

21 Mutinies Arrr! Edition Rulebook 2.0

A game designed by Perepau Llistosella. Illustrated by Chechu Nieto and Pedro Soto.

THE GAME

“I can remember when the Caribbean was a place where any kid could get rich doing the right thing in the right moment,” said the old man seated in the rocking chair next to the door of a peeled white painted shack. “Oh, yes! Time has changed. There are fights no more in the tavern of Tortuga, neither galleons to be raided nor rum to drink because its trade is restricted, you can’t either stroll in the towns because of the price on your head, and the shipwrecks have been all plundered... Those were the days!” Suddenly the elderly man opened his eyes and leant over his seat. But don’t think that was an easy life! Because sailing in a pirate boat meant sleeping with a knife under the pillow or walking the board at any time... You had to be clever for not being interfered in a mutiny! Think about it, boy. Could you do it?”

The Game

“Arrr!”

“ThatThis one was the war cry when the mist descended and the rail was near.

You may think that this was a common pirate boat, if you do so, you are really wrong. The Santa Marta, an old frigate of the Royal Spanish Army, became a legendary ship, but not for an admirable or courageous captain exactly. On the contrary, the Santa Marta was famous for its misgovernment as for its ferocity. Everyone could decide which hulk to leave alone or which one to attack to, from the scullion to the second in command. We all could shout louder than the others or to enforce our fists.

It wasn’t strange that the King’s hulks passed by our ship and its crew became engrossed watching how a fight had broken out on the rail of the ship, in which the blows, the fists, and the rum casks flew equally. When, finally, we came to an agreement about the convenience of the boarding, the merchant had disappeared in the distance. However, if the one being captain on this moment prevailed, we behaved in a fierce manner, like a swarm of ferocious insects we fell on our prey and we didn’t even leave the boom.

However, our legend wasn’t forged by our raids or booties. No, all of our comrades thought we were not going to take even two days with the masts being intact in the Caribbean with that so chaotic way to proceed and, look at me, here I am, with two hands and two legs... This is the story of the Santa Marta.”

Winning the Game

In *21 Mutinies Arrr! Edition* the players represent pirates seeking for fame and glory. The players will board ships to accumulate Jewels and Doubloons; they will go to the tavern to purchase Rum and will sell big lots of jewels in the black market, where the Rum will be used to persuade merchants that they are the best and most fearsome pirates.

21 Mutinies Arrr! Edition is played in a certain number of rounds. At first, that number is going to depend on the Mutinies card deck, since when the deck is ran out, the players will play one more round and the game will be finished. On each round, every player will have a turn to choice his Action and another turn to resolve it.

The winner will be the player with more Prestige Points at the end of the game. These points can be obtained in many different ways: by means of certain Actions like Black Market, Cabin, or Mutiny; by playing certain Mutiny cards; through certain Treasure tokens obtained in the Shipwreck Action; and by changing Doubloons by Prestige Points at the end of the game.

COMPONENTS

- 1 board.
- 15 wooden discs in 5 colours.
- 45 Mutiny cards.
- 54 Jewel tokens.
- 24 Treasure tokens.
- 25 wooden cubes.
- 2 six sided dice.
- 20 coins of one 1 Doubloon and 15 coins of five Doubloons.
- 1 pirate token.

INITIAL SETUP

- 1) The board must be placed in the centre of the table.
- 2) Each player chooses one of the colours available and takes the three wooden discs of the chosen colour. Each disc will be placed in this way:
 - a. One disc on the space "3" of the Prestige Point scoreboard in the board.
 - b. One disc placed randomly on one of the numbered spaces of the "*Turn Order track*" in the board. The first player in the "*Turn Order track*" will be the "*Captain*" for the first round of the game; the rest of players will be the "*Sailors*".
 - c. The third disc is kept by each player to mark their actions (Action Disc).
- 3) Each player receives one wooden cube (from now on, this cube will be called Rum cube.)
- 4) The Captain receives 3 Doubloons and the Sailors receive 4 Doubloons.
- 5) The Mutiny Deck is built. All the Mutiny cards are shuffled thoroughly except the card called "*Last Mutiny*" which will always be the last card in the deck. After shuffling, the first 20 cards are drawn, and the rest are returned to the box. The card "*Last Mutiny*" is placed at the bottom of the deck under the other 20 cards (so this will be the last being drawn) and the deck is placed in the section of the board.
- 6) All the remaining wooden cubes (which represent the Rum) are placed in the Tavern section of the board.
- 7) All the remaining Doubloons are placed in a stack next to the board and within every player reach.
- 8) The Treasure tokens stack is built. These tokens have to be shuffled thoroughly to build a facedown pile; this is placed next to the board.

