



TREASURE N MUTINY



OFFICIAL RULEBOOK



A BOARDGAME BY
STAR CAPTAIN DREAD



TREASURE 'N MUTINY



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A BOARDGAME BY
STAR CAPTAIN DREAD

TREASURE N MUTINY

IS A PIRATE THEMED SANDBOX-STYLE ROLL & PLAY WAR CARD ADVENTURE GAME FOR 1-12 PLAYERS! .. AN OPEN WORLD OF GLORIOUS ADVENTURE AND ISLANDS RIPE FOR PLUNDER AWAIT YE...
 ... ALONG WITH AN ASSORTMENT OF BLOOD THIRSTY PIRATES ON A MUTINOUS SEA OF TREACHERY!



PICK YOUR CREW, PICK YOUR PIRATES AND SET SAIL INTO THE WORLD OF TREASURE N MUTINY!

YOUR TALE - IS YEARNING TO BE TOLD!
 MAY IT BE BOTH GLORIOUS AND BOLD!

FOR A SLIGHTY SAUCIER GAMEPLAY EXPERIENCE... (21+)

GATHER A BOTTLE OF YOUR FAVORITE RUM AND PLAY THE SHOTS FIRED DRINKING GAME WHILE YOU PLAY!

WILL YE SURVIVE TO THE END ... ?!
 YO HO HO!

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TREASURE N MUTINY

WORLD MAP

SETTING UP THE MAP

TREASURE N MUTINY HAS A LARGE MAP FOR PIRATES TO EXPLORE, AS WELL AS MANY VARIED GAME COMPONENTS ... INCLUDING CARDS, TOKENS, BOATS, PIRATES, PIRATE CARDS & DICE!



- 0 GOVERNOR TOKEN
- 1 GOVERNOR RAID CARD DECK
- 2 PIRATE RAID CARD DECK
- 3 MERCHANT RAID CARD DECK
- 4 PIRATE HARBOR CARDS
- 5 MAIN CREW DECK
- 6 MAIN WEAPON DECK
- 7 MAIN GOLD STASH BAG
- 8 MAIN TREASURE STASH BAG
- 9 LEGENDARY TREASURE CARDS (1/ISLAND)
- Q ISLAND PRICING CHART
- T LEGENDARY TREASURE CLUE
- R RUM TOKEN (1/ISLAND)
- S STARTING LOCATIONS

WHEN SETTING UP THE GAME - USE THIS DIAGRAM TO HELP PLACE YOUR GAME COMPONENTS!



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TREASURE N MUTINY



MAP LEGEND

RED CREW ICON



IF YOU LAND ON A RED CREW ICON - PREPARE TO FIGHT A PIRATE - TO EARN THEIR COMMAND! PULL THE TOP CREW & WEAPON CARD FROM THE MAIN CREW DECK & MAIN WEAPON DECK! PULL THE TOP CREW & WEAPON CARD FROM THE PLAYERS CREW DECK & PLAYERS WEAPON DECK. IF YOU WIN, KEEP THE DRAWN CREW OR WEAPON CARD. IF YOU LOSE, DISCARD ONE WEAPON, CREW, TREASURE OR GOLD.

PIRATE RAID ICON



IF YOU LAND ON A RED SKULL AND BONES AT SEA PREPARE TO FIGHT AGAINST PIRATES! PULL THE TOP PIRATE RAID CARD FROM THE PIRATE RAID DECK!

MERCHANT RAID ICON



IF YOU LAND ON A WHITE SKULL AND BONES AT SEA PREPARE TO FIGHT AGAINST MERCHANT SHIPS!
PULL THE TOP MERCHANT RAID CARD FROM THE MERCHANT RAID DECK!

GOVERNOR MANSION ICON



IF YOU LAND ON A GOVERNOR MANSION PREPARE TO FIGHT A GOVERNOR!
PULL THE MATCHING GOVERNOR RAID CARD FROM THE GOVERNOR RAID DECK

GREEN CREW ICON



IF YOU LAND ON A GREEN CREW SPACE, TAKE A CREW CARD FROM THE MAIN CREW DECK!

WEAPON ICON



IF YOU LAND ON A WEAPON ICON, TAKE A WEAPON CARD FROM THE MAIN WEAPON DECK!

GOLD ICON



IF YOU LAND ON A GOLD ICON, TAKE ONE GOLD TOKEN FROM THE GOLD STASH BAG.

TREASURE ICON



IF YOU LAND ON A TREASURE ICON, TAKE ONE TREASURE TOKEN FROM THE TREASURE STASH BAG.

LEGENDARY TREASURE ICON



GATHER 4/4 TREASURE CLUES AND LAND HERE, TO TAKE THE ISLANDS LEGENDARY TREASURE CARD!

FORGE ICON



IF YOU LAND ON A FORGE ICON, YOU CAN PAY 5 GOLD TO UPGRADE ONE WEAPON CARD FROM YOUR PLAYER WEAPON DECK (SEE FORGE RULES ON PAGE 18)

TAVERN ICON



IF YOU LAND ON A TAVERN ICON, TAKE A RUM TOKEN. IF A PIRATE DIES, THEY CAN BE REVIVED ON AN ISLAND GOVERNED BY CREW MATES. CREW MATES CAN PAY 5 GOLD & GIVE THEM A CREW CARD TO REVIVE THEM AT THEIR ISLANDS TAVERN.

TREASURE CLUE ICON



FIND ALL 4 TREASURE CLUES ON A SINGLE ISLAND TO UNLOCK ACCESS TO THE LEGENDARY TREASURE.

PORT ICON



BOATS CAN DOCK, AND PIRATES CAN MOVE ON THIS SPACE.

LAND ROUTE ICON



PIRATES CAN MOVE ON THIS SPACE.

BOAT ROUTE ICON



PIRATES CAN SWIM, OR USE A BOAT TO TRAVEL UPON THIS SPACE.
(SEE PLAYER MOVEMENT RULES ON PAGE 14)





TREASURE N MUTINY



GAME COMPONENTS

TREASURE N MUTINY HAS A WIDE VARIETY OF COMPONENTS INCLUDED!
FAMILIARIZE YOURSELF WITH THE FOLLOWING COMPONENTS!



12 **PLAYER
PIECES**



12 **PLAYER
DICE**



150 **WEAPON
CARDS**



150 **CREW
CARDS**



150 **GOLD
TOKENS**



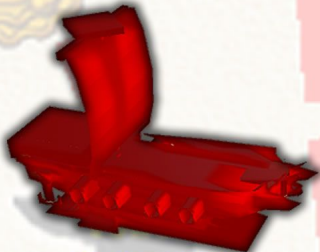
150 **TREASURE
TOKENS**



16 **LEGENDARY
TREASURE
CLUES**



4 **LEGENDARY
TREASURE
CARDS**



6 **PIRATE
GALLEONS**



6 **ROW
BOATS**



8 **PIRATE
HARBOR
CARDS**



12 **CAPTAIN
TOKENS**



4 **GOVERNOR
TOKENS**



8 **MERCHANT
RAID
CARDS**



8 **PIRATE
RAID
CARDS**



4 **GOVERNOR
RAID
CARDS**



12 **CHARACTER
CARDS**



3 **RUM
TOKENS**



6 **HEMP
TOKENS**



1 **MARKER**
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TREASURE 'N MUTINY



GAME SETUP

SOLO ADVENTURE (1 PLAYER GAME)

EVEN IF YOUR BOARD GAME CREW MAROONED YA, YOU CAN STILL PLAY TREASURE 'N MUTINY BY YERSELF!

PICK A GAME MODE (ODYSSEY / CAMPAIGN / QUICK QUEST)

PICK ANY CREW. START WITH 1-4 PIRATES & A ROWBOAT OR GALLEON (PLAYER CHOICE)

MULTIPLAYER GAMES (2-12 PLAYERS)

THERE ARE A TOTAL OF 3 CREWS OF 4 PIRATES IN TREASURE 'N MUTINY. WHEN PLAYING WITH 2 OR MORE PLAYERS; A PLAYER CAN CONTROL A SINGLE PIRATE, A PAIR OF PIRATES, A TRIO OF PIRATES OR A WHOLE CREW (4)!

3 PLAYER GAMES; ARE THE MOST FAST PACED AND COMPETITIVE IF EACH PLAYER STARTS WITH CONTROL OF A GALLEON AND 4 PIRATES EACH! FOR MORE THAN 3 PLAYERS; SPLIT THE PIRATES AS EQUALLY AMONGST THE NUMBER OF PLAYERS AS YOU CAN! IF THERE ARE AN ODD #, TRY ROLLING A DICE TO DETERMINE WHO GETS THE EXTRA (HIGH ROLL)!

IT IS SUGGESTED FOR MULTIPLAYER GAMES TO START USING CAMPAIGN OR QUICK QUEST SETUP MODES AS DETAILED ABOVE!

DETERMINE CAPTAINS, TURN ORDER 'N STARTIN' PORTS

CREW MEMBERS ROLL A DICE TO DETERMINE THE CAPTAIN (HIGH ROLL) CAPTAINS ROLL A DICE TO DETERMINE TEAM TURN ORDER: 1ST, 2ND, 3RD CAPTAINS THEN SELECT A STARTING PORT FOR THEIR SHIP: MAROON ISLE, REEFER KEY, POE KEY

GAME MODIFIERS

HEMP TOKENS

CAPTAINS CAN PLANT 0-2 HEMP TOKENS ON ANY LAND ROUTES ON STARTING ISLE / KEYS! (SEE PAGE 20 - HEMP 'N ROPE TRAPS) (**OPTIONAL GAME MODIFIER: PLACE 0-6 AT START**)

TREASURE N MUTINY EXPANSION KITS

THERE ARE SEVERAL EXPANSION KITS AVAILABLE FOR EXPANDED GAMEPLAY OPTIONS! YOU CAN USE THEM INDEPENDENTLY - OR USE ANY OF THEM IN ANY COMBINATION!

