

Welcome to the Sea of Troubles, ye'belligerent beast!

### **-What brings ye here?-**

To compete against your fellow pirates (players) in a quest to be the most infamous pirate on the ocean. You'll be doing all a pirate loves: sailing, pillaging, cannoning, boarding, and burying treasure; all in pursuit of Treasure and Infamy. If you're unlucky, ye may even end up a ghost, haunting other pirates!

### **The Basic Pieces:**

- Action cards (Swords, Sails, Cannons, Wilds [count as any other type])
- Treasure cards (Worth Infamy at the end of the game. Doubloons, Exotic Goods, etc..)
- & Infamy Tokens

### **Each player has:**

- A ship
- Which can receive Damage Tokens
- (& for advanced play, a Quirk)

### **There are also:**

- Quest cards

### **And for clarity:**

- Locked port counters (dice)
- Buried treasure markers

### **-Getting started-**

1. Deal 8 Action cards to each player, then set the rest in a pile face down (the Action deck)
2. Treasure Deck: For 4 or 5 players, remove 1 Doubloon card. Find and shuffle the 4 non-weighted cards (with the crossed-out icon) and place 2 of them into the deck. With 4 players, only place 1 into the deck. Shuffle and set the Treasure deck face down. Set all other Treasure cards aside.
3. Fold the map back so there's only 1 Port and 1 "X" visible per player
4. Roll a die for each Port. For a 4, do not place a die. Otherwise, leave the die on the port, that number is how many rounds the Port is closed. If fewer than 2 ports are open, remove the highest value dice until there are 2 ports open.
5. Deal as many Quest cards face up on the table as there are players.

### **-Set Sail!**

Person who most recently broke a rule goes first, play goes clockwise.  
*(For experienced players, start by bidding for turn order. Deal 9 cards the first round instead of 8, players must bid at least 1 card, may bid 2 cards.)*

Winner/Thief places ship down on an X, clockwise from that player, others do the same. Winner/Thief chooses who goes first, and what direction play moves.

## **THE SCOUND-RULES**

### **PLAYING THE GAME**

### **You want Infamy!**

Your goal is to gain Infamy tokens and Treasure cards (which are worth Infamy) through dastardly piratic behavior!

### **Basics**

The game plays in rounds (once around the table).

1. One player starts, taking as many Actions as desired or possible, then play moves to the next player. That player does the same.
2. After every player has gone, players bid for who starts the next round.
3. Players then discard unwanted Action cards and draw back up to 8 cards.

After any one of the game ending conditions is met (2 players die, all Quests are complete, or all Treasures pillaged) players continue until they finish the current round and then the game is over. The winner is the pirate with the most Infamy. (Infamy is Tokens + Infamy listed on Treasure.)

### **-Your turn-**

### **ACTIONS**

**(Move, Pillage, Fight, Bury, or Dig Treasure)**

Actions are the core of *Scoundrels!*

You spend Action cards, and each card type does different things. After you play an Action card, you discard it to the Discard pile. Don't draw again until the end of the round (unless you're attacked).

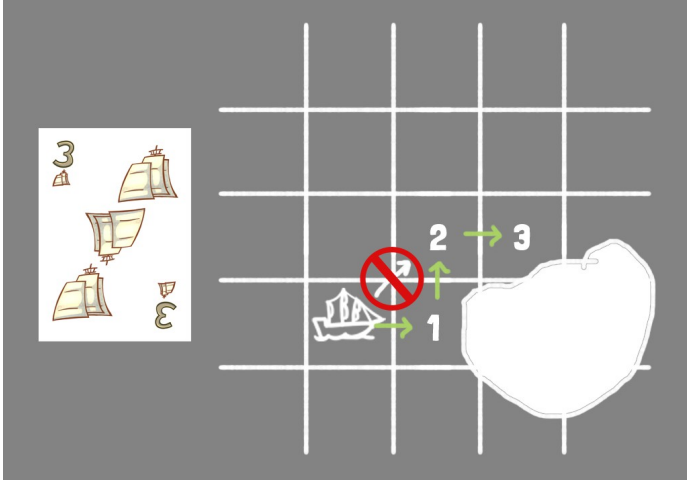
During your turn you can take as many Actions as you're able and want to, in ANY order. *Move, Shoot, Move. Or Shoot then Move. Or Pillage then Move then Shoot.*

