

BRENDAN LANE

YARRGGHHH!



THE PIRATE CODE

EVERY PIRATE FOR THEMSELVES!

As members of a league of pirate lords, you have all joined forces to become a terrifying scourge to all ships on the open waters. Your alliance has proven fruitful, as you have successfully plundered a boatload of booty from a hapless cargo ship that was no match for your pirate-y ways! However, now that the treasure is in hand, your partnership has dissolved. All bets are off as each of you seeks to acquire the most gold from the haul. Do you have what it takes to outwit and deceive your fellow pirates in the battle for booty?

Avast, me hearties! Put on your pirate hats and eyepatches, and welcome to the high-seas, high-stakes game of **YARRGGHHH!**



GAME CONTENTS

20 Treasure Cards

3 '1 Gold' Cards

3 '2 Gold' Cards

2 '3 Gold' Cards

2 '4 Gold' Cards

5 'Empty' Cards

5 'Squid!' Cards

10 Totem Cards

4 'Honest Scale' Cards

4 'Liar's Dice' Cards

2 'Ruthless Hook' Cards

1 'Most Wanted Pirate' Card

1 'Armory' Card

3 'Actions' Quick Rule Cards

75 Tokens

12 Sword Tokens

35 '1 Gold' Tokens

27 '5 Gold' Tokens

1 Eyepatch Token

OBJECTIVE

The goal is to be the **first to 21 Gold Tokens**. The game ends once a pirate (or multiple pirates) has amassed 21 or more Gold Tokens at the end of a round; the richest pirate at that point wins!

GAME SETUP

Each player starts with **1 Sword Token** and **1 Totem Card**, facedown. Take as many Sword Tokens as there are players and place them on the **Armory Card**, and return the remaining Sword Tokens to the box. Place the remaining Totem Cards in a deck, facedown - these become the **Totem Card Deck**.

The player who has the **most ARRRRs in their name** starts the first round - they are the Most Wanted Pirate and receive the **Most Wanted Pirate Card**. Play proceeds in a clockwise direction.

All **Gold Tokens** are placed in an accessible area, which will become the bank. Set aside some room for a **Discard Pile**.

A GAME ROUND

Shuffle all of the **Treasure Cards**. If there are 3–4 players, lay out a grid of Treasure Cards, 3 cards by 3 cards, facedown in the centre of the table. If there are 5–6 players, make the grid 3 cards by 4 cards. Return the rest of the Treasure Cards to the box for the round.

Beginning with the Most Wanted Pirate and proceeding clockwise, each player takes a **Turn**.



Example of a game setup for 6 players.

A GAME TURN

On each player's turn, they must complete **exactly one Action** (and resolve a duel, if necessary) and can only complete an Action so long as they can follow all of the rules for that Action. Once that Action (and any subsequent duels) have been completed, the player's turn ends and the next player clockwise begins their turn. A detailed list of Actions can be found on the next page.

LIST OF ACTIONS

1. YARRGGHHH!

This action allows a player to reveal a Treasure Card.

Point to a Treasure Card and say 'YARRGGHHH!'. Give other players the chance to **duel** you, and if no other players initiate a duel, or if you win the duel, then flip the Treasure Card over. If it is a 'Gold' card, cash it in for its equivalent amount in **Gold Tokens**. If it is a 'Squid!' card, you lose all of your **Gold Tokens** and are out of the current round. If it is 'Empty', nothing happens and your turn ends. After revealing a Treasure Card, place it in the **Discard Pile**.

2. PEEK

This action allows a player to peek at a Treasure Card.

Select a Treasure Card on the table and look at it without showing anyone else. Then return the card to its spot on the table and declare what was in the Treasure Card, based on your **Totem Card**:

Honest Scale: If your Totem is the Honest Scale, you must state truthfully whether the Treasure Card is Gold, Empty, or Squid.

Liar's Dice: If your Totem is the Liar's Dice, you must lie about the contents of the Treasure Card (e.g. if the Treasure Card is 'Empty', you must state that it contains either Gold or a Squid).

Ruthless Hook: If your Totem Card is the Ruthless Hook, you must state that the Treasure Card contains Gold, a Squid, or is Empty, but your statement may be either true or false.

OR, after peeking at the card, you may pay 1 gold to stay silent.

*If stating that the Treasure Card contains Gold, you do not need to declare the exact amount of Gold, but you may if you want to.

Once you've returned the Treasure Card to the table facedown, place the **Eyepatch Token** on this card. **You cannot peek at a card that currently has the Eyepatch Token on it.**

3. SWAP (1 GOLD)

This action allows a player to change their Totem Card.

Take your Totem Card and either swap it for another player's Totem Card, or swap it for the top card in the Totem Card deck and shuffle the Totem Card deck. **This action costs 1 gold.**

4. BUY (1 GOLD)

This action allows a player to buy a **Sword Token**.

Take a Sword Token from the Armory, if there are any available. **This action costs 1 gold.**

5. ABANDON SHIP

This action allows a player to exit the round and secure their haul.

If you choose this action, you will no longer be able to participate in the round, but you will be safe and secure any gold you accumulated during the round.