- 9) The Jewel tokens stack is built. These tokens have to be shuffled thoroughly to build a facedown pile; this is placed next to the board and:
 - a. 4 tokens are drawn from the Jewel tokens stack if a game for 4 or 3 players is going to be played; or 5 tokens if a game for 5 players is going to be played. They are facedown placed in a pile in the Non Trade Routes section of the board.
 - b. In addition, 5 Jewels tokens (or 4 in a game for 4 or 3 players) are drawn and face-up placed in the Trade Routes section, filling the spaces of such section.

A 21 *Mutinies Arrrr! Edition* game is ready to play!

GAME TERMS

- 1) **Prestige Points Track:** This section of the board is used to count the Prestige Points (PPs). Whenever a player moves his disc to the spaces 8, 18, 28 and 38, he will gain one Doubloon, one Treasure token (or one Doubloon and one Prestige Point if there are no Treasure tokens in the stack), one Rum cube or one Jewel token respectively. The player with more Prestige Points will be the winner.
- 2) **Action Disc:** Out of three discs of each colour, one will be used to check the Action chosen by the player; this one is the Action disc.
- 3) **Captain:** The Captain will always be the first player in each round. This player will choose one Action from the board, he will place his Action Disc and then the rest of other players, one by one, will have to decide if they want to carry out the Action chosen by the Captain or, on the other hand, to carry out the Cabin or Mutiny Actions.
- 4) **Sailor:** Any player who is not the Captain. This player can choose between following his Captain in the Action chosen by him, or going to the Cabin Action, and he also could become the new Captain for the next round choosing the Mutiny Action.
- 5) **Mutiny Card:** Each time a Sailor becomes Captain, he must draw a Mutiny card. These cards have different effects on the game. They can be Compulsory, Voluntary or they can have their effects applied just at the End of Game (for more details about these cards, look up the page..... "*Mutiny Cards*").
- 6) **Actions:** They are locations or sections of the board which can be activated by the Captain and/or Sailors. Each Action has a variable number of spaces in which the Action Discs will be placed. In some Actions the Captain must place his Action Disc in the first space and the Sailors, following the turn order, may place his Disc in the next available space. In other Actions, both Captain and Sailors may place their Action Discs in the available space that they wish. Note: Not every Action can be executed by the Captain.
- 7) **Round:** The set of turns from all the players, since the Captain (the first player) places his Action Disc until either the Actions are executed or a new Captain draws a Mutiny card for having executed the Mutiny Action.
- 8) **Turn:** The turn of a player is divided in two phases: The time he places his Action Disc and the time he executes the Action chosen by him. This division is important to play Mutiny cards and Treasure tokens.

ROUND OVERVIEW

1.- **Captain's Action:** The Captain, who will always be the first player, takes his Action Disc and places it in one of the following Actions:

- a. Boarding: Trade Routes.
- b. Boarding: Non Trade Routes.
- c. Shipwrecks.
- d. Tavern.
- e. Black Market.
- f. Town.

The Actions: *Boarding: Non Trade Routes*, *Shipwrecks*, and *Tavern* have an order established which gives awards to the first players who choose them. In this case, the Captain must always place his Action Disc in the first position of the chosen Action.

The Actions: *Boarding: Trade Routes*, *Black Market* and *Town*, the Captain will choose freely one of the available spaces from the Action.

