



Setup

Shuffle all cards together:
 2-players = 1 deck
 3-players = 1.5 decks
 4-players = 2 decks

- Deal a card face-up to each player. This is your *Piracy Card*. Deal a new card if it:
 - * is a Joker
 - * contains a *Port* (6JQKA)
 - * matches the *suit* or *rank* of another player's card
 Each player should now have a unique *suit* & *rank*. Keep this card face-up throughout the game. Re-shuffle any rejected cards back into the deck.
- Deal 5 cards to each player.
- Deal a starting card face-up in the center of the table.

Gameplay

Each turn, you must either:

- * Play a card that connects properly to an existing card.
- * Discard one or more cards from your hand and shuffle them back into deck.

At the end of your turn, draw your hand back up to 5 cards.

If you played card with a Port, you score points (see "Scoring" card).

Keep track of points by taking cards from the deck and keeping them in a pile face-down in front of you.

Game ends with the deck runs out of cards.

Winner is the player with the most points.

Scoring

You score when you play a Port card (6JQKA).

- * Score 1 point for the Port.
- * Score 1 point for each matching resource connected to the Port.
- * If there are multiple Ports on the Port card, you must choose which 1 to score.

...but

Piracy cards prevent scoring.

- * You do not score points on cards that match the *suit* of your Piracy card.
- * You may not connect through (or score) cards that match the *rank* of your Piracy card.



Scoring Example

Play ♣A and score 3. Points are determined by your Piracy card.

If your Piracy card is	Points
♦ 8	3 pts
♠ 4	1 pt
♠ 9	4 pts
♥ 7	4 pts
♣ 2	4 pts
♣ 5	0 pts

