



THE CODE

(How to play Beards and Booty)



Take on one of the ultimate Creatures of the sea!
All players must work together to take out the Creature.

SETTING SAIL SOLO OR CO-OP

- Play solo to claim the glory for yourself...
- Play semi-cooperatively and decide when to fight the Creature... or each other...
- Play a pure co-op version that focuses the fight on the Creature...

If playing semi-cooperatively, whoever has the greatest Reputation when the Creature is defeated earns a promotion to Fleet Admiral and wins the game! If playing the pure co-op or solo version, defeat the Creature before it defeats any of the players.

TREASURES UNTOLD

(What you need to play)

To play, each player needs one unique Player Sheet and two game pieces* (one for Reputation and one for Gold). You will also need 5 six-sided dice. If you do not have enough dice for each player to have 5 dice of their own, just pass the 5 dice to the player taking their turn.

For the Creature, print off one Creature sheet of your choice and find one more game piece* to track their Reputation.

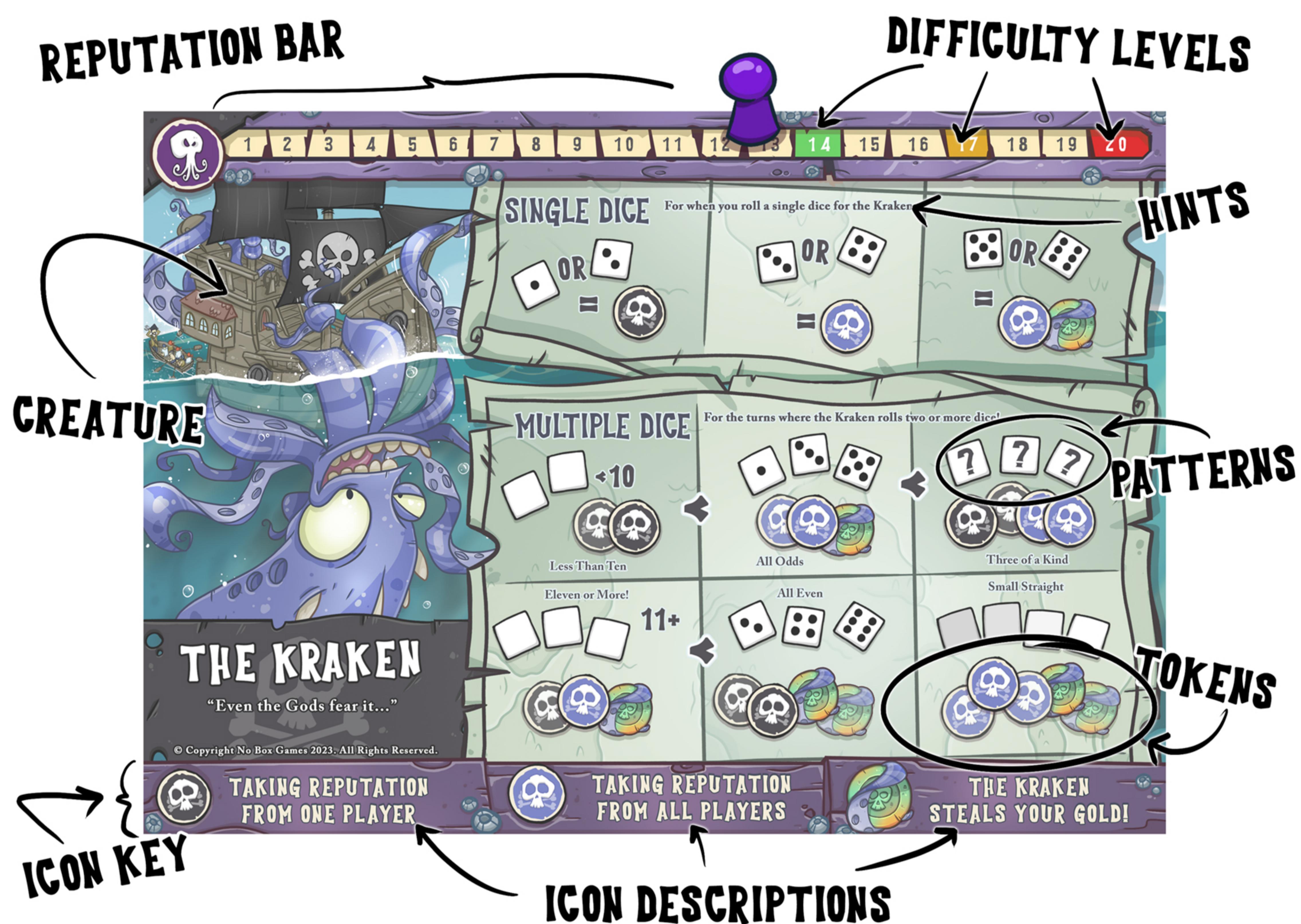


*In true pirate fashion, you can use whatever you have in hand/ hiding at the bottom of your pocket for your markers.

READY THE SHIP

(Setting up)

Have players choose their Player Sheets as usual. Set the Creature's sheet in the middle of the table, then choose what difficulty you want to play at:



- ① Easy game? Start the Creature's piece on the **green** box of their Reputation track.
- ② Normal game? Start on the **orange** box of their Reputation track.
- ③ Ready for a challenge? Start on the **red** box of their Reputation track.

Hand the five dice to the ~~oldest~~-most experienced salty sea dog at the table and let the game begin!

ANCHORS AWAY

(How to Play)

In the semi-coop version, a few rules are different from the standard competitive game:

- ④ Damage tokens can damage the Creature or other players - you choose!
- ⑤ Fame tokens can restore the Reputation of any player, not just your own.
- ⑥ Fame tokens cannot be used to heal the Creature.

In the solo and pure co-op version, a few rules are different from the standard competitive game:

- Damage tokens can only damage the Creature - you cannot hurt other players.
- Fame tokens can restore the Reputation of any player, not just your own.
- Fame tokens cannot be used to heal the Creature.

Whichever version you play, roll dice to form sets as usual. Collect Damage tokens to do damage, Fame tokens to restore Reputation, or Gold for future use.

When finished with your turn, take all of the dice not used in your combination and roll them once. This is the Creature's roll, and it will always help the Creature, hurt the players, or potentially both. Resolve the roll, then play continues clockwise. If the rolled dice match two or more patterns, choose the highest-numbered pattern.

A couple things to know about the Creature's roll:

- In general, good rolls for them are bad rolls for you!
- The higher the number is, the more damage it will do.
- The more dice you let them roll, the more likely they are to do more damage.

The Creature might steal gold from players, and it will go to the bottom of the ocean. If you lose gold, subtract it from your count.

HOIST THE COLOURS

(Winning the Game)

In the semi-coop version:

If the Creature has been defeated (reduced to 0 Reputation), the player with the most Reputation wins. If tied, the tied player with the most Gold wins. If still tied, the tied players share the victory.

If any player's Reputation has been reduced to 0 before the Creature has been defeated, all players lose immediately.

In the solo and pure co-op version:

If the Creature has been defeated (reduced to 0 Reputation), all players win!

If any player's Reputation has been reduced to 0 before the Creature has been defeated, all players lose immediately.



THE CREW

(Credits)

Thank you for reading all the way through our rulebook and we hope this helps you to understand how to play – and hopefully enjoy – a game of Beards and Booty. We hope you enjoy playing it as much as we did in making it! If you are looking for more help or advice, make sure you check out our website at www.NoBoxGames.com.

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