If the chosen Action has a cost in Doubloons, the Captain must make sure that he is able to pay the Action before placing his Disc. If he does not have Doubloons enough, he will not be able to choose the Action.

The Captain will not be able to choose the Action selected in the previous round.

2.- **Sailors' Action:** The Sailors, following the "turn order", choose one of the next options and place his Action Disc in the section as appropriate:

- a. To Follow his Captain: i.e., the same Action selected by the Captain. If the Action chosen is *Boarding: Non Trade Routes*, *Shipwrecks* or *Tavern*, the Action Disc will be placed in the next free space from such Action. If the Action chosen by the Captain is *Boarding: Trade Routes*, *Black Market* or *City*, any free space can be selected. The Sailor cannot follow his Captain if he has not enough Doubloons to pay the cost of the Action.
- b. To not Follow his Captain: In this case, the Sailor must, placing his Action Disc, execute one of the following two Actions:
 - Cabin.
 - Mutiny: Each space gives -1, 1, 2 or 3 Prestige Points in exchange of obtaining 1 Doubloon or paying 1, 3, or 6 Doubloons respectively. The only restriction to take into account is that two Sailors cannot be in the same space.

3.- **Actions Resolution:** If all the Actions Discs have been placed by Captain and Sailors, the Actions are resolved following the next order:

- a. Action selected by the Captain.
- b. Cabin Action (if applicable).
- c. Mutiny Action (if applicable).

4.- **End of the Round:** There are two possibilities:

1. If no Sailor has chosen the Mutiny Action, all the Action Discs are picked, the pirate's token is placed to mark that the Action selected by the Captain will not be available for the next round, and a new round begins with the same Captain.
2. If one or more Sailors have selected the Mutiny Action, the player being the Captain will change and therefore:
 - The new Captain will be the Sailor who has more Doubloons paid in the Mutiny Action.
 - The Turn Order is rearranged. The Captain will always be the first player (for further details, read Mutiny in the page...).
 - The Actions Discs are picked and a pirate token is placed in the Action selected by the old Captain. This Action cannot be chosen in the next round.
 - The new Captain draws a Mutiny card. A new round begins.

5.- **End of the Game Checking:** Which can happen in two cases:

1. If the last Mutiny card is drawn from the deck which, as explained before, must always be "*Last Mutiny*"; and the last round of the game begins.
2. If the Jewel token pile is ran out a second time; as in the previous case, a last round is played.

After the last round, the Prestige Points recount is made to determine the winner.

THE ACTIONS

"How did we spend the days? Well, I have already told you that we liked to fight aiming to enforce our opinion in the Santa Marta. But violence was not everything between us. We had for sharing. We sailed searching for boarding in ships that came loaded with supplies from Europe as in those which came back loaded with gold; between shipwrecks and treasures; searching for rumours in the town... Devising and conspiring to become the new Captain or stealing our comrades in their cabins. And when there wasn't more to do, we still had the strength to go to the tavern of Tortuga and drink some bottles of special rum with a hellish flavour. That was an exhausting life at Santa Marta".

The Actions are the essence of *21 Mutinies Arrr! Edition*. They are in different sections of the board, where the Captain and/or Sailors are going to place their Action Discs. **Remember that except for Cabin and Mutiny, one same Action cannot be repeated in two consecutive rounds.** The Actions are classified depending on if they can be executed by the Captain or not. Remember that this will be the order for the resolution of the Actions (first, the Action chosen by the Captain; second, Cabin; third, Mutiny). The Actions are explained in detail below.

ACTIONS THAT CAN BE EXECUTED BY THE CAPTAIN

1.- Boarding: Trade Routes

The Action Discs can be placed in any empty space available.

Through this Action, Captain and Sailors can steal the valued Jewel tokens which can be traded for Prestige and Doubloons in the *Black Market* in any subsequent round.

Since the Jewel tokens are at sight, the players, following the turn order, can place their Action Discs in the space related to the Jewel token most convenient to them.

The Jewel Tokens

These tokens can, making combinations, be traded for Prestige Points and Doubloons in the Black Market Action. There are tokens in four colours and wildcard tokens, the last ones can be replaced as any colour.

