



THE CODE

(How to play Beards and Booty)



SETTING SAIL

(The Story)

Many tides ago, the seas shook to the sound of cannon fire, the roar of Captains bellowing orders, and the creaking of unfurled sails. These Captains took to the decks of mighty Sloops, Schooners, Brigantines, and Galleons in their search for freedom, wealth, and glory in a time known as the Golden Age of Piracy!

But who amongst these fine figures of fortune was the greatest of them all?

Well now, that's what we're here to find out! Print your pages, grab your dice, and choose your Captain as we set sail... for a game of Beards and Booty!

TREASURES UNTOLD

(What you need to play)

To play, each player needs one 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.

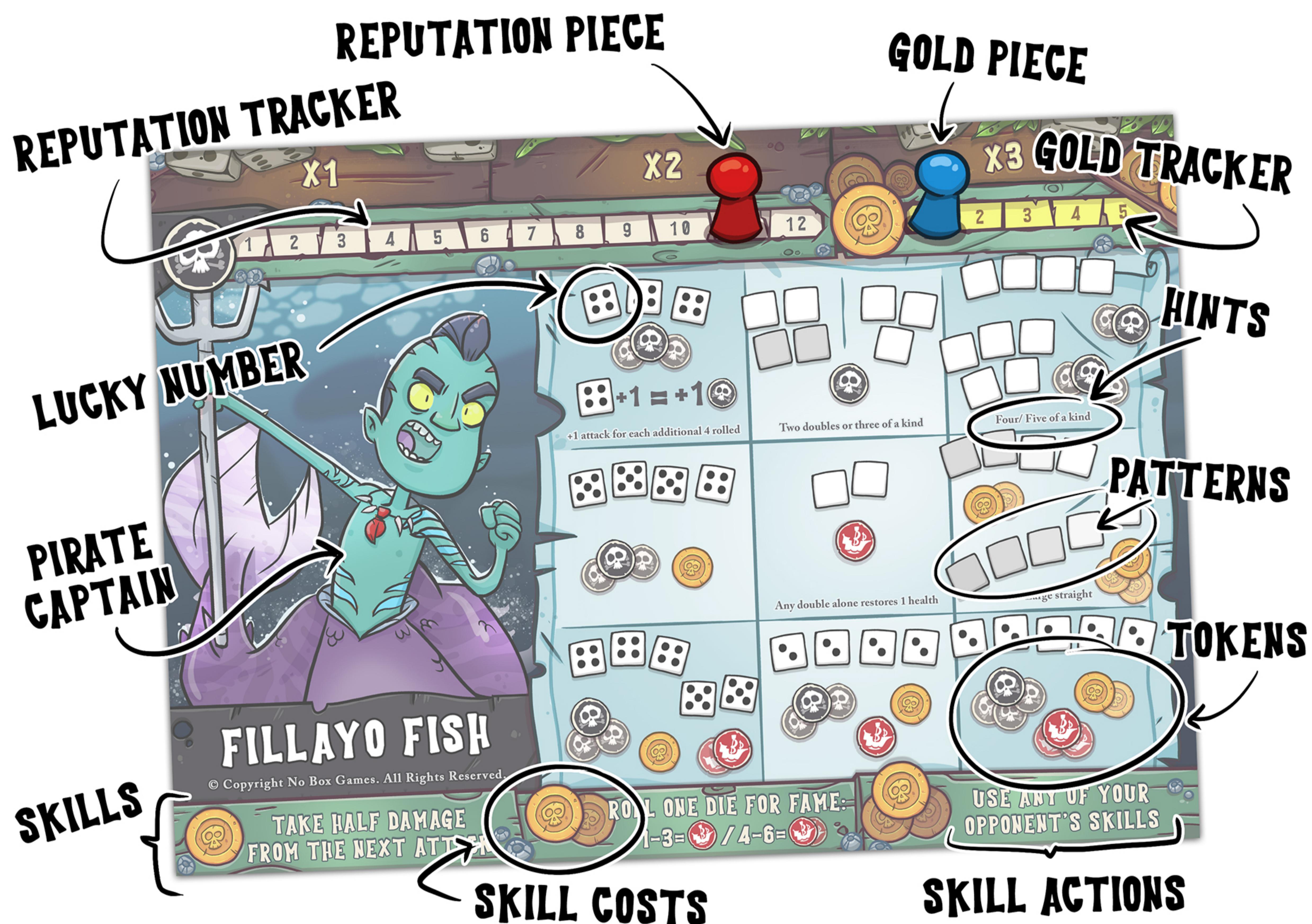


*In true pirate fashion, you can use whatever you have handy for your game pieces - cubes, pawns, or small coins work fine.

READY THE SHIP

(Setting up)

Each player chooses a unique Player Sheet and places it in front of them:



Place one piece on the number 12 of your Reputation tracker and the other piece on the Gold coin of your Treasure Bar. You'll move this onto the numbers once you earn yourself some Gold!

Play starts with the oldest most experienced salty sea dog at the table.

ANCHORS AWAY

(How to Play)

The game sails in a clockwise direction around the table. On your turn, you must follow The Code. You first roll all of your five dice. After your first roll, you may roll one or more dice at a time. You may roll each individual die up to three times. (*This is different from other dice-rolling games, and it means you can reroll more than twice!*)

After each roll, keep the dice above your player board. Dice that have been rolled once belong in the left '1' section, while dice that have been rolled twice belong in the middle '2' section. Once a die has been rolled three times, place it in the right '3' section - it cannot be rolled anymore this turn unless a special Gold action allows it.