For all actions, except shooting, you must be in the same square as the port, x, or player. *(With shooting you must be in the same space or one of the 8 surrounding spaces, with line of sight between the centers of each space. [You cannot shoot OVER islands!])*

You can play as many of the appropriate cards as desired, needed, or wanted in any Action.

**-Move-  
(Sail cards)**

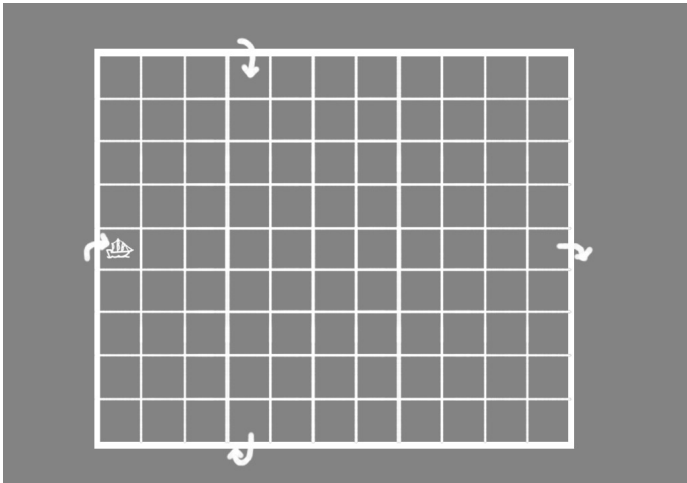
Play Sail cards to move. You can move up to the number listed on the card.



-EACH ROUND, YOU ALSO GET 2 FREE MOVE POINTS. (These free points cannot be added to battles. They CAN be split into separate moves.)

-You can't move diagonally, or through land.

-You may WRAP around the board, moving from any edge to a free opposing edge, as a move.



**-Pillage-  
(Cannon/Sword cards while in a Port square)**

WINS: Treasure + Infamy

Pillaging is the only way to get Treasure from the Treasure deck, plus it gives you an Infamy token! Sail to any open Port and fight their random wild defenses with Swords and/or Cannons to Pillage.

1. Play as many **Swords AND/OR Cannon** cards as you want, face up on the table.
2. Draw **3 Action** cards from the deck.
3. If your card total beats the total deck draw (the Deck counts all Action types), you've pillaged the port! (Failed attacks do nothing but damage your pirate ego and waste cards.)
4. Discard all played and drawn cards.



**If you pillage successfully:**

- Take 1 Infamy token from the public pile
  - Take 1 Treasure card and place it face up in front of you.
- (Note: Any Treasure cards you are carrying must always be placed face up in front of you.)
- Add a Closed counter to the port (set it to 3). While the counter is on the board, you may not pillage that port! They're rebuilding, for gosh sakes!

## **-FIGHT ANOTHER PIRATE-**

**(Cannon OR Sword cards while next to, or in the same space as another pirate)**

When you are near another pirate carrying Treasure or with too little damage, yeh may want to fight them!

To board you must be in the same space, to shoot you must be in the same space or a surrounding space (not blocked by land). (Draw a line from the center of one space to center of the other.)