The tokens can contain Doubloons and Rum cubes icons. These functions will be explained in the different Actions.

When the Jewel tokens are sold in the Black Market, they are face-up discarded outside the board. If the Jewel token pile is ran out, a new pile with all the discarded tokens should be built. If the pile is ran out a second time, the players will have an additional round and the game will finish.

The player's Jewel tokens **are kept hidden**, until he wants to trade them in the Black Market.

The players **must make sure they are able to pay the cost printed in the Jewel token** both in Doubloons as in Rum cubes, before placing his disc. If a player is not able to pay such cost he will not be able to place his Action Disc in a space from the *Boarding: Trade Routes Action*.

In the Actions Resolution phase, each player, following the turn order, will pay the cost specified in the Jewel token related to his space, and he will draw it.

*As shown in the board, in a game for 5 players **the fifth** player who occupies **the last** space will draw for free the upper Jewel token from the Non Trade Routes pile.

After drawing the corresponding tokens, the empty spaces are provided with new tokens from the pile. The Jewel tokens not selected by the players **are not discarded**, so they will be available in the next round.

Example: *The Captain and two Sailors decide to make the Boarding: Trade Routes Action. The Captain decides to purchase a red Jewel with a cost of one Rum cube. The second player in Turn order wants to purchase a wildcard Jewel with a cost of 2 Doubloons and one Rum cube. The third player chooses a white Jewel without any cost. In the Actions Resolution phase, the players pay their costs, take the Jewel tokens and they are replaced with new Jewels from the pile.*

2.- Boarding: Non Trade Routes

The Action Discs will be placed in the first empty space available.

Like in the previous Action, both Captain and Sailors can obtain Jewel tokens, which can be sold in the *Black Market Action* in any subsequent round. However and unlike in the previous Action, the players do not know beforehand which Jewel tokens are they drawing, because these are set out in a facedown pile.

The players **must pay the cost related to the space** before placing their Action Disc. If a player is not able to pay its cost, he couldn't place his disc in a *Non Trade Routes* space.

*As shown in the Non Trade Routes section of the board, the Sailors who place their Action Discs in the last two spaces (these located on the far right and in games for 4 or 5 players only) will gain one Rum cube for free.

In the Actions Resolution phase, each player who has chosen this Action will draw a Jewel token from the pile, following the turn order.

If a player, Captain or Sailor would not want the Jewel token after seeing it, he can discard it, placing it outside the board, and recovering the Doubloons he had paid for the token.

***Reminder:** Unlike in the previous Action, the player must pay the cost in Doubloons of the space in the board, not in the Jewel token.

Example: The Captain and three Sailors go to the Boarding: Non Trade Routes Action, occupying four spaces altogether. The Sailors who occupy the second and third spaces had paid one Doubloon each. The player in the fourth space has paid two Doubloons but he has received a Rum cube in exchange. The players take one Jewel token each. The player in the third space decides to discard it, recovering the Doubloon he had paid.

3.- Shipwrecks

The Action Discs will be placed in the first empty space available.

In this Action the players can get the Treasure tokens. These tokens give different bonuses: Rum cubes, Doubloons, Prestige Points; to change Doubloons for Prestige Points, and Jewel tokens. The players do not know which Treasure tokens are drawing beforehand, because they are in a facedown pile.

The Treasure Tokens

The Treasure tokens can be used during the player turn, i.e. immediately before or after placing his Action Disc and in the moment to resolve his Action. They can be also used at the end of the game. The Treasure tokens, as well as the Jewels, **are kept hidden** until the player, in his turn, considers appropriate to reveal them and apply their effects.

Rum cubes / Doubloons / Prestige Points / Doubloons in exchange for Prestige Points / Jewel tokens.