IF YOU ARE USING ONE OR MORE MODIFIERS, MAKE IT CLEAR TO ALL PLAYERS AT THE GAME START!





TREASURE 'N MUTINY



GAME SETUP

TREASURE 'N MUTINY CAN BE PLAYED BY 1 - 12 PLAYERS!
IN GAME SETUP; YOU'LL NEED TO PICK A GAME MODE WHICH WILL
ROUGHLY DETERMINE A GAME'S PLAY TIME!

QUICK GAME



EVERY CREW MATE SHALL RECEIVE

7 GOLD

7 TREASURE

7 WEAPON

7 CREW

YE CAN START WITH A WHOLE CREW & A GALLEON FOR A QUICK QUEST,
AS WELL AS 7 ITEMS OF EACH TYPE PER PIRATE!

PLAY TIME: 1-2 HOURS

CAMPAIGN GAME



EVERY CREW MATE SHALL RECEIVE

5 GOLD

5 TREASURE

5 WEAPON

5 CREW

YE CAN ALSO START WITH A WHOLE CREW & A GALLEON FOR A
CAMPAIGN START, AS WELL AS 5 ITEMS OF EACH TYPE PER PIRATE & +2
EXTRA ITEMS OF EACH TYPE FOR YOUR CAPTAIN!

PLAY TIME: 2-3 HOURS

ODYSSEY GAME



EVERY CREW MATE SHALL RECEIVE

1-5 GOLD

1-5 TREASURE

1-5 WEAPON

1-5 CREW

START WITH 1 PIRATE, 1-5 TOKENS & 1-5 CARDS OF EACH TYPE & A ROW
BOAT... HIRE YOUR CREW MATES AT A TAVERN FOR 5 GOLD EACH... BUY
A GALLEON FOR 25 GOLD AND SET SAIL ON A LONG HAUL ADVENTURE!

PLAY TIME: 3+ HOUR

EVERY CREW MATE MUST ALSO ROLL AT THE START TO
DETERMINE WHO WILL START AS CAPTAIN OF THE CREW

CAPTAINS START WITH
+2 EXTRA TOKENS & CARDS
OF EACH TYPE

TREASURE 'N MUTINY

CHARACTERS & SKILLS

THERE ARE 12 DIFFERENT PIRATE CHARACTERS IN TREASURE 'N MUTINY AND EACH HAS A SPECIAL SKILL THAT CAN HELP THEM IN THEIR CAMPAIGN!

RED TIDE CREW

THE RED TIDE CREW HAILS FROM THE EASTERN SEAS AND HAS SAILED UNTO THE MYTHIC ISLANDS IN SEARCH OF LEGENDARY RICHES & REVENGE!

BLOOD BEARD

SKILL: GAIN +1 WEAPON CARD AT THE START OF THE GAME



BLOOD BEARD IS A NOTORIOUSLY VILE, DRUNK, VIOLENT 'N ANGRY SEA LORD ON A QUEST FOR VENGEANCE AGAINST THE GOVERNOR OF RAVENS ATOLL FOR THE LIFE OF HIS TWIN BROTHER!

YELLOW EYE

SKILL: RE-ROLL ANY ROLL 1x PER TURN



YELLOW EYE IS A SKILLED BLACKSMITH WHO LEFT HIS HOME PORT AFTER IT WAS BURNED TO THE GROUND. HE ESCAPED ABOARD THE PIRATES VESSEL AND KILLED THEM WHILE THEY SLEPT!

ORANGE MANONDECK

SKILL: CAN STORE UP TO 6 CARGO (+1 CARGO SPACE)



ORANGE MANONDECK IS A HIGHLY SKILLED MERCHANT WITH AN EXCEPTIONAL SKILL IN PACKING CARGO.

HE'S LIVED ON THE SEAS HIS WHOLE LIFE.. HE WAS BORN TO SAIL, AND IS AS FEARSOME AND AS TOUGH AS THEY COME. HE'S GOT A LOVE FOR TREASURE, ADVENTURE 'N RUM!

PINK FINGER

SKILL: CAN RE-USE A WEAPON CARD 1x WHILE FIGHTING AT SEA!

PINK FINGER IS A SAVAGE SEA LADY WHO IS SAID TO HAVE REMOVED SEVERAL FINGERS OF HER FORMER SLAVE SHIP CAPTAIN AS SHE CUT HERSELF FREE! AFTER FREEING ALL THOSE ABOARD, AND SCUTTLING THE SHIP TO ENSURE ITS DAYS WERE NUMBERED - SHE VOWED REVENGE ON THE PORT MERCHANTS OF THE MYTHIC ISLANDS WHO SOLD HER LONG AGO!



TREASURE 'N MUTINY

CHARACTERS & SKILLS

THERE ARE 12 DIFFERENT PIRATE CHARACTERS IN TREASURE 'N MUTINY AND EACH HAS A SPECIAL SKILL THAT CAN HELP THEM IN THEIR CAMPAIGN!

GREEN SEA WOLVES

THE GREEN SEA WOLVES HAVE SAILED FROM THE SOUTHERN SHORES UNTO THE MYTHIC ISLANDS IN SEARCH OF GLORY, GAMES, RICHES N RUM!

GREEN BLOOD

SKILL: CAN CARRY 1 EXTRA TREASURE TOKEN

GREEN BLOOD IS A TOWERING AND DREADFUL TERROR ON THE HIGH SEAS.

HIS FATHER WAS THE FORMER CAPTAIN OF THE GREEN SEA WOLVES. GREEN BLOOD ASPIRES TO SLAY ALL GOVERNORS OF THE MYTHIC ISLANDS WHERE HIS FATHER LAST SAILED...

GRASS BEARD

SKILL: CAN RUN FROM A FIGHT!

GRASS BEARD IS A SKILLED BAR KEEP WITH A DRINKING HORN PEG LEG. A LOVER OF SEA SHANTIES, RUM, AND ALL THINGS EXPLOSIVE! - HE CAN ESCAPE FROM A FIGHT WITHOUT LOSING AN ITEM IF HE RUNS BEFORE THE BATTLE STARTS.

MADEYE MUSTARD

SKILL: CAN CARRY 1 EXTRA GOLD (+1 GOLD TOKEN)

A MAD MAN, WHOSE ONLY DESIRE IS TO DRINK, FIGHT, AND GAMBLE HIS DAYS AWAY AT TAVERNS ROUND THE WORLD!

MADEYE HAS LEARNED TO HIDE HIS WEALTH - AND IS CAPABLE OF CARRYING AN EXTRA GOLD TOKEN.

HE HOLDS A GRUDGE WITH SKY BEARD FOR A DRINKING FIGHT THAT OCCURRED ON RAVENS ATOLL.

JADE FOREST

SKILL: GAIN +1 CREW CARD AT THE START OF THE GAME

AN EXCEPTIONAL GAMBLER WHO ONCE BEAT A CAPTAIN IN A GAME OF POK'ARRGH FOR ENOUGH GOLD TO BUY A ROW BOAT. SHE THEN ROWED THE BOAT OUT TO HIS SHIP IN THE MIDDLE OF THE NIGHT - AND BEGAN HER LIFE OF PIRACY BY STEALING HIS SHIP AND SAILING AWAY. SHE HAS A SKILL FOR RECRUITING EXTRA CREW.



TREASURE 'N MUTINY

CHARACTERS & SKILLS

THERE ARE 12 DIFFERENT PIRATE CHARACTERS IN TREASURE 'N MUTINY AND EACH HAS A SPECIAL SKILL THAT CAN HELP THEM IN THEIR CAMPAIGN!

DEEP BLUE ARMADA

AFTER A LONG VOYAGE OUT UPON THE DEEP, THE ARMADA HAS SAILED UNTO THE MYTHIC ISLANDS IN SEARCH OF ANCIENT TREASURES BURIED DEEP BENEATH THE SANDY SHORES..



SKY BEARD

SKILL: CAN RE-USE A WEAPON CARD 1X WHILE FIGHTING ON LAND

SKY BEARD HAS A LONG HISTORY OF EXCESSIVE GAMBLING, DRINKING N HAS THE QUICKEST RELOAD'N TIME IN THE LAND!

HE CAN RELOAD N REUSE ANY WEAPON CARD 1X IN BATTLE IF FIGHTIN UPON LAND!

NAVY JONES

SKILL: CAN STORE UP TO 6 CARGO (+1 CARGO SPACE)

A FORMER SAILOR IN THE KINGS NAVY - HIS SHIP WAS SURRENDERED BY A COWARDLY CAPTAIN AND ITS CREW WAS SOLD BACK TO ITS OWN PORT. NAVY JONES JOINED THE DEEP BLUE ARMADA AND NOW SEEKS REVENGE ON THE KINGS GOVERNORS!



BLUE BUCCANEER

SKILL: GAIN +1 TREASURE TOKEN AT THE START OF THE GAME

FOUND BY SKY BEARD AT A YOUNG AGE ON A ROW BOAT LOST AT SEA, BLUE BUCCANEER IS A LOYAL AND FEARSOME PIRATE WITH A MYSTERIOUS PAST. HIS LOVE FOR TREASURE IS UNMATCHED AND UNQUENCHABLE!