After you have finished rolling, you may purchase and use one Skill with your Gold. Do this *before* doing any damage or moving your game pieces. Each Captain has three unique

Skills shown at the bottom of their player board. Subtract the Gold spent by moving your Gold piece down the Treasure Bar as many places as the Skill cost.

Note: you cannot use the Gold you are about to earn - use it on a future turn.

Finally, resolve your rewards from one of the patterns on your Player Sheet that match your dice. (If your dice match more than one pattern, you get to choose one.) The more complex or unlikely the pattern, the better the reward!

If you earned any Damage Tokens, choose an opponent or opponents to direct your attacks at. If you earned any Fame Tokens, move your Reputation piece up your Reputation tracker. If you earned any Gold, move your Gold piece up your Treasure Bar.

There are three types of Tokens to earn by matching the patterns:

DAMAGE



Damage is the most common reward in the game. Each Damage Token earned forces an opponent of your choice to lose one Reputation (they must move their Reputation tracker one space to the left for every Damage Token received). If you wish, you may divide the Damage Tokens you have earned amongst multiple opponents.

FAME



Pirates once used a red flag to show there would be no mercy – a fearsome reputation boost that would strike fear into their enemies!

In Beards and Booty, each Fame token gains you one Reputation. Move your Reputation piece one space to the right for each token you earn.

GOLD PIECES



Gold is the currency you can spend to use the three Skills at the bottom of your Player Sheet. Note that each Skill has a different cost and that you can only have a maximum of 5 Gold available.

Spend them while you have them!

HOIST THE COLOURS

(Winning the game)

The game is over when there is only one Pirate left with any Reputation, after all others have been reduced to 0 and their Reputation Marker is on the Skull and Crossbones.

