

# MUTINY GAMEPLAY MANUAL

## WELCOME ABOARD!

A hoy 'matey! Treasure's be what wer after, but the Cap'n' be eyin up to keep er all! That scurrvy dog. We'll play along for now but the last man standin's gonna win all the treasure.

There be Treasure Maps, Coins, Gems.

Don't let all the whirlpools, sea monsters and ne'er do well's scare 'ya!

## SUMMARY

### Game Setup

- Shuffle Cards
- Place Grid
- Determine Order of Play

### Gameplay

- Match Cards

### Winning

- Count coin score
- Count maps score
- Count gem score

## GAME SETUP

Shuffle deck thoroughly. Place cards face down in a square grid seven cards high and seven cards wide for a total of forty-nine cards. Place the rest of the deck aside face down. Determine order of play either by dice roll or whoever cuts the highest card from the deck.

## GAMEPLAY

- 1) The player who goes first flips over a single card from the grid.
- 2) If a *Coin* is revealed the player flips another card.
  - 2.1) If a *Gem* card is revealed then player immediately ends thier turn.
  - 2.2) If a *Rock*, *Sand* or *Bones* card is revealed then that player's turn immediately ends.
  - 2.3) If an *Event* card is revealed the player follows the instructions on the card and then ends thier turn.
  - 2.4) If a *Treasure Map* card is revealed that player must reveal a second *Treasure Map* card in order to flip another card.
- 3) If the two cards flipped match and are not *Gem* cards the player repeats steps 1 and 2. This is called a *Chain*. *Coin* cards *Chain* on two of a kind and *Treasure Map* cards chain on three of a kind. If the two cards revealed do not match they are flipped back over onto thier original place on the grid. *Dud* cards such as *Rocks*, *Sand* and *Bones* when revealed are removed from the grid and placed into a separate discard pile.
- 4) *Chained* cards and *Gems* are to be replaced by cards from the top of the deck.
- 5) Gameplay ends when the grid is empty and there are no more cards left in the deck.

## SCORING

The player with the most gold becomes the *Captain*. Players keep track of thier score using the two D10 dice provided. If two or more players are tied they all become *Captain*. *Gold* amounts are indicated on each card.

## WINNING

The player with the highest *Gold* total wins.

## IRREGULARITIES

An accidental flip of any kind still counts as a flip. If more than one card is revealed by accident, they all are to be shuffled into the deck and replaced by new cards from the top of the deck. A card's instruction text is to be obeyed regardless of the Game Rules.

## CARD TYPES

*Treasure* (86): Gold Coin (16), Silver Coin (36), Copper Coin (36), Gem (8)  
*Dud* (8): Rock, Bones, Sand  
*Event* (6): Mutiny, Trap  
*Treasure Map* (9)

Total: 120 cards.