PEARL PURPLE

SKILL: RE-ROLL ANY ROLL 1X PER TURN

WITH AN EYE FOR THE FINEST OF TREASURE, PEARL PURPLE HAS LONG HEARD RUMOR OF THE GREATEST CRYSTAL TREASURE IN THE WORLD LYING DEEP DENEATH THE MYTHIC ISLANDS! SHE SET SAIL AT A YOUNG AGE TO FIND IT!



TREASURE N MUTINY

PIRATE CHARACTER CARDS

EACH PIRATE CREW HAS 4 PIRATE CHARACTERS WHO EACH HAVE THEIR OWN PIRATE CHARACTER CARD TO STORE THEIR CARDS + TOKENS!



EACH PLAYER CAN COMMAND A SINGLE PIRATE OR UP TO AN ENTIRE CREW (4 PIRATES) DEPENDING ON YOUR GAME SETUP!

TREASURE N MUTINY

PIRATE & CREW OBJECTIVES

INDIVIDUAL PIRATE CHARACTERS HAVE OBJECTIVES TO PURSUE ALONGSIDE THE MAIN END GAME SCENARIO SHOULD THEY WISH TO BE A SUCCESSFUL BUCCANEER IN THE WORLD...

PIRATE OBJECTIVES

- BUILD YOUR REPUTATION AS HIGH AS POSSIBLE BEFORE THE END OF THE GAME
- GATHER 10 CREW CARDS (10 CARD HAND MAX)
- GATHER 10 WEAPON CARDS (10 CARD HAND MAX)
- GATHER 10 TREASURE TOKENS (10 TOKEN HAND MAX)
- GATHER 10 GOLD TOKENS (10 TOKEN HAND MAX)
- FIGHT OTHER PIRATES TO STEAL TREASURE, GOLD, WEAPONS AND CREW!
- LOCATE LEGENDARY TREASURE CLUES TO UNLOCK LEGENDARY TREASURE
- STORE UP TO 5 CARGO ITEMS ON YOUR GALLEON (5 PER GALLEON)
- COMMANDEER THE CAPTAINS ROLE OF YOUR SHIP, BY VOTE, ACCORD, OR MUTINY!

PIRATES CREWS CAN ALSO WORK TOGETHER TO ACHIEVE A MYRIAD OF ACCOMPLISHMENTS ON THEIR QUEST, SUCH AS...

CREW OBJECTIVES

- DEFEAT MERCHANTS & PIRATES AT SEA!
- EXPLORE ISLANDS AND RAID PORTS!
- DEFEAT GOVERNORS TO CAPTURE ISLANDS!
- BUY A SECOND GALLEON (STORE MORE ITEMS THAN YE CAN CARRY)
- BUILD A PIRATE HARBOR (STORE MORE ITEMS THAN YE CAN CARRY)

THERE ARE SEVERAL OPTIONAL CARD GAMES AND MINIGAMES THAT YOU CAN ALSO PLAY WHILE AT THE TAVERNS!

TAVERN OBJECTIVES (OPTIONAL)

- PLAY A CARD GAME OF POK'ARRGH
- PLAY A CARD GAME OF BAD CAT
- PLAY A CARD GAME OF MIN'ARRGH
- COMPETE IN THE WHEEL BARROW GAME
- COMPETE IN THE PEG LEGGED RACE
- COMPLETE IN THE WAGER GAME
- PLAY THE SHOTS FIRED DRINKING GAME! (21+)





TREASURE 'N MUTINY



END GAME SCENARIOS

WHEN STARTING YOUR GAME, SELECT ANY OF THE FOLLOWING END GAME SCENARIOS - OR FEEL FREE TO MAKE UP YOUR OWN END GAME SCENARIO WITH YARR CREW MATES!

AFTER THE GAME'S SCENARIO HAS BEEN COMPLETED... TALLY UP THE REPUTATION OF ALL PIRATES TO DETERMINE THE PIRATE KING & OTHER NOTABLE AWARDS OF REPUTATION!

#1

DEFEAT THE GOVERNOR OF KINGS ISLAND!
RACE TO DEFEAT THE STRONGEST GOVERNOR IN THE LAND!



GOVERNOR

SLAY THE KING'S GUARD!

#2

CAPTURE 3 GOVERNOR TOKENS!
BE THE FIRST CREW TO CAPTURE & HOLD 3 GOVERNOR MANSIONS!



GOVERNOR

BLOODY GUVNAH

#3

WIN 10 PIRATE RAIDS OR MERCHANT RAIDS!
BE THE FIRST CREW TO WIN 10 MERCHANT OR PIRATE RAIDS!



HIGH SEA SAVAGE

#4

COMPLETE 20 ROUNDS OF GAMEPLAY!
(*ALTERNATIVE = 50/80/100)

PLAY 20* ROUNDS OF TREASURE 'N MUTINY THEN TALLY UP ALL THE SCORES TO DETERMINE THE WINNER!



A TIMELY TALE

#5

COLLECT 200 GOLD AMONG YOUR CREW!
(*ALTERNATIVE = 100/150)

GATHER 200 GOLD* AMONGST YOUR CREW, GALLEONS, ISLAND BANKS & PIRATE HARBORS TO WIN!



GOLD RUSH

#6

1ST PIRATE TO PLANT 3 HEMP ON ALL 4 GOVERNED ISLANDS, WINS!

BE THE FIRST PIRATE (OR CREW) TO PLANT 3 HEMP TOKENS ON EACH GOVERNED ISLAND TO WIN!



FARRRGH'MER RUN

#7

ROPE TRAPS & LOSING A FIGHT ELIMINATES PIRATES. LAST PLAYER/CREW STANDING WINS. ELIMINATE ALL OTHER PIRATE CREWS (OR ALL OTHER PIRATES) IN CARD BATTLES OR BY USING TRAPS. ANY LOSS = ELIMINATION

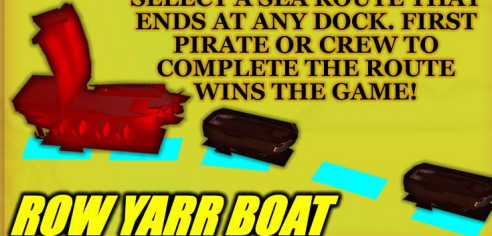


BLOODMATCH

#8

ALL PIRATES START AT THE SAME ISLAND, DOCKED; IN THEIR OWN BOAT!

SELECT A SEA ROUTE THAT ENDS AT ANY DOCK. FIRST PIRATE OR CREW TO COMPLETE THE ROUTE WINS THE GAME!



ROW YARR BOAT

#9

HEAD TO THE TAVERN 'N FIGHT TO THE DEATH - OR PLAY THE TAVERN MINI GAMES UNTIL ONE PIRATE HAS WON ALL THE OTHERS GOLD & TREASURE TOKENS!



TAVERN STANDOFF

#10

BE THE FIRST CREW TO GATHER THE ITEM LIST 'N PLACE THEM IN A PIRATE HARBOR YE CONTROL. EACH CREW PLACES A PIRATE HARBOR AT GAME START AT THEIR STARTING ISLAND.

1X LEGENDARY TREASURE
2X HEMP TOKENS
2X RUM TOKENS
5X CREW CARDS (LVL 5)

HARBOR RUN

#11

IF YE BATTLE WITH ANOTHER PIRATE CREW WHILST AT SEA - 'N LOSE; YERR BOAT SINKS!

YE CAN TRY TO SWIM (ROLL) TO REACH A PORT - OR DIE! FIGHT TO THE DEATH AT SEA!



THE LAST CREW ALIVE WINS THE GAME!

CHUM FOR THE SHARKS

#12

OVERTHROW YOUR CREW CAPTAIN IN A MUTINY - OR DEFEND YOURSELF FROM 3 MUTINY ATTEMPTS AS THE CAPTAIN TO WIN!



LORDS OF MUTINY

TREASURE & MUTINY

A BUCANEERS GUIDE TO REPUTATION

REPUTATION = POWER + WEALTH

POWER = HIGHEST CREW # x HIGHEST WEAPON #

WEALTH = TREASURE + GOLD (TOTAL VALUE)

IT'S EVERY PIRATE'S GOAL TO GAIN AS HIGH OF A REPUTATION AS POSSIBLE BY THEIR ACTIONS IN GAME!

TALLY UP YOUR REPUTATION AFTER THE GAME SCENARIO IS COMPLETE TO DETERMINE THE WINNER (THE PIRATE KING) & OTHER NOTABLE TITLES!

IF YOUR CREW OWNS A PIRATE HARBOR DIVVY UP THE STORED GOLD & TREASURE AT THE END OF THE GAME, EQUALLY AMONGST YOUR CREW & ADD THEM AS BONUS POINTS TO YOUR REPUTATION!

