

Welcome to the Sea of Troubles, ya 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. Doubloons, Exotic Goods, etc..)
- & Infamy tokens

Each player has:

- A ship
- With health
- (& for advanced play, a Quirk)

There are also:

- Quest cards

And for clarity:

- Locked port counters
- 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. Shuffle and set the Treasure deck face down (the Treasure deck)
3. Each player gets 4 ship health
4. Each player place a ship and buried treasure marker on a square with an X
5. Finally, deal N+1 Quest cards face up on the table, where N is the number of players

-Set Sail!-

Person who most recently stole something goes first, play goes clockwise.

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.

1. One player starts, taking as many Actions as desired or possible, then play moves to the next player.
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.

-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).

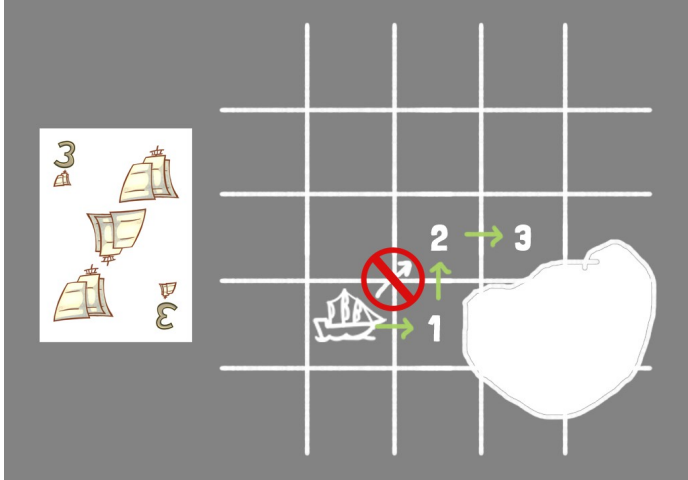
During your turn you can take as many Actions as you're able and want to, in ANY order. *Move, Shoot, Move. Or Shoot then Move. Or Pillage then Move then Shoot.*

For all actions, except shooting, you must be in the same square as the port, x, or player.

You can play as many of the appropriate cards as desired/needed in any Action.

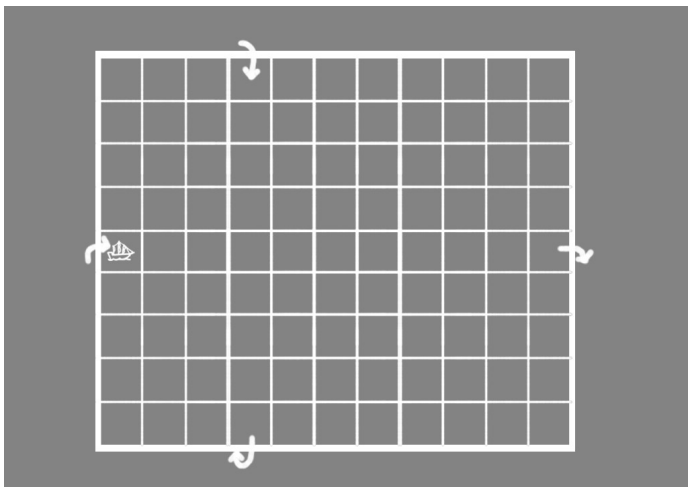
**-Move-
(Sail cards)**

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



-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.



-Each round, you also get 2 free move points. (These free points cannot be added to battles. They CAN be split into separate moves.)

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

WINS: Treasure + Infamy

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



LOOT:

- 1 Infamy token from the public pile
- 1 Treasure card

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 much health, yeh may want to fight them!

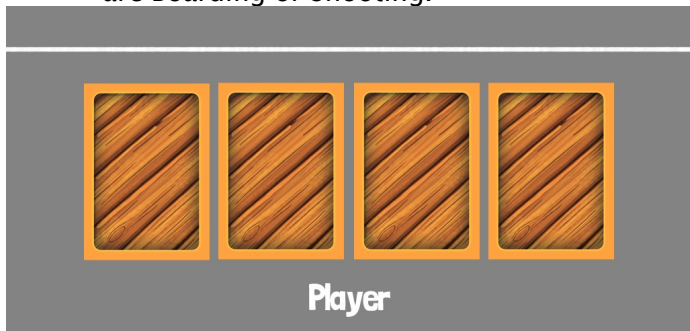
To board you must be in the same space, to shoot you must be in the same space or a surrounding space (not blocked by land).

