

Plunder!

A thrilling card game of cut-throat pirates, stealing treasures, and sabotaging your enemies.

Life at sea isn't easy, especially when you're a pirate. You have to beware of sea monsters, storms, the royal navy, ancient curses. But by far the most dangerous thing on the seven seas are rival pirates. They will stop at nothing to steal all your hard-earned treasures and slit your throat. So you shouldn't hesitate to do the same if you get the chance.

Players: 3 to 5

Duration: 30 to 45 minutes

Age: 12+

More info at <https://www.plundergame.com>

Contents

The PnP prototype of Plunder! contains 72 action cards. You will need to provide:

- 50 'treasure' tokens in 5 different colours (10 per colour)
- 15 'crew member' figures in 1 colour

Goal of the game

The goal of the game is to collect more points than the other players. You do this by stealing as many treasures and crew members as you can. See "end of the game" for more information about the scoring system.

Setup

Each player chooses one of the five colours, and receives:

- 6 treasures of their colour
- 1 crew member

Place all remaining treasures (including unused colours) in the middle of the table. This will be the harbour. For each player, also place 2 crew members in the harbour as well.

Remove the remaining crew members from the game.

Shuffle the action cards and deal each player 5 cards. Then make a single deck containing 8 cards per player, and place it next to the harbour. This will be the draw stack.

Remove the remaining cards from the game.

The player who was last on a boat, begins. The game continues clockwise.

How to play

There are 2 types of cards in the game: action cards and reaction cards.

Action cards

Action cards can be played during your turn. They usually allow you to steal treasures or crew members, or punish your enemies.

Reaction cards

Reaction cards are marked with a red border around the title. They can be played in reaction to a played action card, even when it's not your turn. The description on the card specifies what it can be played against.

Important: Against a played action card, only 1 reaction card can be played. If multiple reaction cards are played, only the first one counts. The other players must take their reaction cards back.

Your turn

Always start your turn by refilling your hand. Draw new cards until you have 5 cards in your hand.

After refilling your hand, you must choose to do one of four things:

Discard and draw or **Steal a treasure** or **Recruit a crew member** or **Play a card**

You may only do 1 action in your turn.

1. Discard and draw

Discard one of the cards from your hand, and draw a new one from the draw stack.

2. Steal a treasure

Steal 1 treasure of any colour, either from the harbour or from another player.

3. Recruit a crew member

Pay 2 treasures to the harbour and take 1 crew member.

4. Play a card

Play one action card from your hand and do what the description on the card says. Discard this card afterwards, unless the description says otherwise.

If a cards let you steal treasures from another player who has at least twice as many crew members as you have, you can only steal half as many treasures (when calculating treasures, always round down).

If you lose treasures or crew members because of a played card (played by you or by another player), remove these from play. They are lost.

End of the game

When the last card of the draw stack is drawn, the final game round sets in. The current player finishes his turn, and all other players play one more turn. After that, the game ends.

The winner of the game is the player with the most points, which are calculated as follows:

- 2 points for each treasure of a player's own colour
- 1 point for each treasure of a different colour
- 2 points for each crew member

You can also earn bonus points for collecting specific colours of treasures:

- +4 points for each player who has treasures of all colours
- +2 points for the player who has the most treasures of a colour
- +6 points if a player is the only one with treasures of a specific colour

These points can be applied multiple times if needed.

In case of a tie, the player with the most remaining reaction cards in their hand wins.