BONUS REPUTATION POINTS

CALCULATED AT END OF GAME - SEE PG 39

GALLEON	+ 25 PTS	
ROWBOAT	+ 10 PTS	
CAPTAIN OF CREW	+ 25 PTS	
GOVERNOR TOKEN	+ 50 PTS	
TREASURE CLUES	+ 10 PTS	
LEGENDARY ITEM	+ 50 PTS	
HARBOR BUILDER	+ 50 PTS	(PIRATE HARBOR)
HEMP TOKEN	+ 10 PTS	
RUM TOKEN	+ 10 PTS	
SCENARIO COMPLETE	+ ___ PTS	(GM CHOICE)
EXPANSION KIT ADD-ONS		
FORGED ITEM	+ 25 PTS	
WARLOCK TOTEM	+ 10 PTS	
FORTRESS BUILDER	+ 50 PTS	(PIRATE FORT)
MYTHIC ITEM	+ 50 PTS	

EXAMPLE

5 CREW x 5 WEAPON = 25 POWER
 50 TREASURE + 50 GOLD = 100 WEALTH
 REPUTATION = 125

TITLES TO BE CLAIMED

(AWARDS GIVEN AT THE GAMES END)

THE PIRATE KING (OR TITLE OF CHOICE)

- HIGHEST REPUTATION OVERALL

PIRATE OF LEGEND

- HOLDER OF 3+ LEGENDARY ITEMS

TERROR OF THE HIGH SEA

- MOST POWERFUL CREW & WEAPONS
 - COMBINE ALL CREW + WEAPON VALUES

THE FILTHY RICH PIRATE

- HOLDER OF THE MOST GOLD

TREASURE CONNOISSEUR

- HOLDER OF THE MOST TREASURE

HUNT MASTER

- HOLDER OF THE MOST TREASURE CLUES

MYTHIC LORD OF THE SEA (EXP #4 REQUIRED)

- HOLDER OF A MYTHICAL ITEM



DISPLAY YOUR WEALTH & POWER ON YOUR PIRATE CHARACTER CARD!



TREASURE 'N MUTINY



PLAYER MOVEMENT

HOW TO MOVE

ROLL AND PLAY: TO MOVE YOU MUST ROLL THE DICE. EACH PIRATE HAS THEIR OWN DICE. USE THIS CHART TO DETERMINE HOW MANY SPACES YOU CAN MOVE, BASED ON YOUR ROLL!

MOVE 1 SPACES	MOVE 1-2 SPACES	MOVE 1-3 SPACES	MOVE 1-4 SPACES	MOVE 1-5 SPACES	MOVE 1-6 SPACES

MOVING ON LAND

**PIRATES CAN MOVE IN ANY DIRECTION WHERE THERE IS A SPACE THAT CAN BE WALKED ON!
PIRATES CANNOT REVERSE DIRECTION WITHIN 1 ROLL;
BUT CAN SWITCH TO A DIFFERENT PATH!
PORTS ARE BOTH LAND 'N WATER; ALLOWING BOTH PIRATES & BOATS TO MOVE UPON 'EM!**



HOW TO SWIM

PIRATES CAN SWIM ON BOAT ROUTES IF THEIR ROLL IS HIGH ENOUGH TO REACH ANOTHER PORT IN A SINGLE ROLL OR TURN. PIRATES CAN ALSO SWIM TO BOATS OWNED BY THEIR CREW OR TO UNOCCUPIED ROW BOATS IF THEIR ROLL IS HIGH ENOUGH TO REACH IT!

EXAMPLE : ROLL 5+ TO SWIM ACROSS



EXAMPLE

ROLL 4+ TO BOARD THIS SHIP AT SEA



TREASURE 'N MUTINY

SHIPS 'N CARGO HOLDS



ROW BOATS
COST 5 GOLD

TYPES OF SHIPS



GALLEONS
COST 25 GOLD

HOW TO SAIL SHIPS

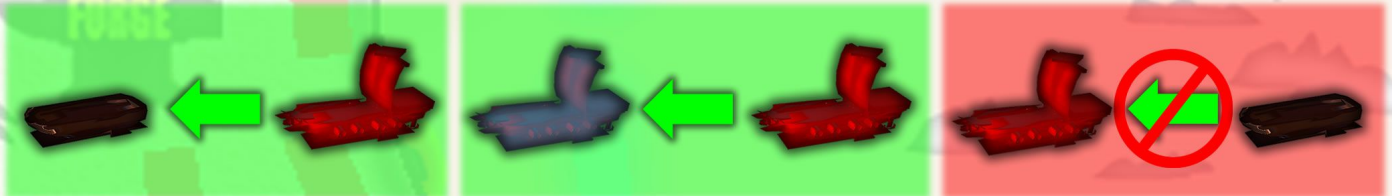
- A ROWBOAT OR GALLEON REQUIRES AT LEAST 1 PIRATE ONBOARD TO MOVE! - PIRATES ON SHIPS (GALLEON OR ROW BOAT) CAN ROLL ALONE OR TOGETHER TO MOVE THE SHIP (1-4 DICE)! IF TOGETHER, MOVE UP TO AS MANY SPACES AS YOUR CREW ROLLS TOGETHER!

COMMANDEERING BOATS

- A ROWBOAT WITH NO ONE ABOARD, CAN BE STOLEN AND USED BY ANYONE! - GALLEONS CANNOT BE STOLEN EXCEPT BY TEAM MATES IN A MUTINY! (SEE PAGE 16 - RAIDIN' 'N MUTINEERIN')

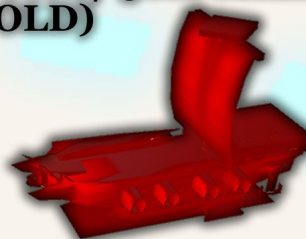
RAMMING BOATS

- ROWBOATS OR GALLEONS THAT BLOCK A BOAT ROUTE/PORT, CAN BE RAMMED BY AN EQUAL OR LARGER SHIP AND MOVED UP TO 1 SPACE WITH EVERY DICE ROLL (UP TO 4 SPACES, WITH 4 CREW)



PURCHASE & SELL SHIPS AT PORTS

- CAN BUY A ROW BOAT for 5 GOLD (NO LIMIT)
- CAN BUY A GALLEON for 25 GOLD (MAX TWO PER CREW)
- CAN SELL SHIPS BACK TO PORTS FOR 1 / 5TH THEIR VALUE (ROWBOAT 1 GOLD / GALLEON 5 GOLD)



CARGO HOLDS

- EACH GALLEON HAS A CARGO HOLD (UP TO 2 PER TEAM)
- PLAYERS CAN STORE ANY 5 EXTRA ITEMS EACH, IN THEIR GALLEONS CARGO HOLD(S)!
- ENEMIES CANNOT STEAL ITEMS FROM CARGO HOLDS!





TREASURE 'N MUTINY



ISLANDS 'N PORTS

ISLANDS - LIKE BOATS, ARE ESSENTIAL TO A PIRATES ADVENTURE! ISLANDS ARE WHERE A PIRATE CAN FIND GOLD, TREASURE, CREW & WEAPONS SCATTERED ABOUT! PORTS OF GOVERNED ISLANDS WILL COST YE A FEE TO DOCK, OR CAN BE RAIDED TO SAVE YER GOLD! GOVERNED ISLANDS ALSO HAVE GOVERNORS TO FIGHT, CREW TO FIGHT, & LEGENDARY TREASURE TO FIND!

LEGENDARY TREASURE QUESTS

EACH MAIN ISLAND HAS FOUR TREASURE CLUE ICONS THAT LEAD YOU TO A LEGENDARY TREASURE. COLLECT 4/4 TREASURE CLUE TOKENS TO UNLOCK ACCESS TO THE LEGENDARY TREASURE LOCATION.



DOCKING WITH PORTS

ONE PIRATE MUST PAY THE PORT FEE, TO DOCK ANY SHIP - IF THE ISLAND IS GOVERNED. (SEE ISLAND PRICE CHART) PIRATES CAN ALSO RAID A PORT, BY PULLING A MERCHANT CARD FROM THE MERCHANT RAID DECK! IF YOU CAN BEAT THE MERCHANT RAID CARD, GAIN RESOURCES AND DOCK FOR FREE.

DOCK FEES & ISLAND PRICE CHART

PORT NAME	Dock Fee - Buy Island - Gold Paid (Weapon, Crew, Treasure)				
PYRE ISLAND	5G	50G	3G	2G	5G
MYTHIC ISLAND	4G	45G	4G	3G	5G
RAVENS ATOLL	6G	50G	2G	2G	5G
KINGS ISLAND	5G	100G	4G	3G	5G

YOU CAN SELL YOUR EXTRA GOODS TO PORTS FOR GOLD TOKENS!

YOU CAN ALSO PAY THE PORT FEE, USING ITEMS OF EQUAL TRADE VALUE TO THE PORT FEE IN ACCORDANCE WITH THE PORTS PRICING.



TREASURE 'N MUTINY



GOVERNORS 'N GOVERNANCE

GOVERNOR MANSIONS

IF YOU LAND ON A GOVERNORS MANSION - PREPARE TO FIGHT AGAINST THE GOVERNOR OR BRIBE THEM TO BUY THE ISLAND!



TO FIGHT, PULL THE MATCHING GOVERNOR RAID CARD FROM THE GOVERNOR RAID DECK & FOLLOW THE INSTRUCTIONS!



THE GOVERNOR CARD STILL REMAINS IN PLACE IF DEFEATED, BUT ISLAND IS OWNED BY THE PIRATE CREW (REPLACE GOVERNORS TOKEN WITH CAPTAIN TOKEN) AND OTHER PIRATES CAN STILL CHALLENGE THE GOVERNOR. IF IT IS CAPTURED, SURRENDER THE GOVERNOR TOKEN TO THE NEW ISLAND OWNER.

ISLAND OWNERSHIP

IF YOU DEFEAT A GOVERNOR, OR PURCHASE AN ISLAND.. (MUST PURCHASE IT FROM THE GOVERNOR MANSION)



YOU CAN REVIVE ELIMINATED PIRATE CHARACTERS, FOR 5 GOLD AT THAT ISLAND'S TAVERN. THE GOVERNORS MANSION, BECOMES YOUR ISLAND BANK IF AN ISLAND HAS A GARRISONED PIRATE HARBOR, IT MUST BE DEFEATED BEFORE CHALLENGING THE GOVERNOR! PORTS HAVE NO COST TO DOCK, IF YOU OWN THE ISLAND!