Both pirates in a fight must choose one response:

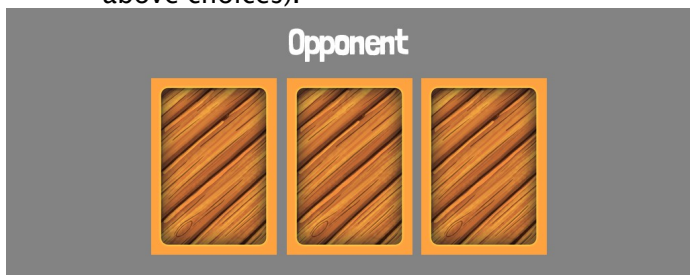
- Board (with only Swords) *or*
- Shoot (with only Cannons) *or*
- Flee (with only Sails [defender only])

The FIGHT:

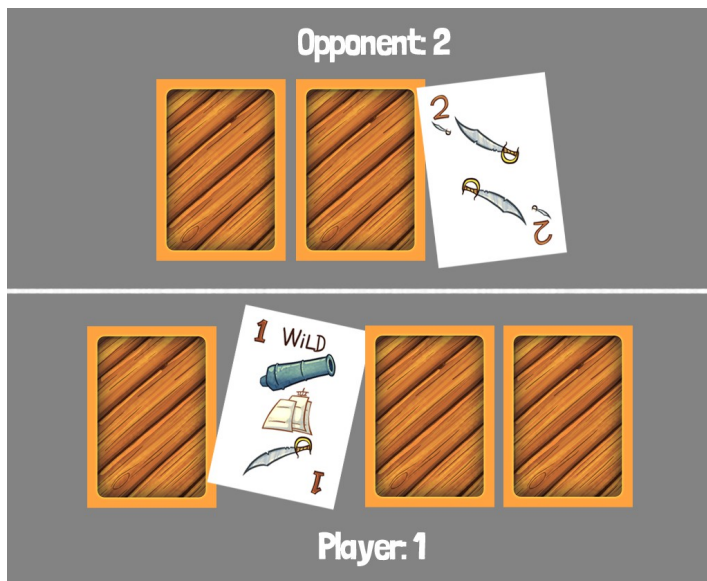
1. The attacker lays, face down on the table, all of their attack cards, declaring whether they are Boarding or Shooting.



2. The defender draws one Action card (if their hand is not full).
3. The defender may choose to 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 pirate flips one of the other's cards.



5. (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 4 and 5 until all cards are flipped.)



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

-End o' the Fight!

Pirates discard all played 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.)

Cannons

The winner gains 1 Infamy from the public pile, and if the loser is more infamous, also steals 1 Infamy from the loser.
The loser discards 1 health.

Sails

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

-Bury a Treasure card you are carrying- (Action cards while at your starting X)

Spend as many Action cards as your Treasure is worth. Flip the card face down and place underneath your buried treasure token (that's not on the map).

-Dig for a buried Treasure card- (While at an 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. If more than one Treasure is buried at that spot, keep drawing until unsuccessful.
Digging ends your turn.

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

ENDING THE ROUND

-Bidding-

When the last player has taken their turn, bidding begins. Any player who cares about the next round's turn order may place up to 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-

Each player discards any cards they do not want.

Each player draw back up to 8 cards (including carried Treasure cards)

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 listed 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.*)

-Death-

If a pirate loses all their health, 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, with a new set of health, and a new hand of cards. 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 or fight while 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.

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 less health wins, because pirates are proud of their despicableness!)

SOME MORE 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).

Fighting

-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 3rd 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, move the defender into the attacker's space.

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 from another pirate is NOT stealing.

Discard pile

You should discard Action cards to a single pile. When the stack is sufficiently full, shuffle the discard pile and place the cards back at the bottom of the Action deck.

Ghost Pirate

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.

ADVANCED RULES