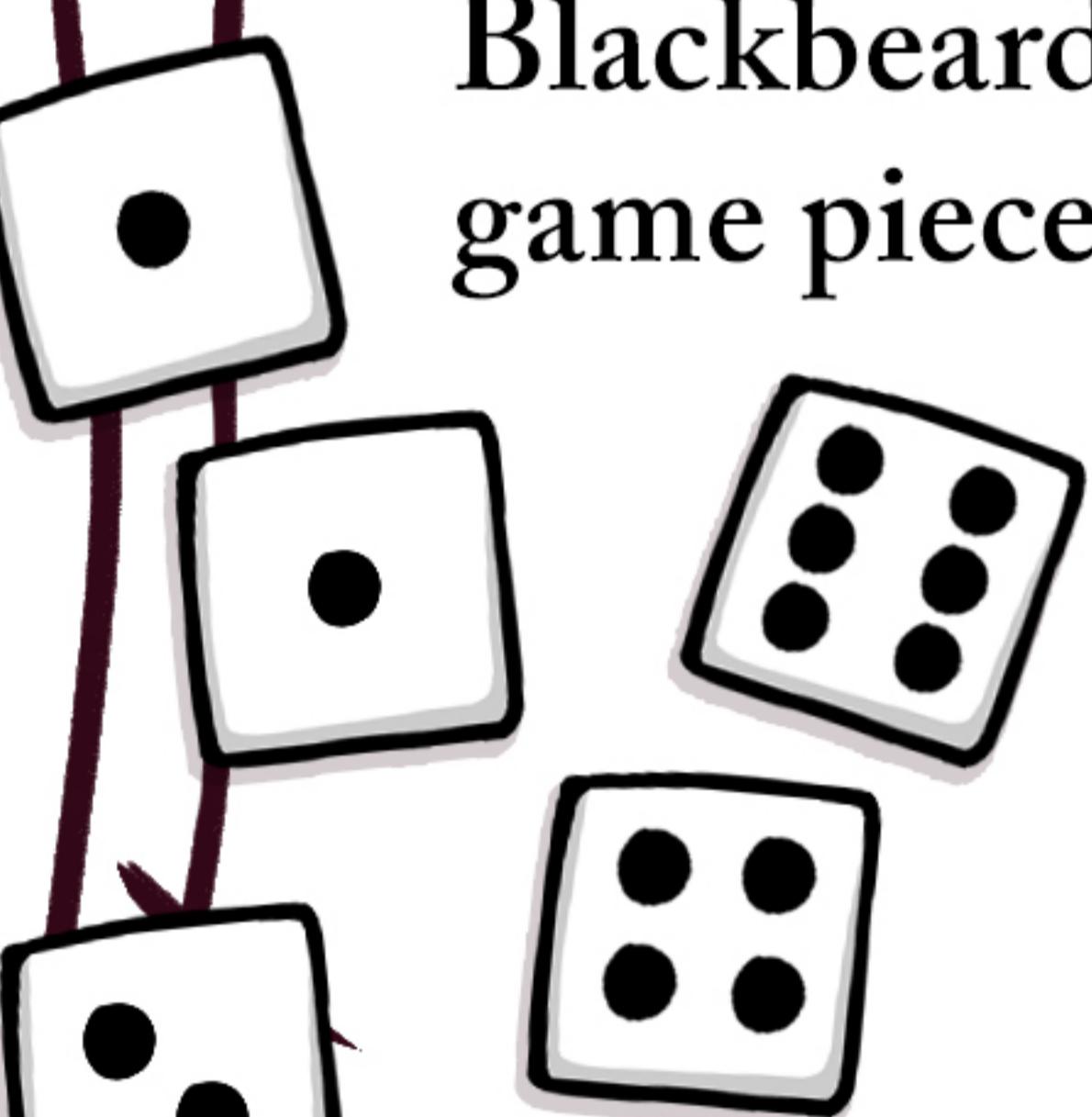


PIRATE LORE

(An example turn)