ISLAND BANK

YOU CAN STORE UP TO 10 EXTRA TOKENS OR CARDS, PER ISLAND AT YOUR CREWS ISLAND BANK. IF YOU BUY THE ISLAND, THE GOLD BECOMES THE BANKS GOLD STOCKPILE. PLAYERS CAN ALSO MAKE CHANGE, EXCHANGING GOLD TOKENS WITH THE "ISLAND BANK" AT A GOVERNOR MANSION. THE ISLAND BANK CAN ALSO BE LOOTED BY ENEMY PIRATES, IF THEY DEFEAT THE GOVERNOR.



TREASURE N MUTINY FORGES 'N HARBORS

USING A FORGE

IF YOU LAND ON A FORGE SPACE, YOU CAN PAY 5 GOLD TO UPGRADE A WEAPON IN YOUR HAND BY PULLING A WEAPON RATED +1 HIGHER FROM THE MAIN WEAPON DECK, AND SWAPPING IT WITH ONE IN YOUR HAND!

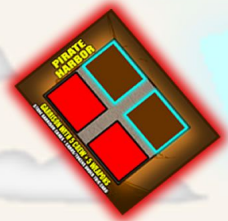


USING EXPANSION KIT #1: THE FORGE OF IRONHAND...
THE FORGE CAN BE USED TO CRAFT NEW ITEMS AND WEAPONS!
(SEE PAGE 40 - EXPANSION KIT #1)



PIRATE HARBOR (CONSTRUCTABLE PORT / CARGO STORAGE)

IF YOU OWN AN ISLAND, OR IT IS UNGOVERNED...
YOU MAY BUILD ONE PIRATE HARBOR ON THAT ISLAND.



YOU CAN BUILD A PIRATE HARBOR ON ANY SPACE, AS LONG AS 1 OF 2 OF ITS LAND ROUTES IS ON TOP OF LAND ROUTE ICON AND 1 OF 2 SEA ROUTES IS CONNECTABLE TO AN EXISTING SEA ROUTE.
(MUST BE STANDING ON A SPACE TO BUILD THERE)

PIRATE HARBORS CAN BE GARRISONED BY LEAVING UP TO 5 WEAPON AND 5 CREW CARDS ON TOP OF THEM!

PIRATE HARBORS CAN STORE UP TO 25 TOKENS & CARDS COMBINED, INCLUDING UP TO 10 GARRISONED CARDS.

TREASURE N MUTINY FIGHTIN'

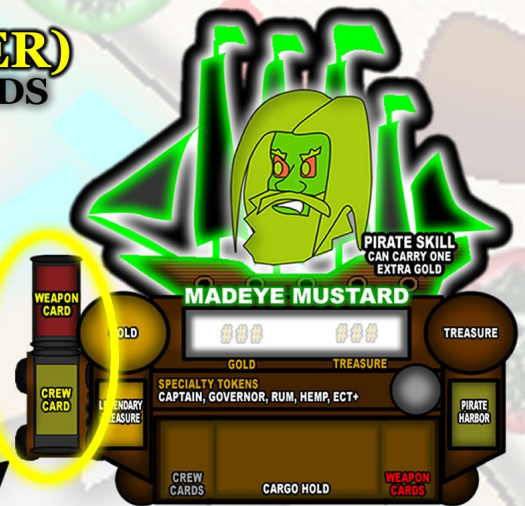
HOW TO FIGHT (PLAYER VS PLAYER)

MAX ROUNDS: YOU CAN FIGHT UP TO 10 ROUNDS (WITH 10 CREW AND 10 WEAPON CARDS)

MIN: YOU REQUIRE 1 CREW CARD AND 1 WEAPON CARD TO FIGHT. TO FIGHT, EACH PLAYER/ENEMY PULLS ONE WEAPON AND ONE CREW CARD AT A TIME!

PLACE YOUR CARDS ON THE CANNON TO THE LEFT OF YOUR PLAYER IN 1 vs 1 FIGHTS!

CREW & WEAPONS STORED IN CARGO HOLDS, CAN BE USED TO MAN THE CANNONS AT SEA!



PLAYER 1 = 20 DAMAGE

EXAMPLE ROUND



PLAYER 2 = 10 DAMAGE

vs
PLAYER 1 WINS THE ROUND

THE CREW # MULTIPLIED BY THE WEAPON # IS YOUR DAMAGE SCORE. (CREW(3) x WPN(2) = 6)

IF YOUR SCORE IS HIGHER THAN YOUR OPPONENTS...YOU WIN!!

YOU MUST WIN >60% OF THE ROUNDS TO WIN THE FIGHT

(1/1, 2/3, 3/5, 4/6, 5/7, 5/8, 6/9 or 6/10)

IF THE ATTACKER RUNS OUT OF CARDS AND DEFENDER HAS MORE, COUNT EACH EXTRA SET AS +1 ROUNDS WON!

IF YOU LOSE A 1 OR 3 ROUND FIGHT, MUST GIVE THE WINNER 1 CARD OR TOKEN & MOVE AWAY 1 SPACE

IF YOU LOSE A 5 - 9 ROUND FIGHT, MUST GIVE THE WINNER 2 CARDS OR TOKENS & MOVE AWAY 1 SPACE

IF YOU LOSE A 10 ROUND FIGHT, MUST GIVE THE WINNER 3 CARDS OR TOKENS & MOVE AWAY 1 SPACE

IF YOU LOSE YOUR FINAL CREW CARD, YOUR PIRATE IS DEAD!

PIRATES CAN DROP ITEMS & RUN/FORFEIT FIGHTS, OR AGREE TO CALL A DRAW. (BETWEEN ROUNDS)

IF THERE IS A DRAW, NEITHER PLAYER LOSES ANY CARDS/TOKENS. ATTACKER MOVES AWAY 1 SPACE.



TREASURE 'N MUTINY



RAID CARDS

THERE ARE 3 DIFFERENT TYPES OF RAID CARDS IN TREASURE 'N MUTINY THAT ARE SPECIAL TYPES OF COMBAT SCENARIOS WITH LARGER REWARDS!

MERCHANT RAID CARDS



IF A SHIP LANDS ON A WHITE SKULL AT SEA. DRAW A MERCHANT RAID CARD. ALL PLAYERS ABOARD THE SHIP ROLL THEIR DICE 1x FOR EACH ROUND. (UNLESS THEY USE A SPECIAL SKILL OR FORTUNE). ONE PLAYER MUST OUTROLL THE MERCHANT SHIP TO WIN A ROUND. WIN 3/5 ROUNDS TO WIN THE FIGHT! COLLECT LISTED CARDS & TOKENS IF YOU WIN! DISCARD LISTED CARDS & TOKENS IF YOU LOSE!

MERCHANT SHIP RAID

ALL PLAYERS ABOARD THE ATTACKING SHIP ROLL THEIR DICE. ONE PLAYER MUST OUTROLL THE MERCHANT SHIP TO WIN EACH ROUND!

5 ROUND DICE BATTLE WIN 3/5 ROUNDS

ROLL#: 1 2 3 4 5

1	2	3	4	5
1	2	3	4	5

IF YOU WIN, COLLECT THE FOLLOWING
GOLD - TREASURE - CREW - WEAPONS
5 - 3 - 1

IF YOU LOSE, DISCARD THE FOLLOWING
GOLD - TREASURE - CREW - WEAPONS
2 - 1

PIRATE RAID CARDS



IF A SHIP LANDS ON A RED SKULL AT SEA. DRAW A PIRATE RAID CARD. ALL PLAYERS ABOARD THE SHIP ROLL THEIR DICE 1x FOR EACH ROUND. (UNLESS THEY USE A SPECIAL SKILL OR FORTUNE) ONE PLAYER MUST OUTROLL THE MERCHANT SHIP TO WIN A ROUND. WIN 3/5 ROUNDS TO WIN THE FIGHT. COLLECT LISTED CARDS & TOKENS IF YOU WIN! DISCARD LISTED CARDS & TOKENS IF YOU LOSE!

PIRATE SHIP RAID

ALL PLAYERS ABOARD THE ATTACKING SHIP ROLL THEIR DICE. ONE PLAYER MUST OUTROLL THE PIRATE SHIP TO WIN EACH ROUND!

5 ROUND DICE BATTLE WIN 3/5 ROUNDS

ROLL#: 1 2 3 4 5

5	1	2	3	4
5	1	2	3	4

IF YOU WIN, COLLECT THE FOLLOWING
GOLD - TREASURE - CREW - WEAPONS
5 - 5 - 5

IF YOU LOSE, DISCARD THE FOLLOWING
GOLD - TREASURE - CREW - WEAPONS
1 - 1

GOVERNOR RAID CARDS



IF A PLAYER LANDS ON A GOVERNOR MANSION DRAW THE ISLANDS GOVERNOR RAID CARD. FIGHT THE GOVERNOR LIKE YOU WOULD ANOTHER PLAYER IN A 10 ROUND CREW & WEAPON CARD BATTLE.

DRAW 1 WEAPON & CREW CARD PER ROUND AND DO MORE DAMAGE THAN THE GOVERNOR TO WIN THE ROUND. WIN 6 OR MORE ROUNDS TO WIN THE FIGHT! COLLECT LISTED CARDS & TOKENS IF YOU WIN! DISCARD LISTED CARDS & TOKENS IF YOU LOSE!