In the Actions Resolution phase, each player who has chosen this Action and following the turn order will throw two six-sided dice. Taking the result into account:

- If the Captain obtains a result greater than 1 in one of the dice he will draw a Treasure token from the pile. Besides, if the other result is greater than 1 too, he will win a Doubloon.
- If the Sailor placed in the second space obtains a result greater than 2 in any of the two dice he will draw a Treasure token. The Sailor placed in the third space will need a result greater than 3. The Sailors in fourth and fifth space will need a result greater than 4 or 5 respectively in any of the two dice.

*As shown in the board, in games for 4 or 5 players, the Sailors who are placed in the fourth and/or fifth space will receive a Rum cube for free.

When the Treasure token pile is ran out, it is not recovered. In this case, the players who place their Action Discs in the Shipwrecks Action will not receive Treasure tokens but if they obtain the result required they may receive one Prestige Point and one Doubloon. Do not forget that, the Captain can obtain one additional Doubloon if he obtains a result greater than 1, even if the pile is ran out, therefore, he could obtain one Prestige Point and two Doubloons.

Example: *The Captain and a Sailor want to make the Shipwrecks Action. The Captain rolls the dice and the result is 1 and 4. He can draw a Treasure token because he has obtained a result greater than 1, however, he cannot draw the additional Doubloon because of the 1 obtained. The Sailor rolls the dice and obtains 2 and 5, so he draws a Treasure token because the result is greater than 2 in one of the two dice. In this case, he does not receive one Doubloon, because this is an exclusive bonus for the Captain.*

4.- Tavern

The Action Discs will be placed in the first empty space available.

Through this Action, Captain and Sailors can get Rum Cubes. In *21 Mutinies Arrr! Edition* the Rum is necessary to purchase Jewel tokens in the *Boarding: Trade Routes* Action, to improve the Jewel tokens combinations in the *Black Market* Action so they can receive additional Doubloons and Prestige Points. But, be careful! Because you can burn the candle at both ends! The Rum cubes not spent at the end of the game subtract Prestige Points.

In the Actions Resolution phase, the Captain obtains 1 Rum cube for free. Then, the Captain rolls a six sided die and adds 2 to the result. The resultant number will be the number of cubes to distribute amongst the Captain and Sailors who have chosen this Action. The cubes will be distributed one by one, starting by the Captain and following the placement order in the spaces of the Tavern. If Rum cubes are left after the distribution, the remaining Rum cubes will be distributed following the same order.

*As shown in the board, in games for 4 and 5 players, the Sailors will receive 1 and 2 Doubloons respectively.

Example: *The Captain and three Sailors go to the Tavern occupying four spaces. The Captain receives a Rum cube for selecting this Action and the player in the fourth space receives one Doubloon. The Captain rolls a die and he obtains 4. Therefore, it must be distributed 6 Rum cubes (4+2), one by one and starting by the Captain. So the Captain and the Sailor in the second space will receive two Rum cubes each, while the Sailors placed in the third and fourth spaces will receive one Rum cube each.*

5.- Black Market

The Action Discs can be placed in any empty space available.

In this Action, the players can sell their Jewel tokens and spend their Rum cubes to gain Prestige Points and Doubloons in exchange.

Each space is related to Jewel token combination:

- **Any 2 tokens.**

- **Any 3 tokens.**
- **Any 4 tokens.**
- **3 tokens of the same colour.**
- **2 pairs of tokens of the same colour.**
- **4 tokens of the same colour.**

Before placing the Action Disc, **the player must make sure that he can sell the combination related to the space.** If he is not able to fulfil the combination, he will not be able to place the disc in the space... *They don't beat about the bush in the Black Market!*

As shown in the board, from 1 to 4 Rum cubes can be added to the Jewel token combinations aiming to gain more Doubloons and Prestige Points. However, the number of Rum cubes to spend is limited by the number of Rum icons printed in all the Jewel tokens to exchange. For example, a player can have a 4 Jewel token combination in the same colour ready to sell, but if any of these tokens has no Rum icons printed, the player will not be able to spend Rum cubes aiming to improve his combination. The spent* Rum cubes are returned to the Tavern section of the board.