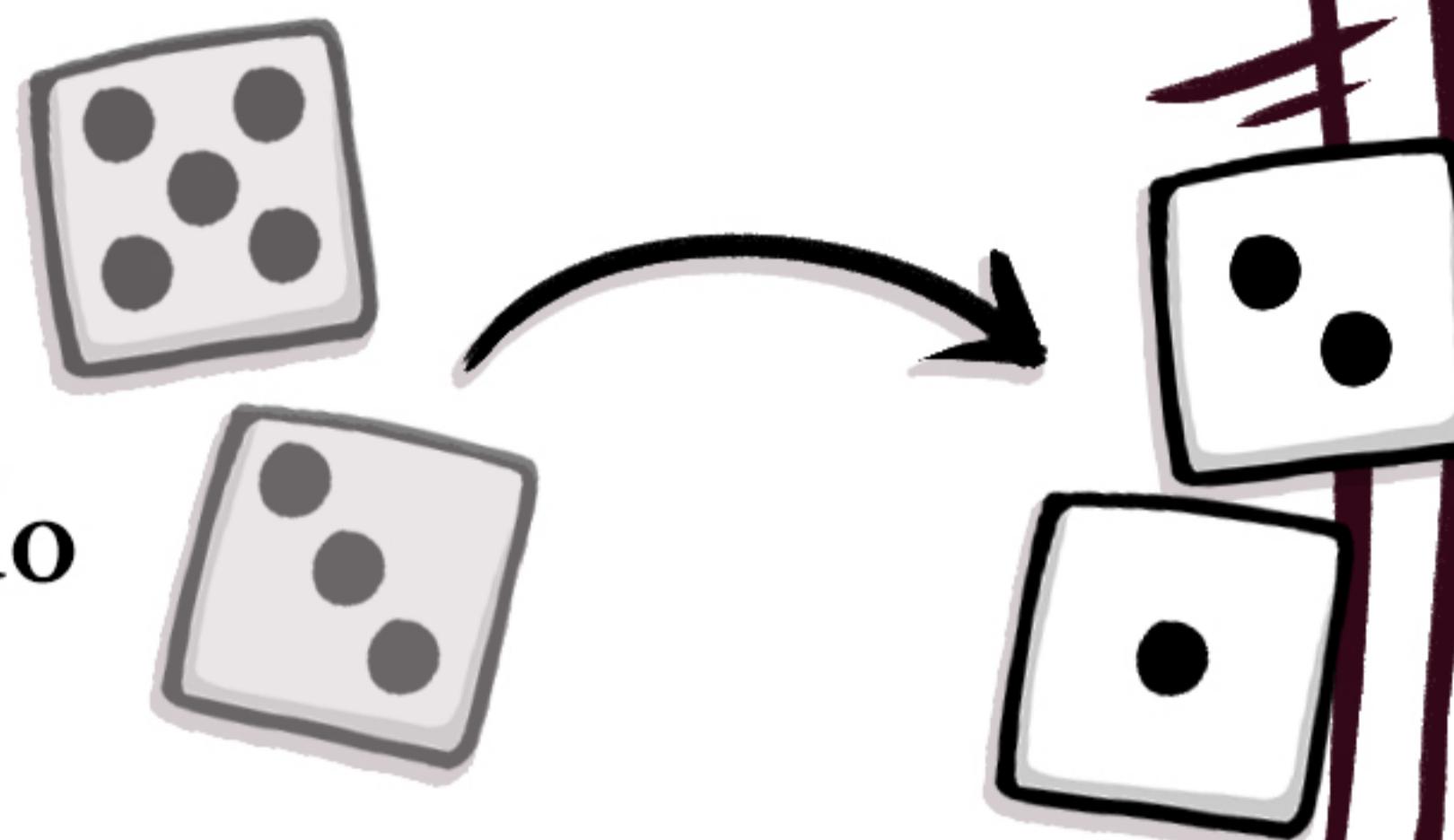
We join our Pirates mid-game - one player is Ching Shih while another is Blackbeard. Blackbeard begins his turn with his Reputation piece on 9 and Gold piece on 2. Ching's game pieces are on 10 and 1.

 Blackbeard rolls his dice and gets a 1, 1, 2, 4, and a 6 – a good start for him! Already he has enough to gain a Fame token with his two 1's.

Blackbeard aims for the pattern in the bottom left of his map. He rolls the 2 and 4 a second time, hoping to gain another 1 and a 6 to match the Pattern.

Instead, he rolls a 3 and a 5. Not willing to give up, he rolls the same two dice one last time and gets a 1...and a 2. So close!

With a third 1 (*and 1 being Blackbeard's Lucky Number*), he could do three Damage to Ching (see the upper left corner box)...

