

Version 0.2

ARTICLES OF AGREEMENT



Designed by Michael Purcell

OVERVIEW

Articles of Agreement is a negotiation game for four to seven players that can be played in about thirty minutes.

You will play as the members of a pirate crew who are dividing some loot that you recently ... acquired. In principle, you are all entitled to an equal share of that loot. In practice, however, you can split the loot however you want – provided that you can convince a majority of the crew to agree to the proposed allocation.

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.

COMPONENTS

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



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.



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.



GAMEPLAY

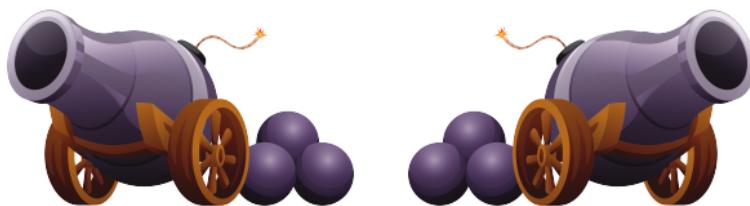
The game is played over a series of six rounds, each of which consists of two or three phases: allocate, vote, and (depending on the outcome of the vote) mutiny.

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.



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.

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.

SCORING

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

There are twelve types of treasure, each of which scores differently. The scoring rules for each type of treasure are described on the **SCORING SUMMARY** reference card and are displayed on the treasure cards themselves.

GAME END

After the sixth round ends, everyone has a final opportunity to use pistols and barrels. Then, everyone should reveal all of their secret treasures.

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.

Design: Michael Purcell

Contact: mike@armiger.games

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SCORING SUMMARY



Stack of Gold Coins (11): Score two points for each stack of gold coins you have at the end of the game.



Bottle of Rum (9): Score 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.



The Black Spot (1): 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.



Emerald (7): Score seven points if you have the most emeralds at the end of the game.



Sapphire (7): Score seven points if you have the most sapphires at the end of the game.



Ruby (7): Score seven points if you have the most rubies at the end of the game.

SCORING SUMMARY



Treasure Map (3): Score two points for each treasure map you have at the end of the game.



Compass (2): Double the point value of one treasure map (limit one compass per treasure map).



Spyglass (2): Double the point value of one treasure map (limit one spyglass per treasure map).



Message in a Bottle (2): Double the point value of one treasure map (limit one message in a bottle per treasure map).



Pistol (6): Each round, you may discard one pistol at any time to steal one treasure from another character.



Barrel (5): You may discard a barrel at any time to draw a random secret treasure card.