***Reminder:** The Rum cubes not spent by the players subtract Prestige Points at the end of the game.

-In the Actions Resolution phase, each player, following the turn order, will reveal the Jewel tokens deemed appropriate by him and will sell* them in the combination related to his space, spending Rum cubes where appropriate. Then he will receive the Doubloons and Prestige Points according to the combination sold in the Black Market.

***Reminder:** the spent Jewel tokens are face-up discarded outside the board. When there are no Jewel tokens available in the pile, a new pile should be built with the discarded tokens. When ran out this pile a second time, the players will have an additional round and the game will finish after that.

Example: *The Captain decides to sell 3 different jewels in the Black Market Action, but no Sailor follows him. When resolving the Action, the Captain chooses 3 of his jewels and adds 2 Rum cubes. He gains in exchange 5 Doubloons and 4 Prestige Points. The Jewels are face-up discarded and the Rum cubes are returned to the Tavern.*

6.- Town

The Action Discs can be placed in any empty space available.

Through this Action, the players, Captain and Sailors, can gain different bonuses related to the spaces:

- **2 Prestige Points:** Through paying 2 Doubloons, the player obtains 2 Prestige Points.
- **Steal:** The player may draw either an available Jewel token from the Trade Routes* paying its cost in Doubloons and/or Rum cubes or draw for free a Jewel token from the Non Trade Routes pile.

*Do not forget to replace the drawn token in the appropriate space.

- **Visit to the Tavern:** The player obtains a Rum cube directly.

- **Rumour:** The player obtains a Treasure token (or one Doubloon and one Prestige Point if there are no Treasure tokens available in the pile) for free.
- **Black Market:** The player can sell a Jewel token combination in the Black Market.

If a player is not able to carry out the Action, for example, because he does not have 2 Doubloons in the “2 Prestige Points” space, he will not be able to place his Action Disc in the space.

*As shown in the board, in games for 5 players, the Sailor who places his Action Disc in the fifth place will receive one Prestige Point.

ACTIONS THAT CAN BE EXECUTED BY SAILORS ONLY

1.- Cabin

The Action Discs can be placed in any space, even the occupied ones.

This Action can be repeated in consecutive rounds.

In this Action, the Sailors can obtain different bonuses related to each one of the spaces:

- **One Prestige Point.**
- **One Doubloon.**
- **Three Prestige Points after payment of five Doubloons.** If a Sailor is not able to pay such cost, he will not be able to place his Action Disc in this space.

It is important to highlight that one space can be occupied by several Sailors.

If a Sailor who is in the space One Doubloon is still alone in the Cabin Action after **all** players have placed their Action Discs, he can choose to draw the Doubloon from any player.

2.- Mutiny

The Action Discs can be placed in any empty space available.

This Action can be repeated in consecutive rounds.

Through this Action, one of the Sailors can become new Captain. Likewise and in general, the Sailors will obtain Prestige Points through the payment of Doubloons.

The players who wish to opt to become new Captain will have to place their Action Discs in one of the four spaces available. In the Actions Resolution phase, after the Cabin Action has been resolved, if appropriate, the Mutiny Action will be executed. So each space has a related cost in Doubloons:

- In the **space 0**, the Sailor does not have to pay any Doubloon, but rather he will gain one Doubloon, and he will have **one Prestige Point subtracted**.
- In the **spaces 1, 3 or 6**, the Sailors will have to pay 1, 3 or 6 Doubloons to gain 1, 2 or 3 Prestige Points respectively.

The player who has paid more Doubloons will become the new Captain and he must:

- 1) **Change the setup of the Turn Order track.** The Captain will place the disc of his colour in the first space (the one on the far left). Then the rest of the Sailors being mutinied in this round will follow him in the track, according to payment order in the Mutiny Action and, finally, the rest of players according to the previous round order.
- 2) **Draw a Mutiny card from the deck.** The card is kept hidden until the new Captain wishes to play it, even if it is Compulsory (see below, "*The Mutiny Cards*").

A new round begins after the new Captain draws a Mutiny card.