RAVENS ATOLL GOVERNOR RAID

DO MORE DAMAGE PER ROUND THAN THE GOVERNOR IN A 10 ROUND BATTLE USING YOUR WEAPON & CREW CARDS

10 ROUND BATTLE WIN 6/10 ROUNDS

ROUND#	1	2	3	4	5
GOVERNOR DAMAGE	12	12	15	15	12
	20	15	12	12	12
	6	7	8	9	10

IF YOU WIN, COLLECT THE FOLLOWING
GOLD - TREASURE - CREW - WEAPONS
3 - 3 - 3

IF YOU LOSE, DISCARD THE FOLLOWING
GOLD - TREASURE - CREW - WEAPONS
2 - 2



TREASURE 'N MUTINY

RAIDIN' 'N MUTINEERIN'

RAIDIN' PORTS

TO FIGHT A PORT, PULL A MERCHANT CARD 'N FIGHT AS INSTRUCTED INSTEAD OF PAYING A DOCKING FEE!

IF YOU LOSE A FIGHT AGAINST A PORT, MOVE ONCE SPACE AWAY - OR TRIPLE DOCKING FEES TO STAY!

RAIDIN' PIRATE HARBORS

BATTLE AGAINST A PIRATE HARBOR AS YOU WOULD WITH ANOTHER SHIP/PLAYER
UP TO A MAX OF 5 ROUNDS AGAINST ANY GARRISONED CARDS.

IF YOU DEFEAT A PIRATE HARBOR, SEIZE 2 CARDS OR TOKENS FROM THE HARBOR & MOVE AWAY 1 SPACE.

IF YOU LOSE, SURRENDER 2 CARDS OR TOKENS TO THE HARBOR & MOVE AWAY 1 SPACE...

IF NO GARRISON IS PRESENT, HARBOR CAN BE CAPTURED OR DESTROYED (CAN REMOVE CARD)

HOW TO MUTINEER THE CAPTAIN

IF YOUR REPUTATION IS GREATER THAN YOUR CAPTAINS...

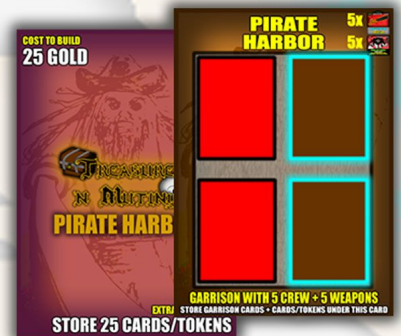
YOU CAN FIGHT FOR COMMAND - OR MAROON THE CAPTAIN!

IF YOU DEFEAT THEM, TAKE THE CAPTAIN TOKENS AND COMMAND OF YOUR CREW!

YOU CAN FIGHT YOUR CAPTAIN IF YOU ARE ON THE **SAME SPACE OR BOAT...** (MUST HAVE 0 TO 15 REPUTATION MORE THAN THE CAPTAIN)

YOU CAN MAROON THE CAPTAIN OF YOUR CREW IF YOU ARE ON THE BOAT, & THE CAPTAIN IS NOT UPON IT. (MUST HAVE 15 REPUTATION MORE THAN THE CAPTAIN)

TO MAROON, IS TO LEAVE THE OLD CAPTAIN BEHIND + TAKE ANY SHIP WITHOUT OLD CAPTAINS CONSENT + CLAIM CAPTAIN STATUS OF THE SHIP 'N CREW





TREASURE 'N MUTINY



HEMP 'N ROPE TRAPS

HEMP PLAYED AN IMPORTANT ROLE IN THE LIFE OF A SAILOR - USED FOR SAILS, RIGGING, ROPE, AND SOMETIMES - PIRATES WOULD BE LEFT HANGING 'FOR DEAD ON A HEMP NOOSE!

AT THE GAME START, PLACE 0 - 6 HEMP TOKENS WITH LEAF UPWARDS ON ANY UNMARKED LAND ROUTE ON POE KEY, REEFER KEY & MAROON ISLE!

(EACH TEAM CAN PLACE 0 - 2!)
**** OPTIONAL GAME MODIFIER****



HOW TO USE HEMP

IF YOU LAND ON A HEMP TOKEN - YOU CAN PICK IT UP!

USE IT AS A PEACE OFFERING - PASS THE PEACE PIPE!

YOU CAN USE HEMP TOKEN TO STOP A FIGHT - BY GIVING IT TO AN ATTACKER. THE ATTACKER THEN GETS TO REPLANT THE HEMP TOKEN.

REPLANT THE HEMP TOKEN AT LEAST 10 SPACES AWAY! (ON ANY LAND ROUTE)

SELL IT FOR GOLD- SELL IT TO A PORT OR TO ANOTHER PIRATE!

HEMP HAS MANY DIFFERENT TYPES, QUALITIES AND USES!

IF SELLING A HEMP TOKEN TO A PORT; PULL THE TOP GOLD TOKEN FROM THE MAIN GOLD STASH! (RANDOMIZED SELL PRICE OF 1-5 GOLD)

REPLANT THE HEMP TOKEN AT LEAST 10 SPACES AWAY!

(ON ANY LAND ROUTE)



HOW TO USE A ROPE TRAP

IF YOU HAVE A HEMP TOKEN, YOU CAN FLIP IT OVER AND LEAVE IT ON A SPACE!

LEAVE IT WHERE YOUR PIRATE CHARACTER STANDS, PRIOR TO ROLLING & MOVING.

IF A PIRATE LANDS ON OR TRIES TO PASS THE TRAP - THEIR MOVEMENT STOPS! THE TRAPPED PLAYER MUST PICK ONE OF THE FOLLOWING ACTIONS:

A) YOU CAN MISS A TURN TO UNTIE THE TRAP...

B) YOU CAN SACRIFICE A CREW CARD (LEAVE EM HANGIN') TO ROLL/MOVE OR

C) YOU CAN SACRIFICE A WEAPON CARD (DESTROY THE TRAP) TO ROLL/MOVE

THE VICTIM THEN GETS TO REPLANT THE HEMP TOKEN!

(HEMP TOKEN MUST BE REPLANTED ON A LAND ROUTE AT LEAST 10 SPACES AWAY!)



TREASURE N MUTINY

HIGH SEA CURSES & FORTUNES

YOU CAN USE A CURSE OR FORTUNE AT ANY TIME.
(1x PER PIRATE PER ROUND)
AFTER ONE TURN, CURSE EFFECTS ARE AUTOMATICALLY LIFTED.



SACRIFICE GOLD

IF YOU SACRIFICE A GOLD TOKEN, YOU CAN ASK OF THE GODS A FAVOR

GOLD (1) TOKEN - HIGH SEA CURSE

SACRIFICE A (1) GOLD TOKEN TO ... STOP A PIRATE FROM COLLECTING TOKENS!

GOLD (2) TOKEN - HIGH SEA CURSE

SACRIFICE A (2) GOLD TOKEN TO ... STOP A PIRATE FROM ROLLING A DICE!

GOLD (3) TOKEN - HIGH SEA CURSE

SACRIFICE A (3) GOLD TOKEN TO ... STOP 2 PIRATES FROM COLLECTING TOKENS!

GOLD (4) TOKEN - HIGH SEA FORTUNE

SACRIFICE A (4) GOLD TOKEN TO ... GIVE 2 PIRATES 1 TOKEN EACH (CHOICE)

GOLD (5) TOKEN - HIGH SEA CURSE

SACRIFICE A (5) GOLD TOKEN TO ... STOP 3 PIRATES FROM COLLECTING TOKENS FOR 1 TURN.

GOLD (10) TOKEN - HIGH SEA CURSE

SACRIFICE THE LEGENDARY 10 GOLD TOKEN TO ... MAKE 2 PLAYERS DROP 4 TOKENS!



TREASURE N MUTINY

HIGH SEA CURSES & FORTUNES

YOU CAN USE A CURSE OR FORTUNE AT ANY TIME.
(1x PER PIRATE PER ROUND)
AFTER ONE TURN, CURSE EFFECTS ARE AUTOMATICALLY LIFTED.



SACRIFICE TREASURE

IF YOU SACRIFICE A TREASURE TOKEN, YOU CAN ASK OF THE GODS A FAVOR

TREASURE (1) TOKEN - HIGH SEA CURSE

SACRIFICE A (1) TREASURE TOKEN TO ... STOP A PIRATE FROM COLLECTING CARDS!

TREASURE (2) TOKEN - HIGH SEA FORTUNE

SACRIFICE A (2) TREASURE TOKEN TO ... GIVE 2 PIRATES 1 CARD!

TREASURE (3) TOKEN - HIGH SEA CURSE

SACRIFICE A (3) TREASURE TOKEN TO ... STOP 2 PIRATES FROM COLLECTING CARDS!

TREASURE (4) TOKEN - HIGH SEA FORTUNE

SACRIFICE A (4) TREASURE TOKEN TO ... GAIN AN EXTRA DICE ROLL!

TREASURE (5) TOKEN - HIGH SEA CURSE

SACRIFICE A (5) TREASURE TOKEN TO ... STOP 3 PIRATES FROM COLLECTING CARDS!

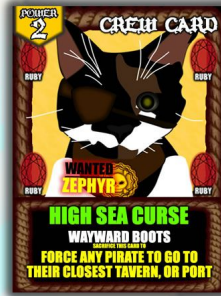
TREASURE (10) TOKEN - HIGH SEA FORTUNE

SACRIFICE THE LEGENDARY 10 TREASURE TOKEN TO ... TAKE 4 CARDS!

