



Glossary:

- Player: You and your frenemies.
- Board: The singular main playing space.
- Notoriety: The points you will accrue throughout the game, primarily gained via controlling Hexes and Sinking opponents.
- Doubloons: Currency used to improve your actions, converted to Notoriety at the end of the game.
- Pirate: The asymmetric characters you play as.
- Captain: The pieces used to indicate your Action selections.
- Controlling Hexes: A player controls a Hex when they have pieces “worth” more than any other player in that Hex. page 4
- Pieces: The pieces Players will interact with on the Board:
 - Port: Each Player’s starting location
 - Ships: The Ships belonging to each Player:
 - Sloop: The smaller of the two Ships
 - Galleon: The larger of the two Ships
 - Bounty Marker: The pieces used to indicate a Players’ Bounty
 - Score Tracker: Used to indicate a Player’s overall score
- Hexes: The 19 spaces on the Board that Players may have pieces. There are several subcategories:
 - Ocean Hexes: Hexes without an Island.
 - Island Hexes: Hexes with an Island Piece in them.
 - Empty Hexes: Hexes with neither an Island nor any Player’s pieces.
- Charts: Alternative objectives commonly used to gain Doubloons, there are three types:
 - Treasure Map: Hidden Chart that requires controlling a specific Ocean Hex. Pays a Doubloon per Player. page 8
 - Island Raid: Public Chart that requires controlling a specific Island. Pays Notoriety and Doubloons. page 8
 - Smuggler Routes: Hidden Chart that requires continuous strings of pieces between two Islands. Pays Doubloons relative to path length. page 8
- Actions: There are five main Actions that will allow you to interact with the Board:
 - Sail: Lets you move Ships
 - Steal: Lets you swap Ships
 - Build: Lets you place Ships
 - Sink: Lets you remove enemy Ships
 - Chart: Lets you draw Charts and manipulate play order.

Notorious: <https://williamtheisen.com/notorious.html#home>

Game Start:

1. Shuffle the 19 Treasure Maps together and then reveal 5, placing a random Island on each of the 5 indicated Hexes, then put the 5 revealed Treasure Maps back in the box.
2. Reveal an Island Raid and place it next to the Board. Set the unrevealed Island Raids face down next to it.
3. Shuffle together the Smuggler Routes and deal 2 to each Player.
4. Shuffle and reveal Pirates equal to the number of Players plus one.
5. Starting with the Player who has most recently stolen something (or a random player) and moving left each Player picks a Pirate:
 - a. then places both their Port and two Sloops in an Empty Hex.
 - b. Place a Doublloon on every unchosen Pirate after each Player chooses.
6. Then in reverse order, each player places a Galleon and two Sloops in an Empty Hex.
7. Each player then returns 1 of their two Smuggler Routes to the pile.
8. Shuffle together the unrevealed Treasure Maps and the unrevealed/unchosen Smuggler Routes together into a pile next to the Board.
9. Put on your favourite playlist of sea shanties and set sail!

Game End:

Play until a player has reached 24 Notoriety and then finish the Round. Add together your Notoriety and Doubloons to get your final score! Tiebreaker is the Bounty on each player's Pirate. If it's still tied, agree to terms for a duel. The less fun tiebreaker sequence is after checking bounty then check: Notoriety, number of Islands controlled, number of Galleons. If it's still tied after all this then duel.

Game Loop:

The game is played in rounds (usually 5 or 6 total), each of which consists of three phases. Firstly everyone places their Captains one-by-one to indicate which actions they will be choosing from during their Play phase. Then during a Player's Play turn they take one of their Captains off an Action and perform that Action. When all Players' Captains have been removed, gain Notoriety for Hex Control and then repeat.

Phases:

1. Place - One at a time players place a Captain on an Action in the direction indicated by the Wind. This continues until all Players have placed all of their unlocked Captains.
2. Play - One at a time, in the direction indicated by the Wind, players remove a Captain from an Action and then take that Action. This continues until all Captains have been removed.
3. Pirate - The Pirate Phase has several "sub-phases" in the following order:
 - a. Pirates may have additional actions to be resolved at this time. Resolve these in the order indicated by the Wind (same as the Play Phase)
 - b. Players may check Chart completion at this time.
 - c. Frigates Sink all Ships in their Hexes
 - d. Player's gain Notoriety for each Hex they control.
 - e. Players may then also gain Captains
 - f. Move the Frigates if playing with them
 - g. If a player has the Wind token, they may change the location and direction of the Wind, otherwise it passes in the direction of Place.