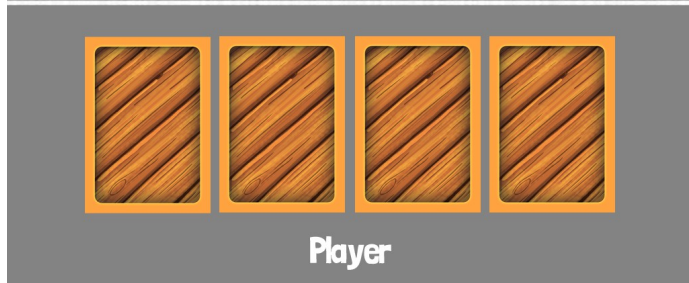
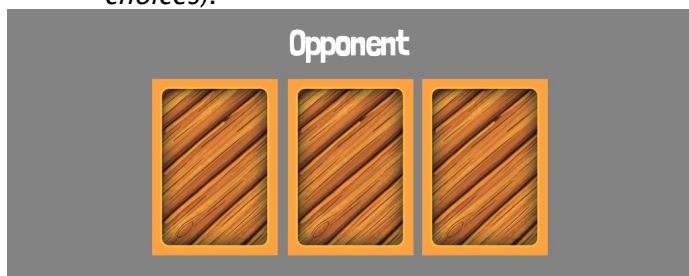
Both pirates in a fight must choose one response:  
**-Board (with only Swords) or**  
**-Shoot (with only Cannons) or**  
**-Flee (with only Sails)**

### **The FIGHT:**

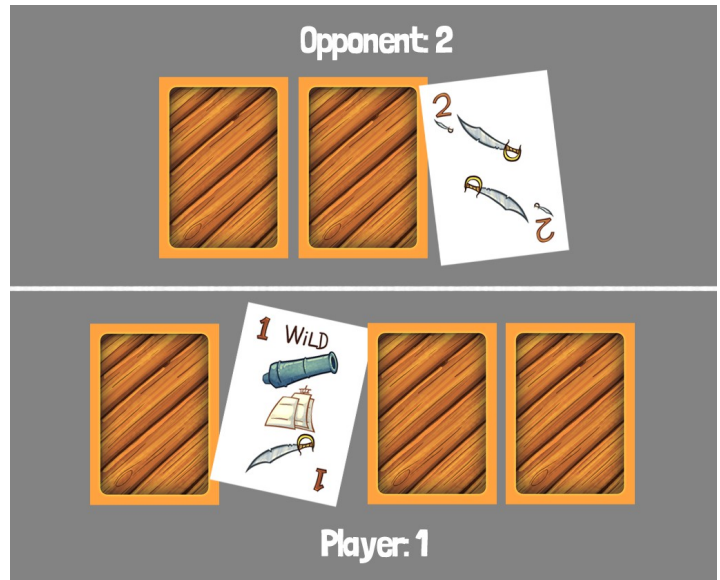
1. The attacker lays, face down on the table, all of their attack cards, declaring whether they are Boarding or Shooting.



2. The defender draws one Action card (if their hand is not full).
3. The defender may either concede the battle (take the loss, but keep the drawn card) or engage! If engaging, the defender lays down their response (*only one of the above choices*).



4. Each player shuffles their attack cards.
5. Each pirate flips and reveals one card.



6. (At this point, if there are unflipped cards, the defender may choose to concede the battle and keep any of their unflipped cards. Otherwise repeat step 5 and 6 until all cards are flipped.)



7. Whichever pirate has the highest total is the winner of the fight!

## **-End o' the Fight-**

Pirates discard all played cards. (Only a conceding defender will ever keep cards.)

### **LOOT:**

The outcome is determined by what card type won the battle.

### **Swords**

The winner may take any and all Treasure cards the loser is holding on their ship.

*\*If the loser is carrying no Treasure, the winner may take one of the loser's Infamy.*

*(Treasure cards do not count toward Infamy score until the end of the game.)*

### **Cannons**

The winner gains 1 Infamy from the public pile.

The loser gains 1 Damage Token.

*\*And if the loser is more infamous, the winner also takes 1 Infamy from the loser.*

### **Sails**

The winner may sail as many spaces away as cards they won with.