TREASURE N MUTINY

HIGH SEA CURSES & FORTUNES

YOU CAN USE A CURSE OR FORTUNE AT ANY TIME.
(1x PER PIRATE PER ROUND)
AFTER ONE TURN, CURSE EFFECTS ARE AUTOMATICALLY LIFTED.



SACRIFICE CREW

IF YOU SACRIFICE A CREW CARD, YOU CAN ASK OF THE GODS A FAVOR

CREW (1) CARD- HIGH SEA CURSE

SACRIFICE A (1) CREW CARD TO ... REVERSE DIRECTION OF A PIRATES MOVE!

CREW (2) CARD- HIGH SEA CURSE

SACRIFICE A (2) CREW CARD TO ... SEND A PIRATE TO A PORT OR TAVERN!

CREW (3) CARD - HIGH SEA FORTUNE

SACRIFICE A (3) CREW CARD TO ... DOUBLE YOUR ROW DISTANCE AT SEA!

CREW (4) CARD - HIGH SEA FORTUNE

SACRIFICE A (4) CREW CARD TO ... DOUBLE YOUR ROLL DISTANCE ON LAND!

CREW (5) CARD - HIGH SEA CURSE

SACRIFICE A (5) CREW CARD TO ... ROLL & MOVE ANY PIRATE!

CREW (6) CARD - HIGH SEA CURSE

SACRIFICE THE LEGENDARY 6 CREW CARD TO ... MAKE A PIRATE DROP 4 CARDS!

TREASURE N MUTINY

HIGH SEA CURSES & FORTUNES

YOU CAN USE A CURSE OR FORTUNE AT ANY TIME.
(1x PER PIRATE PER ROUND)
AFTER ONE TURN, CURSE EFFECTS ARE AUTOMATICALLY LIFTED.



SACRIFICE WEAPON

IF YOU SACRIFICE A WEAPON CARD, YOU CAN ASK OF THE GODS A FAVOR

WEAPON (1) CARD - HIGH SEA CURSE

SACRIFICE A (1) WEAPON CARD TO ... MAKE A PIRATE DROP 1 TOKEN!

WEAPON (2) CARD - HIGH SEA CURSE

SACRIFICE A (2) WEAPON CARD TO ... MAKE A PIRATE DROP 1 CARD!

WEAPON (3) CARD - HIGH SEA FORTUNE

SACRIFICE A (3) WEAPON CARD TO ... PROTECT A PIRATE FROM CURSES FOR 1 TURN.

WEAPON (4) CARD - HIGH SEA FORTUNE

SACRIFICE A (4) WEAPON CARD TO ... GAIN 1 GOLD & 1 TREASURE TOKEN!

WEAPON (5) CARD - HIGH SEA FORTUNE

SACRIFICE A (5) WEAPON CARD TO ... LIFT ANY CURSE!

WEAPON (6) CARD - HIGH SEA FORTUNE

SACRIFICE THE LEGENDARY 6 WEAPON CARD TO ... REMOVE ALL CURSES & PROTECT ALL PLAYERS FROM CURSES FOR 3 TURNS.CARDS!

TREASURE N MUTINY

TAVERN MINI-GAMES

PIRATES IN THE WORLD OF TREASURE N MUTINY DON'T HAVE TO FACE OFF WITH A SWORD THEY CAN ALSO FACE OFF WITH GAMBLING, PEG LEGGED RACES & TAVERN GAMES! TAKE A BREAK FROM SAILIN' 'N BATTLE TO ENJOY A MINI-GAME AT THE TAVERN!



4

THE WAGER GAME

HOW TO PLAY


THE WAGER GAME CAN BE PLAYED BY 2 PLAYERS EACH PLAYER PLACES A CARD OR TOKEN FACE DOWN

EACH PLAYER TRIES TO GUESS THE VALUE OF THE OTHER PLAYERS CARD OR TOKEN

2








+/-3

AFTER A VALUE IS CHOSEN BY EACH FLIP BOTH PLAYERS CARDS 'N TOKENS

THE PIRATE WHO GUESSED CLOSEST TO THE BET ITEM VALUE - KEEPS BOTH BET ITEMS!



+/-1



+/-2

IF THERE IS A TIE .. PLAY AGAIN!



+/-2




TREASURE N MUTINY

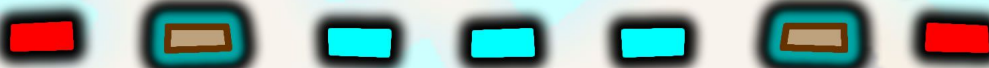
TAVERN MINI-GAMES

PIRATES IN THE WORLD OF TREASURE N MUTINY DON'T HAVE TO FACE OFF WITH A SWORD THEY CAN ALSO FACE OFF WITH GAMBLING, PEG LEGGED RACES & TAVERN GAMES! TAKE A BREAK FROM SAILIN' 'N BATTLE TO ENJOY A MINI-GAME AT THE TAVERN!

PEG LEGGED RACE

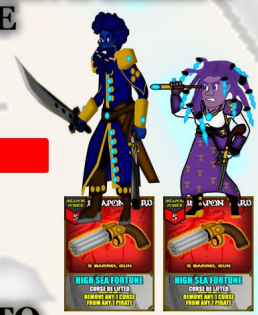
HOW TO PLAY

RACES MUST START AND FINISH AT A TAVERN (DOESN'T NEED TO FINISH AT THE SAME ONE)



THE PEG LEGGED RACE CAN BE PLAYED BY 2-12 PIRATES
PLAYERS MUST AGREE TO AN EQUAL BET (CARDS/TOKENS MUST HAVE SAME # VALUE) & PLAYERS MUST AGREE ON A ROUTE TO RACE (ONCE AROUND THE ISLAND, PORT & BACK, ECT)

SPECTATORS MUST AGREE TO AN EQUAL BET (CARDS/TOKENS MUST HAVE SAME # VALUE)
DURING A RACE, NO ITEMS ARE COLLECTED, NOR ARE ANY BATTLES FOUGHT.



ALL NON-RACERS MUST WAIT TIL RACE ENDS.
ALL RACERS ROLL AT THE SAME TIME. AND CONTINUE TO ROLL UNTIL THE FIRST PIRATE REACHES THE FINISH LINE.
ALL PIRATES RETURN TO THE START, AT THE END OF THE RACE.



EACH PLAYER PLACES THEIR BET CARD INTO A PLAYER PRIZE POOL &/OR SPECTATOR PRIZE POOL



EACH RACER CAN PICK 1 CARD OR TOKEN AS THEIR "PEG" CARD



SPECTATORS MUST ALSO BE AT A TAVERN TO PLACE BETS (ANY)



RACERS CAN INTERFERE WITH OTHER RACERS WITH THEIR "PEG" CARD (1 CURSE TO USE) (IN THE RACE)

EACH SPECTATOR CAN PICK 1 CARD/TOKEN AS THEIR "LEG" CARD

RACE WINNERS TAKE ALL PRIZES BET BY RACERS (WINNER TAKE ALL)

SPECTATORS CAN ASSIST RACERS WITH THEIR "LEG" CARD (1 FORTUNE TO (USE IN THE RACE) SPECTATORS WHO BET ON THE WINNER, SPLIT THE SPECTATOR PRIZE POOL

IN THE CASE OF A TIE, RETURN ALL BETS TO PLAYERS & SPECTATORS ... OR HOLD A SECOND RACE WITH THE SAME PRIZE POOL!

CURSES AND FORTUNES USED IN THE RACE ARE DISCARDED AFTER USE (RESHUFFLE CARDS/TOKENS)

YE CAN ADJUST THE RACE RULES AS YE SEE FIT, IF AGREED AT THE START.

TREASURE N MUTINY

TAVERN MINI-GAMES

PIRATES IN THE WORLD OF TREASURE N MUTINY DON'T HAVE TO FACE OFF WITH A SWORD THEY CAN ALSO FACE OFF WITH GAMBLING, PEG LEGGED RACES & TAVERN GAMES! TAKE A BREAK FROM SAILIN' 'N BATTLE TO ENJOY A MINI-GAME AT THE TAVERN!

THE WHEEL BARROW RACE

HOW TO PLAY



THE WHEEL BARROW GAME CAN BE PLAYED BY 2-12 PIRATES.

YOU CAN PLAY 1-3 ROUNDS!
SELECT 1-3 CREW CARDS FOR EACH PLAYER & ROLL YOUR DICE FOR EACH CARD

MULTIPLY YOUR CREW CARD VALUE x DICE ROLL VALUE = DISTANCE ROLLED

CREW CARD VALUE

DICE VALUE

DISTANCE



5



12



15

IF THERE IS MORE THAN ONE ROUND, ADD UP THE DISTANCES ROLLED TOGETHER FOR A TOTAL DISTANCE SCORE

5
+12
+15
32

IF PIRATES AGREE TO IT, YE CAN ALSO USE GOLD, TREASURE OR WEAPONS IN THE WHEEL BARROW INSTEAD OF CREW!

THE PIRATE WHOSE WHEEL BARROW(S) ROLLED THE FURTHEST DISTANCE, WINS ALL OF THE CREW CARDS (OR ALTERNATIVE ITEMS) THAT WERE ROLLED, IN THE RACE.

