



ARTICLES OF AGREEMENT

Version 0.1

GAMEPLAY

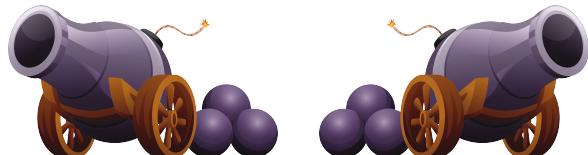
The game is played over a series of six rounds, each of which consists of two or three phases: allocate, vote, and (depending on the outcome of the vote) mutiny.

ALLOCATE

The captain draws seven random treasure cards face up and proposes an allocation of those treasure cards.

The captain must assign a (possible empty) share of the treasure to each player including themselves. Every treasure card must be included in exactly one share.

All players are encouraged to attempt to influence the captain while they try to decide on their proposed allocation. Ultimately, however, the captain can propose any allocation they like.



After each round, steal one random treasure from another character. Lose five points if you have the black spot at the end of the game.



You may discard a pistol at any time to steal one treasure from another character.



Double the point value of one treasure map (limit one message in a bottle per treasure map).



Double the point value of one treasure map (limit one spyglass per treasure map).



Double the point value of one treasure map (limit one compass per treasure map).



Score two points for each treasure map you have at the end of the game.



VOTE

All players simultaneously vote on whether to accept the captain's proposed allocation or to reject it.

Each player must either vote *Aye* to accept the captain's proposed allocation or *Nay* to reject it. Before the game, agree on how you will indicate your votes. A common choice is to use a "thumbs up" gesture to indicate *Aye* and a "thumbs down" gesture to indicate *Nay*.

Note: The captain must always vote to accept their own proposed allocation.

If a majority of the players voted *Aye*:

- Players who voted *Aye* keep their allocated shares.
- Players who voted *Nay* get nothing. Nothing! They must discard their allocated shares.
- The captain retains their position and will serve as captain again for the next round.

Otherwise, including the case of a tied vote, the players who voted *Nay* mutiny (see below).

You may discard a barrel at any time to draw a random secret treasure card.



Score five points if you have the most rubies at the end of the game.



Score five points if you have the most sapphires at the end of the game.



Score five points if you have the most emeralds at the end of the game.



Score a number of points based on how many bottles of rum you have at the end of the game, 0:0, 1:1, 2:4, 3:9, 4+:0.



Score two points for each stack of gold coins you have at the end of the game.



SCORING



- 63 cards
- 62 treasure cards,
- 1 captain card.

COMPONENTS

famous pirates.

If you can secure the most valuable share of the loot, you will win the game and become one of history's most

infamous pirates.
the crew to agree to the proposed allocation.
you want - provided that you can convince a majority of
loot. In practice, however, you can split the loot however
principle, you are all entitled to an equal share of that
dividing some loot that you recently ... acquired. In
You will play as the members of a pirate crew who are
seven players that can be played in about thirty minutes.
Articles of Agreement is a negotiation game for four to

OVERVIEW

MUTINY

During a mutiny, all players who voted *Nay* during the voting phase this round become mutineers and seize control from the captain. When they do, they must:

- Propose an allocation for this round's treasure cards.
- Choose a mutineer to become the new captain.

If the mutineers unanimously agree on both their proposed allocation and their nominee to become the new captain, the mutiny succeeds. In that case:

- All players keep their allocated shares.
- The nominated mutineer becomes the new captain.
Give the captain card to the new captain.

Otherwise, the mutiny does not succeed. In that case:

- All of this round's treasures are discarded.
- The previous captain retains their role.

Note: The mutineers can allocate shares to players who are not mutineers. If the mutiny succeeds, all players must keep the shares allocated to them by the mutineers.

SET UP

- Separate the cards by type.
- Shuffle the treasure cards.
- Deal two treasure cards face down to each player.
- Give the captain card face up to the player who most recently went sailing.