 But Blackbeard has one more option open to him. At the cost of 2 Gold, he purchases his middle Skill: Change the Value on One Dice.

Using this Skill, he changes the 2 to a 6 and completes the pattern!

This means he deals 3 Damage to Ching Shih's Reputation, moving it down to 7, gains 2 Fame Tokens to move his Reputation piece up to 11, and gains 1 Gold to his Gold Tracker back up to 1.

How the tables have turned! But the battle is not yet won, as now is Ching Shih's turn to roll...!

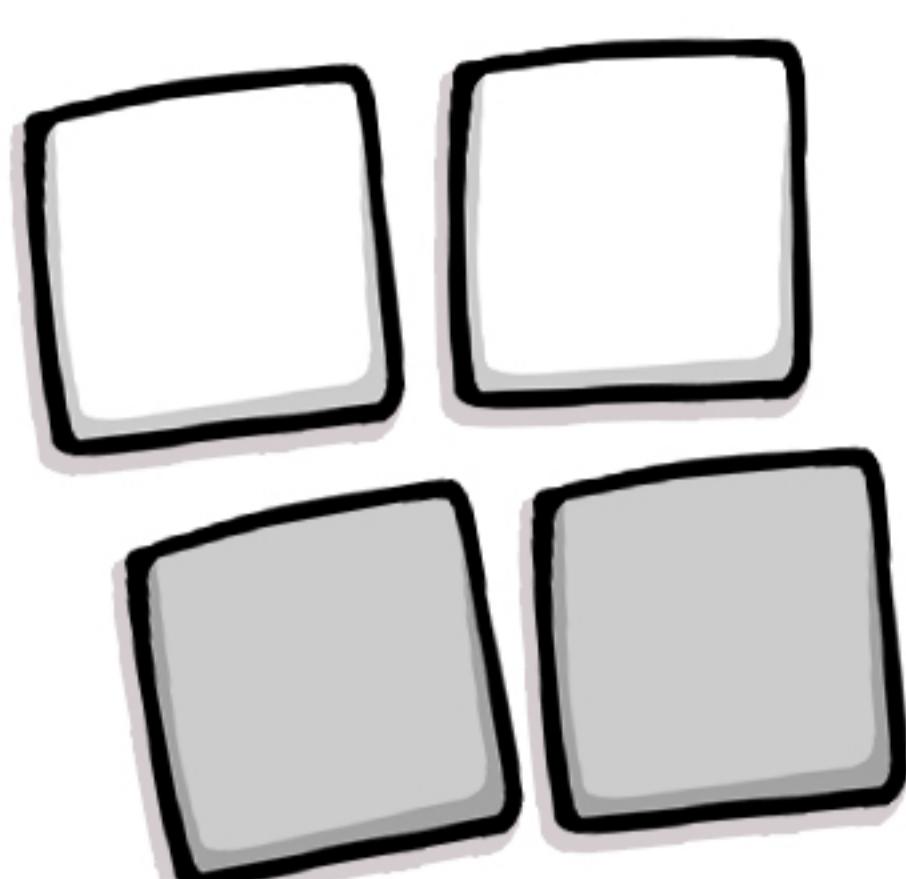


X MARKS THE SPOT!

(What the various shapes on the map mean)