The Mutiny Cards

These cards are classified in three categories, depending on the moment they can be played:

- **Compulsory:** The new Captain should play it as soon as it is drawn and put it faceup next to his game area. However, he can refuse to do it, keeping the card hidden in his hand, but doing so he must subtract 2 Prestige Points at the end of the game.
- **Voluntary:** The new Captain can play it in any subsequent turn discarding it.
- **End of the Game:** This kind of card can only be played when the count of Prestige Points is made, see "*Final Score and Winner*".

There is no limit to the number of cards that a player can have. The cards are kept **hidden**.

END OF THE GAME

A game of *21 Mutinies Arrr! Edition* can finish in two ways:

- 1) **When the Captain draws the last card from the Mutiny deck**, which is always going to be "*Last Mutiny*".
- 2) **When the Jewel token pile is ran out a second time.**

In both cases, **an additional round is played**. After that, the Prestige Points are counted (see in this page "*Final Score and Winner*") and the winner is determined.

FINAL SCORE AND WINNER

After the last round, the players must follow the following steps to determine the winner. Although the players may follow each step simultaneously, to avoid confusion, it is recommended to follow these steps following the Turn Order Track:

- 1) Reveal the Treasure Tokens that were not played yet, obtaining their bonuses. **Exception:** the tokens that give Rum cubes are discarded and are not taken into account.
- 2) The players obtain one Doubloon for each Jewel token which has not been exchanged during the game.
- 3) The players obtain one Doubloon for each Mutiny card they have still in hand.

- 4) The players change the Doubloons they have for Prestige Points, at the rate of one Prestige Point per three Doubloons.
- 5) The bonuses of the "End of the Game" Mutiny cards kept by the players are revealed and applied. Likewise, the penalties in Prestige Points (-2) of the "Compulsory" Mutiny cards not played at the right moment are applied.
- 6) The Rum cubes kept by the players subtract one Prestige Point per cube.

The bonuses printed in the Prestige Point Track (one Doubloon, one Treasure token, one Rum cube or one Jewel Token) **are not given** in this phase.

The player with the greater amount of Prestige Points wins the game. In case of a tie, the player who has more **remaining** Doubloons will be the winner. In the odd case that the tie still persists, the drawn players share the victory.

VARIANTS

1.- Simplified Game.

If the players do not want to trust the game to certain chance, they may want to choose this variant.

Through this option, the text of the Mutiny cards is not used; the cards are only used to represent the course of the rounds.

Therefore, if it is required to play a common game with 21 Mutinies, a deck with 21 cards must be built. Whenever a player becomes new Captain, the upper card from the Mutiny deck is not drawing but discarded instead. When the last card is discarded, an additional round is played and the game finishes; that is exactly the same as in a common game.

Apart from this peculiarity, the same rules explained before are used.

2.- Expanded Game.

A common game will consist of 21 Mutinies, represented by the Mutiny cards. However, nothing prevents players from play with more Mutinies, using both the text of the Mutiny cards and the Simplified Game variant.

So, in the step 5) of the Initial Setup (page), they can be selected more than 20 cards to build the Mutiny deck, taking into account that this will increase the game length. If the text of the cards is going to be used, it must not be forgotten to place the "Last Mutiny" card at the bottom of the deck.

3.- Two Players Game.

This variant can only be used with the Simplified Game variant previously explained.

In this case the "henchman" comes into play. This is an Action Disc of any different colour than the colours used by the two players and which, in short, will be controlled by the Captain. In fact, the purpose of the henchman is to hinder the Action made by the Sailor.

Therefore, whenever a player becomes Captain, he will control the henchman's Action Disc and the turn order becomes as follows:

- 1.- Captain.
- 2.- Henchman.
- 3.- Sailor.

The Captain must cover the expenses created by the henchman. For example, if the henchman's Action Disc is placed in *Boarding: Trade Routes*, the Captain will have to pay the cost printed in the Jewel token. However, the henchman does not receive any bonus from the Action which he is in, so following the previous example; the henchman would not receive the Jewel token, which is discarded.

Credits

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Nobody has been injured by sabre during the play-testing.

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