Gaining Captains:

You begin the game with two Captains and then when you reach 5 and 12 Notoriety, gain a Captain for the rest of the game starting during your next Place Phase.

Checking Charts:

During the Pirate Phase, after any Pirate Phase Actions have been resolved, Players may turn in Charts they hold that are complete, gaining the reward indicated on the Chart.

Hex Control:

To control a Hex a player must have more Influence in that Hex than any other Player. Sloops give 1 Influence, Galleons give 2 Influence and Ports give 3 Influence. If two or more Players are tied for the most Influence in the Hex, no one is considered to Control the Hex.

Pirates:

At the beginning of the game each Player drafts a Pirate card. These are unique player powers that will significantly affect your strategy during the game. On the back of the Pirate cards are player aides giving the rule text for the five Actions in the game.



Given here are two examples of Pirates and their abilities. You will notice that they may also have downsides, in addition to their powers. The Bounty at the bottom is roughly equal to the power/difficulty of the card (in the designer's opinion and playtesting). The more powerful and easy the Pirate to play, the higher the Pirate's bounty is. The bounties range between 0 and 1000 Doubloons, in increments of 25.

Actions:

Sails:

Move a Ship two Hexes, or two Ships one Hex each.

Bribe (●): Move a Ship one Hex.

Steals:

Replace an opponent's Sloop with one of yours in a Hex containing at least one of your pieces.

Build:

Place two Sloops or a Galleon in a Hex with at least one of your pieces and no enemy pieces or in the Hex with your Port.

Bribe (●): Place a Sloop in the same Hex.

Sink:

Remove an opponent's Ship in a Hex with at least one of your pieces. If you are removing a Galleon you must have at least as much Influence in the Hex as the Galleon's owner. If the opponent is at least as Notorious as you are and you sink one of their Sloops, gain a Notoriety. If you sink one of their Galleons, gain three Notoriety.

Bribe (●): Move a Sloop one Hex prior to Sinking.

Bribe (●): Sink another Ship in the same Hex.

Chart:

Draw two charts and keep one. Gain the Wind Token.

Bribe (●): Either draw another chart or keep an extra chart.

Post-Magellan:

Hexes on the edge of the board are considered to be adjacent to Hexes on the opposite side that they share a “mirrored” edge with. Edges that are considered to be the same have the same flag on them. You can also look at the lines on the board to determine which edge hexes are considered adjacent, and therefore sailable (given there isn’t an impassable Island edge in the way).

Bribes:

Some Actions have a Bribe. When you use one of the Actions during the Play Phase you may also pay a number of Doubloons to improve the action according to the Bribe text. The paid Doubloons come from your Secret Stash. You may pay a Bribe as many times as you choose when you take that action and may choose to pay the Bribes after taking the action.

Wind:

The Wind indicates the direction of the Place and Play rounds.

Charts:

Charts are alternative objectives that allow you to gain Doubloons during the game by completing them. There are three types of Charts: Island Raids, Treasure Maps and Smuggler Routes. Treasure maps are in a single hex while Smuggler Routes are strings of ships between islands. At the beginning of the game two things happen: A single Island Raid is randomly revealed and each player keeps one of two Smuggler Routes that only they can see. Half-way through the game, a second Island Raid is revealed. During the Pirate Phase, if a Player believes they have met the requirements for a Chart they can reveal it to claim the reward (make sure to double check!).

Island Raid:

At the beginning of the game an Island Raid is revealed. During every Pirate Phase if the Island Raid wasn't claimed, add a Doubloon to the Island Raid. An Island Raid cannot be claimed if it has fewer than two Doubloons on it. To claim an Island Raid a player must have a Galleon on and Control of the indicated Island. If they do, they gain 4 Notoriety and all Doubloons on the Island Raid. Reveal a second Island Raid when the first player reaches 12 Notoriety.

Treasure Map:

A Treasure Map shows a single Hex. During the Pirate Phase, if you have a Galleon in and control of the Hex indicated, you may claim the Treasure and gain a Doubloon for each Player.