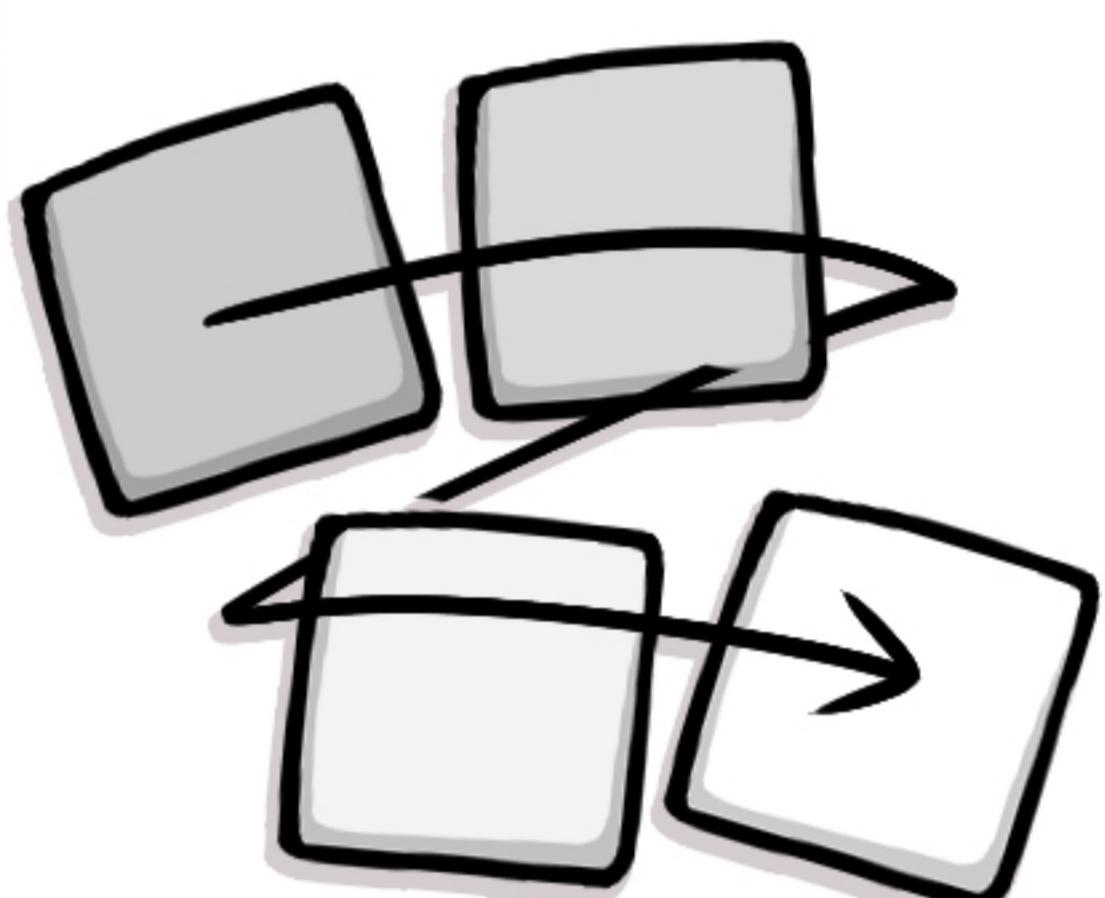
The treasure map on your Player Sheet not only shows you the rewards you can win, but also the patterns needed to achieve them! However, the journey ahead could be confusing if you are navigating these waters for the first time, so allow us to give you an idea of what each square means.

BLANK WHITE OR GREY BOXES



A pattern with the same color cubes but no dots means that you can match the same number on the dice, it does not need to be any specific face.

For example, to match the pattern on the left, you need any two pairs: two 2's and two 6's, etc.



DARK GREY TO WHITE = STRAIGHTS

The patterns that start with a dark cube next to the lighter ones represent a straight. To match the pattern on the left here you could make 1, 2, 3, 4, or 2, 3, 4, 5, or 3, 4, 5, 6!

LUCKY NUMBER



Each Pirate has their own Lucky Number. If you roll 3 of your Lucky Number (as shown in the upper left corner of your Player sheet), you will gain 3 Damage Tokens. Each additional Lucky Number you roll will add another Damage Token to your reward, making it possible to gain 5 Damage Tokens in one turn!



PLAYING WITH KIDS?

The center space on every player board awards one red flag for rolling a pair. If playing with kids, award them two red flags for rolling a pair instead. This will help keep them in the game longer.

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.

Game designer and illustrator: Kristian Fosh, NoBoxGames.com

Logo design: Cold Castle Studios, ColdCastleStudios.com

Development and marketing: Chris Backe and Roque DeLeon

Testing crew: Margi, Paul, Milo and Luca Fosh, Tina Luther, Becc Dobie, Adam Smith