### **Ties:**

In the case of a tie, both players win.

## **(Clarifying details)**

-If one pirate's cards are fully revealed at any point, the other must now reveal all of their cards. e.g. If one player has 3 cards and the other 6, once the one player reveals their 3<sup>rd</sup> card, the other player must reveal their remaining cards.

-You CANNOT do the same Action to the same player twice during your turn. E.g. you cannot Shoot one player then Shoot them again.

-You MAY do different attacks to the same player, or the same attack to different players.

-If someone is shooting from a space away and the defender wants to use Swords, the defender moves for free into the attacker's space.

## **-Bury a Treasure card you are carrying- (Action cards while at an X)**

You may want to bury Treasure to protect it and open up space on your ship. (Each Treasure card you are carrying reduces your maximum hand size by 1 [except cards with a "no-weight" icon].)

To bury, when at an unmarked X or one you've already buried at:

1. Spend [Discard] as many Action cards as your Treasure is worth.

2. Flip the Treasure card face down in front of you.

You may only bury at one "X". Once you bury at an "X", place a marker on that "X" and a marker of the same color on top of your flipped card[s]. You may bury as much as you want at your "X", as long as you have the cards to do it.

## **-Dig for a buried Treasure card- (While at an X with buried Treasure)**

**DIGGING ENDS YOUR TURN. YOU MAY DO NO MORE ACTIONS AFTER DIGGING.**

Draw an Action card. If it's a 3 or a 4, take one random Treasure card from that player's buried Treasure. If more than one Treasure is buried at that spot, keep drawing until unsuccessful.

(You do not have to draw to dig up your own Treasure. But digging up any Treasure, even your own, still ends your turn.)

## ENDING THE ROUND

### -Bidding-

When the last player has taken their turn, bidding begins. Any player who wants to may place 1 or 2 of their remaining cards face down on the table. When each player that wants to has played cards, all players flip their hands. The player with the highest total on the cards (type doesn't matter) gets to choose who starts the next round, and whether play goes clockwise or counter-clockwise. Discard all bid cards.

The winner may see her new cards before choosing turn order and direction.

Players do not have to bid. In the case of a tie, the winners draw Action cards one at a time until there is a winner.

### -Set up next round-

1. Each player discards any cards they do not want.
2. Each player draw back up to 8 cards (including carried Treasure cards)
3. Move any Locked Port counters down by 1. If zero, remove from the board, and the port is open again.

## EXTRA RULES

### -Quests-

Quests are a way to get a bunch of Infamy, quick!

Whenever a player completes the action listed on any Quest card on the table, they receive the Infamy tokens listed on the card, and that Quest is discarded off the table.

For Delivery Quests, go to the Port listed and spend as many Action cards as the Treasure card is worth. Then discard the Treasure card from the game. (*Delivery is only available when listed on a Quest. You may deliver to a closed port.*)

### -Death-

If a pirate gains 4 Damage Tokens, they are sunk!

The first pirate to die is out for the remainder of that round and returns next round as the GHOST PIRATE! (Set aside that pirate's Infamy score.)

### -Ghost Pirate!-

The Ghost Pirate starts a new score and a new hand of cards. The Ghost can die if it takes 4 Damage. The Ghost Pirate plays identically to other pirates except in the following two ways:

-The Ghost cannot interact with land. The Ghost CANNOT Pillage, Dig, or Bury Treasure. The Ghost CAN move through land. The Ghost CANNOT attack while inside land and cannot end their turn inside land.

-Treasure cards do not affect the Ghost's Hand size. The Ghost may carry any amount of Treasure. If the Ghost is boarded, the boarding pirate may take one Treasure by choice.

(The player with the Ghost Pirate has 2 scores, their living score and their dead. Whichever is higher at the end of the game is that player's score. Buried Treasure is counted only toward that player's living score.)