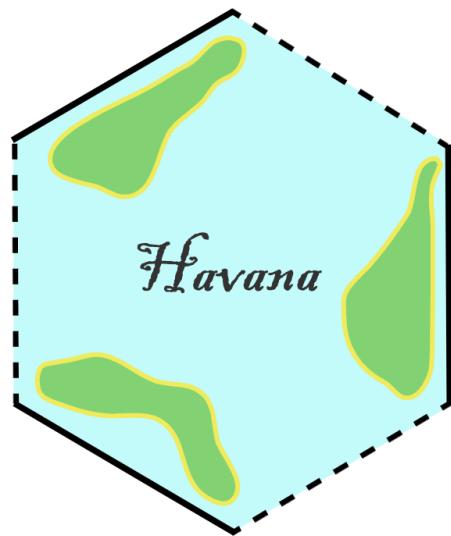
Smuggler Routes:

A Smuggler Route names two Islands. To claim a Smuggler Route you must have a sailable path of at least one piece between and including the Islands shown on the card. When claiming a Smuggler Route, gain a number of Doubloons equal to the number of Hexes on the shortest sailable path of your pieces connecting the two Islands.



Islands:

Islands are special Hexes that are placed at the start of the game and modify how you may Sail around the board. Each Island Hex has a number of impassable edges, edges which you may not Sail across. Look for either the solid lines, or where the islands on the actual artwork are placed to determine where these impassable sides are. Smuggler routes are not considered complete if they try to pass the route through one of these edges. There are five Islands and all five are placed at the beginning of the game, but where they are placed is randomly determined each game. The placement is detailed in the Setup section at the beginning of the rulebook.



Here is an example of what one of the Islands looks like. All Islands have names and icons to help you locate them when looking at a Smuggler Route.

Variants:

The player count variants are entirely optional but they are recommended to help standardize play length. If you want an epic two hour long brawl with 6 players feel free to play without! At two players, you may find the game too short without the variants. You could also just double the score you play to, but the variants are the official, recommended way to account for the variance in player counts.

Two player variant:

Add the Leviathan Chits to the 6 Hexes indicated on the map below:

Leviathans Sink all non-Frigate Ships in their Hex at the same time Frigates would, but they don't move.

Two and Three player variant:

Introduce the East India Trading Company module.

East India Trading Company (EITC):

At the beginning of the game place 4 Frigates in random hexes (these can be determined using Charts just like the Islands, but don't remove these Charts from the game after doing so). During the Pirate Round, before you would gain Notoriety for hex control or check Charts, sink all non-Frigate Ships in the same hex as Frigate. Then roll a die for each Frigate to determine the direction it moves (You can use the numbered compass in the Sail Action area to determine movement direction). If there is an island in the way, the Frigate stays in the same Hex. Players cannot Sink Frigates.

You can play with the EITC module at higher player counts, it just adds some additional overhead. Many players seem to like the module so feel free to play with it at any player count, though consider potentially reducing the number of Frigates you place at higher player counts, it can start to get pretty crowded.

Five and Six player variant:

For five and six players the fourth captain player's unlock is permanently on the 'Sail' action. Sail is almost always useful and speeds up the game by reducing the number of times players have to place a captain. In addition to this, controlling an Island during the Pirate Phase gives an extra Notoriety.

Drafting Variant:

If you bought the collector's edition you also received a deck of 'Plot Cards'. A fun variant is drafting actions during the Place Round instead of doing worker placement (and this also speeds up the game a little due to the simultaneous action selection). So replace the Place Round with the Pick Round.

Pick Round: Deal each player 5 Plot Cards. During the Pick Round players choose one of these cards, setting it face down in front of them. Then after all players have chosen they all reveal their cards simultaneously. Then pass the remaining cards in a direction alternating between Pick Rounds, until all players have drafted actions equal to their Captain count. During the Play Round players discard one of their cards and take that action.

FAQ:

Q: Can I use Steal if I don't have any Sloops left to replace the enemy Sloop with?

A: Yes, you still remove the enemy Sloop from the board, you just can't place one of yours.

Q: Can I use the Sink bribe to sail ships around the board?

A: No, if you pay the Sink bribe to move a Sloop, that Sloop must end up in the Hex in which you eventually Sink a Ship.

Q: Do I have to take my Captains off my order in which I placed them?

A: No! Part of what makes the game interesting is that you can take your Captains off in any order.

Q: Do I need to control the hexes for a Smuggler Route?

A: No, you just need to have at least one piece in every Hex on the route, no need to control them.

Q: When playing The Brothers what happens after I remove two Captains?

A: Continue your next Play Action as you normally would, it means that at the end of the round everyone but you will have one more Captain and you will be skipped at that time.