

# Lily-Livered Scallywags



It's every captain for themselves as you and your mutinous former allies flee your commander, the Pirate King, while burying your now twice-stolen loot at whatever islands are along your escape route.

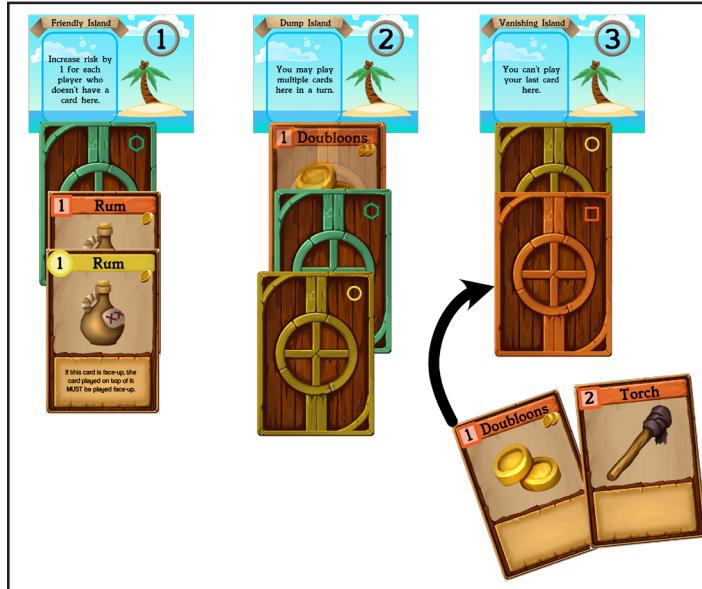


## Overview

Each turn, play a card from your hand at any one of the three islands, face-down if you're keeping it secret, face-up if you're feeling bold. A few cards have bonuses when played face-up, like moving or revealing cards.

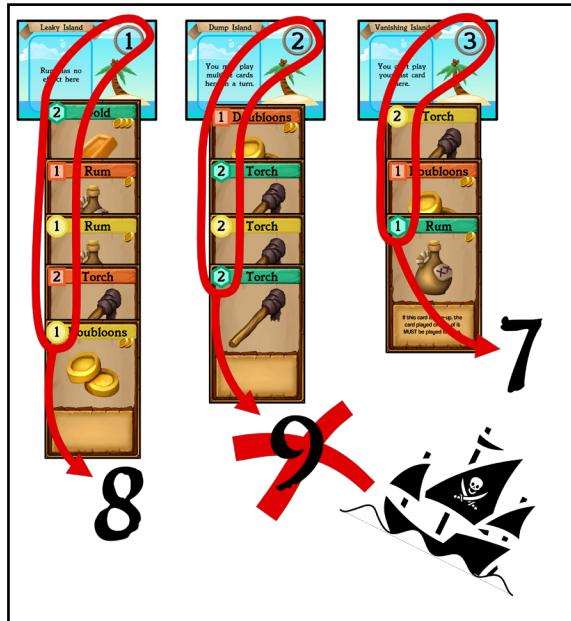
After all cards have been played, the Pirate King appears, heading straight to the first island he sees. To determine that, add up the risk (the number on the top left) of all cards played at each island.

Here, you can see that the center island ended up getting raided by the Pirate King. Looks like Green really wanted to keep her Gold safe! Everything at the second island is lost, but all the other cards score points.



## Example Turn

The Red Pirate Roberts has decided to play his Doubloons card on the rightmost island. While it's got a high risk at the moment, he's too scared to put two on the same island, or be forced to play it face-up on the island with the Rum.



## Components

- 173 total cards (poker sized)
- 65 base cards
- 33 island cards
- 75 alternate treasures
- first player token



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Game  
Overview  
Video



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Rules  
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