

PIRATE PLUNDER

Welcome to Crab Island, cap'n! Pay yer harbor tax at harbor master Dumbel's, get a nice pint of grog at the Stinky Octopus, then get over to the Pirates Market. It's that way. I hope ye have a good haul of plunder, 'cause that's the only way to get a good haul of gold at the Pirates Market. And what's a good pirate want more than anything? Aye, gold!

THE GAME

In Pirate Plunder, every player tries to trade the plunder from their last raid for precious gold coins. The game ends after three bargaining rounds and the captain with the most gold coins wins the game.

SETUP

Shuffle all the cards and deal each player a hand of **five cards**. This is your last raid's plunder. The remaining cards form the Plunder Deck, which is placed face down in the middle of the table. Each player also gets **three gold coins**. The remaining gold coins are the bank.

Reveal the top card from the Plunder Deck and place it next to the Plunder Deck, face up. This is the Pirates Market. If the revealed card is an Action Card, the effect is ignored. Put **one gold coin** into the Pirates Market.

The youngest player starts the game and decides the direction of play, clockwise or counterclockwise

A BARGAINING ROUND

On a player's turn, they can trade one of their cards with the displayed card from the Pirates Market. A card can be traded if it has the **same value** or the **same color** as the displayed card.

Your card is placed face up in the Pirates Market and becomes the new displayed card. Then take the displayed card you traded it for and place it face down in front of you. At the end of a bargaining round (and only then!) this card is worth a gold coin. They can't be used to pay up or get stolen.

If a player can't or doesn't want to trade, they have two options:

Pay up: A player can pay gold coins to change a card's value. Every gold coin put into the Pirates Market changes the value of a card by one for the duration of the trade. You can either add or subtract value. The paid gold stays in the Pirates Market, but after the trade it does not change the value of the displayed card anymore.

Raid: Draw a card from the Plunder Deck. If a player wants to make a trade now, they may do so. If not, they end their turn without making a trade.

ACTION CARDS

An Action Card may be played by trading it like a normal card. After it is traded and placed in the Pirates Market, resolve the effect.



Worthless Plunder

Give one of the cards in your hand to the next player.



Pirate Pilfer

The next player must give you a gold coin from their personal stash.



Pirate Raid!

All players must draw a card from the Plunder Deck.



Harbor Taxes

The next player must pay one gold coin into the Pirates Market.



Lucky Find!

Take a gold coin from the bank.



Swordfish Duel

Change direction of play. In a two-player game, the player takes another turn.

ALAS, NO GOLD!

If a player runs out of gold coins they can't Pay Up when making trades. If they are forced to pay a gold coin, they draw a card from the Plunder Deck instead.

Reminder: Traded cards don't count as gold coins during a bargaining round, only when counting gold at the end.

END OF A BARGAINING ROUND

If a player only has **one card left** in their hand, they announce it with a pirate like **Arrr!** If they miss the announcement before the next player traded their cards, they must pay a gold into the Pirates Market.

After a player trades their last card, the current bargaining round is over immediately. The player who finished the round can **take all gold coins** that have piled up in the Pirates Market. All other players discard their remaining cards.

Everybody counts their gold coins, which is their actual coins plus the face down cards they got from trading in the Pirates Market this round. **The player with the most gold coins wins this bargaining round.**

Keep a running tally of your gold in your ledger because pirates aren't finished with just one or two rounds of bargaining.

A NEW BARGAINING ROUND

Gather all the cards and shuffle them. Return all gold coins to the bank, once again, deal each player **five cards** and give them **three gold coins**. Setup the bank, the Plunder Deck, and the Pirates Market.

For the second round put **two gold coins** into the Pirates Market, for third round put **three gold coins** into the Pirates Market.

For each bargaining round a player has won, deal them an additional card. Your crew is stoked about your success at the Pirates Market and has plundered even more plunder for you to trade.

The previous direction of play continues. The player who would have come next in the last bargaining round, starts the new round.

THE GAME ENDS

The game ends after the third bargaining round. Whoever scored the highest total of gold coins in all three rounds combined, wins the game. If there is a tie, you can play another bargaining round, or you may proclaim a shared victory, ya greedy pirates!

CREDITS

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Aknowledgement: Many thanks to everybody who has supported us in making this game. You all are true pirates! Arrr!

EXTENDED RULES „DOUBLE OFFER“

A crafty pirate has a few tricks up his sleeve. This rule adds more bargaining skill to the game. Decide before the game if you want to play with or without this rule.

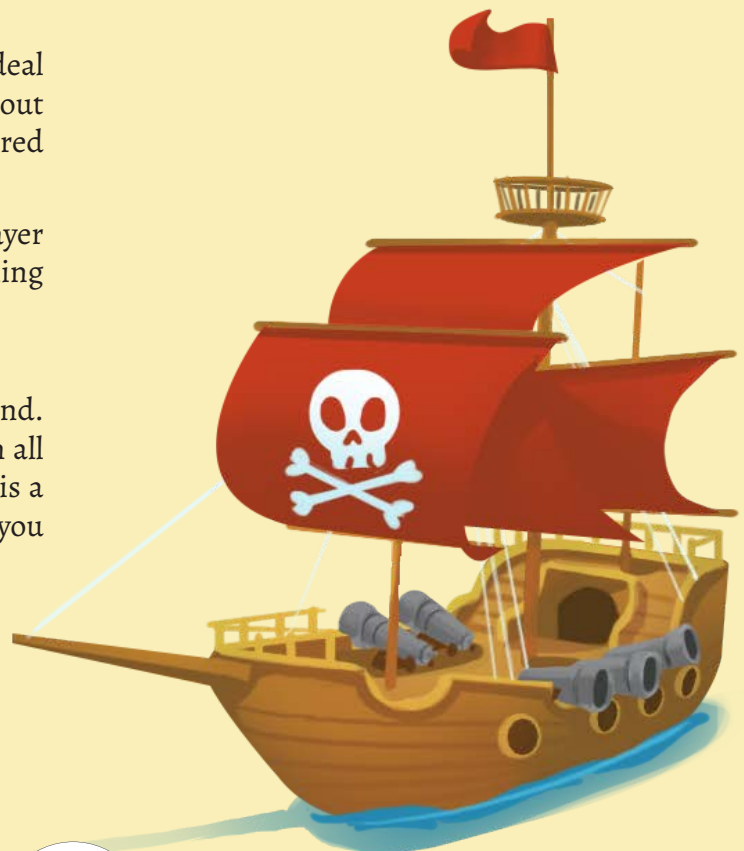
If there's only **one card** displayed in the Pirates Market (and only then!) a player can choose to make a **Double Offer**. In a Double Offer, you add the value of two cards to match the value of the card displayed in the Pirates Market. Of course, you can still Pay Up if needed. The colors don't matter in a Double Offer.

Place both your cards face up into the Pirates Market, and trade them for the card that has been displayed. Now there are two cards displayed in the Pirates Market.

If **two cards** are displayed in the Pirates Market, a player can only play **one card** from their hand. The player decides which of the two displayed cards they want to trade for. This trade follows the normal rules.

However, if a player can match the total value of both cards displayed in the Pirates Market, they can take both cards in exchange for their one card and **make a killing!**

Now there's only **one card** displayed again, so players have a chance to make a **Double Offer** again.



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