any other effects that might occur as part of the effect that would cause you to discard a crew card (such as looking at your hand).

Clever Gunner: In the demo deck, this always targets the other player. You select the card to be discarded.

Clever Surgeon: When you recruit the discarded card, its recruit effect is resolved as normal.

Clever First Mate: Remember that you will draw cards after this effect is resolved.

Clever Cabinboy: This effect occurs the moment it is discarded, meaning that the player that forced you to discard it will end up drawing it at the end of their turn.

Clever Captain: You must discard cards if you hand has more than 5 cards, but you cannot discard if your hand is at 5 cards or less.

Demo Deck Setup