## **ENDING THE GAME**

**If any of the following conditions are met:**

- 2 pirates have died,
- All Quests are complete,
- All Treasures have been Pillaged

**This becomes the final round!**

Finish the round, then tally up all Infamy (Tokens and Treasure card Infamy). The pirate (alive or dead) with the most Infamy wins!

*(In the case of a tie, the pirate with more damage wins, because pirates are proud of their despicableness!)*

## **SOME CLARIFYING DETAILS**

**Hand Size**

-A pirate can only hold 8 cards at once, between Action AND Treasure cards.

-Unless marked with the "No Weight" icon, a Treasure card takes space in a pirate's hand. This means that a pirate carrying 2 Doubloon cards can only have, at most, 6 Action cards.

-Buried cards are NOT part of a pirate's hand. They are still owned by that pirate (and count toward that pirate's Infamy at the end of the game).

**Stealing**

-Stealing is any time a pirate takes a Treasure card from another pirate. If a pirate digs up another pirate's Treasure card, that IS considered stealing.

-Taking Infamy tokens from another pirate is NOT stealing.

**Infamy-related special cards**

-Any card that gambles, changes, or otherwise affects Infamy ONLY affects Infamy gained from the public: pillaging, shooting, and Quest completion. It does not affect Infamy tokens stolen from other players.

**Discard pile**

You should discard all Action cards to a single pile. When the Action stack is empty, shuffle the discard pile and place the cards back as the rejuvenated Action deck.

**-Quirks-**

After players have experienced the game once or twice, they may enjoy playing with Quirks for a more advanced and chaotic experience!

Each Quirk is a special rule that applies only to that one pirate. It does not take up space, it cannot be traded.

**TO USE:**

At the beginning of a game, shuffle the Quirk deck and place it alongside the Treasure deck.

When a player wins infamy for the first time, they may draw for a Quirk card. Reveal the top card. The player may either take that, or blindly accept the next card. Each subsequent player may take a revealed card or blindly accept the next unrevealed card.

# **“Skirmish Mode”**

## **For 3–4 players**

### **A shorter game with a few differences**

If you don't have many players or want a quicker round (30–60 minutes), you may consider playing this way.

#### **Differences (from base rules)**

- Each pirate starts with 3 Infamy.
- Only use 6 Treasure cards: 1 Treasure Chest, 2 Exotic Goods, 2 Doubloons, and then shuffle in 1 random other card, including special cards.
- There are no Quests.
- Pirates do not gain Infamy when pillaging.
- Pirates dig up Treasure when drawing a Wild card (rather than a 3 or 4).
- A pirate is sunk after 3 Damage (rather than 4).
- Players may bury at multiple X's (different players still may not bury at the same location).

#### **Victory Conditions**

Mostly the same as before. Again, the round gets to play out once the end condition is met.

- 2 pirates die.
- All Treasures have been pillaged.
- A player has 4 Infamy points worth of Treasure buried (at once).

## ACTIONS

Must be in the same square as the object/player you want to Act with (except when shooting).

### ***-Move (Sails)***

Move up to the number listed on the card. Each round, you also have 2 free move points.

### ***-Pillage (Cannon AND/OR Swords @ an open Port)***

WIN: 1 Treasure Card + 1 Infamy Token

### ***-BOARD(Swords) OR SHOOT (Cannons) A PIRATE-Swords Win***

Winner: Take any/all Treasure Cards on-board loser's ship.\*

#### Cannons Win

Winner:+1 Infamy Token\*, LOSER: +1 Damage

#### Sails Win

Winner: Flee as many spaces as cards played

### ***-Bury a Treasure card you are carrying***

Spend as many Action cards as Treasure is worth.

### ***-Dig for buried Treasure @ X with buried Treasure***

Draw an Action card. If it's a 3 or a 4, take one random Treasure card from that player's buried Treasure.

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Must be in the same square as the object/player you want to Act with (except when shooting).

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