



# ARTICLES OF AGREEMENT

Version 0.2

## CHARACTERS

Each character card is composed of a character number, a character portrait, and a character ability that can be used once per game.

Character abilities on lower-numbered character cards resolve earlier in the round than those on higher-numbered character cards.

The highest-numbered character will be the captain at the beginning of the game.



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Finally, each player should compute their final score. The player with the highest score wins the game and will be remembered as one of history's most infamous pirates. After the sixth round ends, everyone has a final opportunity to use pistols and barrels. Then, everyone should reveal all of their secret treasures.

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**GAME END**

At the end of the final round, each player scores some number of points determined by the treasures they have collected throughout the game.

## SCORING

## GAMEPLAY

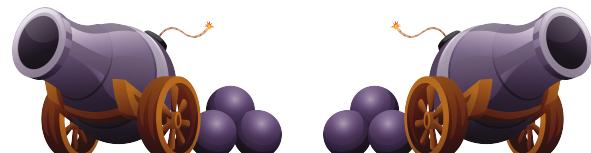
The game is played over a series of six rounds, each of which consists of two or three phases: allocate, vote, and (depending on the outcome of the vote) mutiny.

### 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.



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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.

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

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

Give the captain card to the new captain.

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

If the mutiny succeeds. In that case:

If the mutineers unanimously agree on both their proposed allocation and their nominee to become the new captain,

- Choose a mutineer to become the new captain.
- Propose an allocation for this round's treasure cards.
- Control from the captain. When they do, they must:

Voting phase this round become mutineers and seize control from the captain. When they do, they must:

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



## COMPONENTS

- 70 cards
- 62 treasure cards,
- 7 character cards,
- 1 captain card.

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## OVERVIEW

### MUTINY

## 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.

## SET UP

- Separate the cards by type.
- Shuffle the treasure cards.
- Deal two secret treasure cards face down to each player.
- Shuffle the character cards.
- Deal one character card face up to each player.
- Give the captain card face up to the player with the highest-numbered character card.

**Note:** Secret treasure cards should be kept face down and only revealed at the end of the game for final scoring.