LAST PIRATE STANDING

If a player is the last pirate remaining in the round, their only available actions are 'YARRGGHHH!' or 'Abandon Ship'. They may not use the 'Peek', 'Swap', or 'Buy' actions.

INITIATING A DUEL

When a player uses the 'YARRGGHHH!' action, they must allow other players to initiate a duel – a special kind of action – by laying down a Sword Token. Only one duel can occur per turn; once a duel has started, no other players may attempt to initiate a duel. The first player to lay down a Sword Token initiates the duel – in the event of a tie, the player whose next turn comes first initiates the duel.

The player who is challenged to the duel may play a Sword Token in retaliation, and the challenger may retaliate with another Sword Token of their own – this continues until either player runs out of Sword Tokens or chooses to cede the duel.

Whoever plays the final Sword Token during the duel gets to reap the contents of the Treasure Card, whether it is Empty, Gold, or a Squid. The player who initiated the 'YARRGGHHH!' action then completes their turn, regardless of who wins the duel.

Example: Anson uses the 'YARRGGHHH!' action on his turn. Ben and Carmen opt not to initiate a duel, but David lays down a Sword Token to duel Anson. Anson retaliates with his own Sword Token, and David has no more tokens, so he loses the duel, and Anson reveals the card.

If Anson did not have a Sword Token, then David would win the duel, he would reveal the card, and Anson's turn would be complete.

If both David and Esther had laid down a Sword Token at the same time, David would get to duel with Anson, since his next turn would come before Esther's next turn.

END OF A ROUND

A round ends when:

- Every player is out, either voluntarily (via Abandon Ship) or because they revealed a Treasure Card with a Squid, **OR**
- Every card on the table has been revealed

The Most Wanted Pirate Card is then passed to the next player clockwise, and all of the Treasure Cards are reshuffled and placed into a new grid in the centre of the table.

If at the end of a round any players have totalled 21 or more gold, the game ends – **the player with the most gold at that moment wins the game!**

If two or more players are tied for the highest amount of gold at that point, **the player with the most swords wins the game.**

If two or more players are tied for the highest amount of gold and the highest amount of swords, **start another round!** Play continues until there is a definitive winner. THARRRRR can only be one!



TREASURE CARDS



These cards are placed in a grid on the table, containing varying amounts of treasure (or lack thereof). Players will use the 'Peek' action to see their contents, or the 'YARRGGHHH!' action to reveal them and reap their contents.



Gold Treasure Card

Gold Treasure Cards come in 1 Gold, 2 Gold, 3 Gold, and 4 Gold varieties. Any player who reveals a Gold Treasure Card may exchange them for their value in Gold Tokens.



Empty Treasure Card

Empty Treasure Cards are boring but harmless treasure cards. Any player who reveals an Empty Treasure Card won't receive any gold, but they'll be able to continue playing in the current round.



Squid Treasure Card

Squid Treasure Cards are the bane of pirates everywhere! Any player who reveals a Squid Treasure Card is brutally attacked by a vicious squid. They immediately lose all of their Gold Tokens and are kicked out of the current round. Avoid them at all costs!

TOTEM CARDS



These cards determine how players respond when peeking at cards. These mystical totem items alter a pirate's honesty and moral compass, forcing them to lie, tell the truth, or deceive others to their heart's content!



Honest Scale Card

If your Totem Card is the Honest Scale, then when peeking at a Treasure Card, you must truthfully state whether the Treasure Card contains Gold, a Squid, or is Empty.



Liar's Dice Card

If your Totem Card is the Liar's Dice, then when peeking at a Treasure Card, you must lie and falsely state the contents of the Treasure Card (e.g. if the Treasure Card is 'Empty', you must state that it contains either Gold or a Squid).



Ruthless Hook Card

If your Totem Card is the Ruthless Hook, then when peeking at a Treasure Card, you must state that the Treasure Card contains Gold, a Squid, or is Empty, but your statement may be either true or false.

FREQUENTLY ASKED QUESTIONS

If my Totem Card is the Liar's Dice, and I peek at a '1 Gold' card, can I lie by stating that the card has a different amount of gold?

No. If you want to lie here, you must state that the Treasure Card contains something else entirely; in this case, an Empty or a Squid.

What happens if someone flips a card before I can duel them?

Players must give potential duellers time to initiate a duel before revealing a Treasure Card. Unfortunately, once the card is flipped, it's not fair to start a duel, as players can see what they're fighting over! If this happens, stress to other pirates the importance of waiting for duels. You can also implement a punishment for people who don't comply - we suggest walking the plank! Or paying a fine.

What happens if a player doesn't play their Totem properly?

This is again up to you, but this is a severe disregard of the pirate code, and we suggest that repeat and/or intentional offenders should be fined severely, losing half or even all their gold!

There are no swords left in the armory for me to buy - can I just take an extra one from the box or use a coin as a substitute?

Swords are meant to be in limited supply, so this would defeat the purpose! If you find yourself running low on swords, try switching up your strategy and sacrificing a few gold to stock up on swords!

Why is our game taking so long?

Sometimes, especially with big groups, 21 gold is a lot! Try lowering the win condition, and play for 13, 15, or 18 gold - it's your game!

Do I really lose ALL my Gold Tokens if I reveal a Squid card?

Yes, you'll really lose it all - them's the rules of the sea!

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