

Lily-Livered Scallywags

You've done it! You've worked together and stolen from your own boss, the Pirate King! But just as you've finished splitting the loot, word gets out, and now you're all on your own and on the run. Your only hope is to bury your twice-stolen treasure on the scant islands you come across in your hasty escape. He'll surely find one of them, so it's up to you to lead him away from your better treasure or, better yet, to someone else's.

Components

- 5 Player decks, 13 cards each
- 33 Island cards
- First player token (boat)
- 75 Alternate Treasures, 15 of each color



Objective

Get the most points over 3 rounds by making sure the pirate king raids the island with the least valuable (or none) of your treasure.

Game Setup

Each player takes a deck of their choice and shuffles it. Shuffle the island cards. Place the first player marker in front of the player who last buried something.

Start of Round

Draw three island cards, then set them face-up in the center of the table. If you draw an island with the same number as another island in play, discard it and draw a replacement island card.

Each player draws 4 cards (or 6 if playing with two players). The player with the first player marker takes the first turn, then play proceeds clockwise.

Player Turn

On your turn, choose any card in your hand and play it face-down or face-up in front of any of the three islands (face-down is generally better, but you may need to play some cards face-up for their effects). Do not draw a new card. Once every player has played every card in their hand, the round ends and the Pirate King arrives.



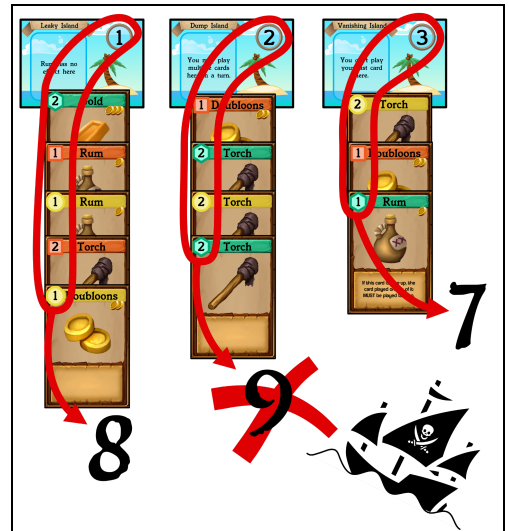
End of Round

Reveal all face-down cards. For each island, add up the total risk on all cards played at that island (risk is the number in the top left), plus the risk of the island card itself (the number in the circle).

The island with the highest total risk is raided by the Pirate King. In case of a tie, choose the tied island whose island card has the **lowest** number on it. All cards placed at that island are discarded.

In the example on the right, the center island has the highest total risk at nine. All cards on it are discarded.

All other islands are safe and get scored. Each player takes all of their own cards from those islands and place them in a face-down scoring pile next to their deck. The island cards used during the round are discarded. Pass the first player marker to the left.



Game End

After three rounds, the game is over. Players total up the number of coins on all cards in their scoring pile. The player with the most coins wins! In case of a tie, the tied player who was earliest in turn order last round (starting with the current first player) wins.

Alternate Treasure Cards

Alternate treasure cards can be swapped in for the default treasure cards. At the beginning of the game, players can agree on one or more (though its not suggested to use more than 3) alternate treasures to use in the game. Each player adds the chosen treasure cards of their color to their deck, then removes the cards those treasures count as. For example, adding this diamond would mean removing the gold card. It still counts as a gold card for resolving effects.