TREASURE N MUTINY

POK'ARRGH CREW CARD GAMES

THE CREW CARDS ARE DIVIDED INTO SIX DIFFERENT PRECIOUS STONE SUITS! YOU CAN USE THESE CARDS SEPERATELY FROM THE MAIN GAME, TO PLAY CARDS! YOU CAN ALSO PLAY CARD GAMES AT TAVERNS WITH OTHER PLAYERS! THERE ARE 3 CREW CARD GAMES THAT HAVE BEEN INCLUDED WITH THE GAME! THE RULES FOR THE CREW CARD GAMES ARE ON THE FOLLOWING PAGES!



THESE BE THE 6 CARD SUITS USED FOR POK'ARRGH 'N OTHER CARD GAMES!

POK'ARRGH
BAD CAT
MIN'ARRGH



A BOARDGAME BY
STAR CAPTAIN DREAD



TREASURE 'N MUTINY



A TREASURE 'N MUTINY SIDEQUEST

POK'ARRGH

A PIRATE POKER GAME

USE YOUR CREW CARDS TO PLAY A SIDE-QUEST CARD GAME!

THIS GAME CAN BE PLAYED DURING A ROUND OF TREASURE N MUTINY OR ON ITS OWN USING THE CREW DECK & GOLD TOKENS!

TO START

- PIRATES MUST MEET AT A TAVERN
- YOU CAN EXCHANGE GOLD/TOKENS WITH THE TAVERN
- DURING POK'ARRGH GAMES YOU CAN HOLD MORE THAN 10 GOLD TOKENS, BUT AT THE END - YOU MUST EXCHANGE THEM. (USE MAIN GOLD STASH) (CAN ONLY CARRY 10 TOTAL TOKENS, UNLESS USING A SACHEL, OR GIVING IT TO ANOTHER PIRATE - AFTER THE END OF THE GAME)

HOW TO PLAY A ROUND

GAMES CAN LAST 1 - 100+ HANDS (NO LIMIT)

ALL PLAYERS PLACE BETS.

DEAL EACH PLAYER 2 CREW CARDS (THEIR HAND /NOT SHOWN)

DEAL 3 COMMUNITY CARDS FACE UP ON THE TABLE.

PLACE BETS. OTHERS MUST MEET BET, OR FOLD (DISCARD).

DEAL 1 COMMUNITY CARD FACE UP ON THE TABLE.

PLACE BETS, OR CHECK.

OTHERS MUST MEET BET, OR FOLD (DISCARD).

DEAL 1 COMMUNITY CARD FACE UP ON THE TABLE.

PLACE BETS, OR PASS.

OTHER PLAYERS MUST MEET BET OR FOLD (DISCARD).

AFTER ALL BETS ARE PLACED & 5 COMMUNITY CARDS PLACED... SHOW CARDS. HIGHEST RANKING HAND (+ COMMUNITY CARDS) WINS!

WINNER(S) TAKE ALL. . SPLIT IF THERE IS A TIE.

PLAYERS CAN BET CARDS/TOKENS OF ANY KIND - IF ALL PLAYERS HAVE AN ACCORD (AGREEMENT).



A BOARDGAME BY
STAR CAPTAIN DREAD

TREASURE 'N MUTINY

CARD RANKING

A TREASURE 'N MUTINY SIDEQUEST

POK'ARRGH

A PIRATE POKER GAME

THE HANDS OF POK'ARRGH



6 / SAME CARD (WITH LEGENDARY)



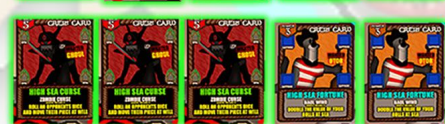
5 / SAME CREW POWER



6 / STRAIGHT FLUSH (WITH LEGENDARY)



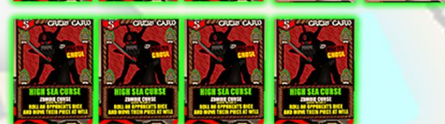
3+2 / FULL HOUSE



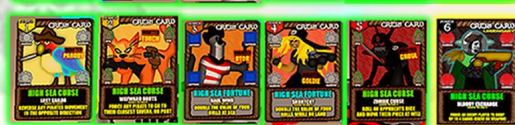
6 / FLUSH



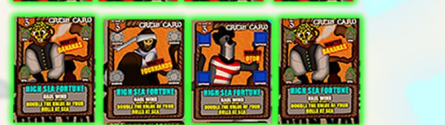
4 / SAME CARD



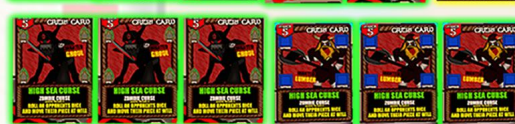
6 / STRAIGHT (WITH LEGENDARY)



4 / SAME CREW POWER



6 / SAME CREW POWER



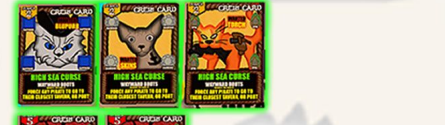
3 / SAME CARD



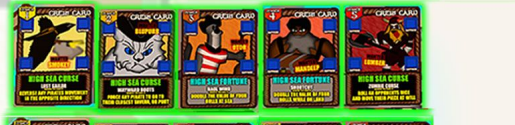
5 / SAME CARD



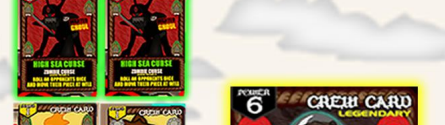
3 / SAME CREW POWER



5 / STRAIGHT FLUSH



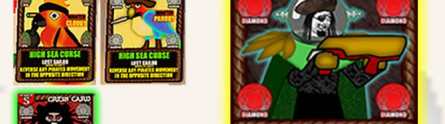
2 / SAME CARD



5 / FLUSH



2 / SAME CREW POWER



5 / STRAIGHT



HIGH CARD



THE LEGENDARY 6 CREW CARD IS A JOKER CARD & CAN BE ADDED IN, AND IF IN PLAY SUBSTITUTED FOR ANY OTHER CARD TO COMPLETE A CARD SET OR USED AS A 6 FOR THE HIGHEST POSSIBLE HANDS!

THE SUITS OF THE CREW DECK



A BOARDGAME BY STAR CAPTAIN DREAD



TREASURE N MUTINY



A TREASURE 'N MUTINY SIDEQUEST

BAD CAT

A PIRATE CARD GAME

USE YOUR CREW CARDS TO PLAY A SIDE-QUEST CARD GAME!

THIS GAME CAN BE PLAYED DURING A ROUND OF TREASURE N MUTINY OR ON ITS OWN USING THE TREASURE N MUTINY CREW DECK & GOLD TOKENS!

TO START

- PIRATES MUST MEET AT A TAVERN
- YOU CAN EXCHANGE GOLD/TOKENS WITH THE TAVERN
- DURING BAD CAT GAMES YOU CAN HOLD MORE THAN 10 GOLD TOKENS, BUT AT THE END OF THE GAME YOU MUST EXCHANGE THEM. (USE MAIN GOLD STASH) (CAN ONLY CARRY 10 TOKENS, UNLESS USING A SACHEL, OR GIVING IT TO ANOTHER PIRATE)

HOW TO PLAY A ROUND

HOW TO PLAY A ROUND
 SHUFFLE THE CREW DECK. 2 PLAYERS PLACE BETS.
 DEAL EACH PLAYER 3 CREW CARDS (THEIR HAND/NOT SHOWN)
 PLACE CARDS; 1 ON THE LEFT, 1 RIGHT, & 1 CENTER FACE DOWN
 PLACE YOUR CARDS IN YOUR PREFERRED ORDER.

SHOW CARDS. HIGHEST RANKING BAD CAT CARD WINS!

WIN 2/3 HANDS TO WIN THE ROUND.

WINNER(S) TAKE ALL. .
SPLIT IF THERE IS A TIE.

PLACE PLAYERS CARDS FACE DOWN TO START THE GAME

PLAYERS CAN BET CARDS OR TOKENS OF ANY KIND IF ALL PLAYERS HAVE AN ACCORD (AGREEMENT).

GAME VARIANTS

- 3 CARD BAD CAT (1 ROUND)
- 6 CARD BAD CAT (2 ROUNDS)
- 9 CARD BAD CAT (3 ROUNDS)
- 12 CARD BAD CAT (4 ROUNDS)

CAN PLAY UP TO 75 CARD BAD CAT (25 ROUNDS, 75 CARDS EACH)

BAD CAT SCORING

- 1 BEATS 2
- 2 BEATS 3, 4, 5
- 3 BEATS 1
- 4 BEATS 1, 3
- 5 BEATS 1, 3, 4



TREASURE 'N MUTINY

A TREASURE 'N MUTINY SIDEQUEST

BAD CAT

A PIRATE CARD GAME

EXAMPLE ROUNDS

WIN 2/3 HANDS TO WIN THE ROUND.

PLAYER 2		WINNER 2/3	PLAYER 2		LOSER 1/3
VS	VS	VS	VS	VS	VS
PLAYER 1		LOSER 1/3	PLAYER 1		WINNER 2/3

BAD CAT SCORING - CREW CARD RANK SYSTEM

1 BEATS 2	2 BEATS 3, 4, 5	3 BEATS 1	4 BEATS 1, 3		

5 BEATS 1, 3, 4					

JOKER CARD
THE LEGENDARY 6 CREW CARD IS A JOKER CARD & CAN BE ADDED IN, AND IF IN PLAY SUBSTITUTED AS ANY OTHER CARD!

TREASURE 'N MUTINY

A TREASURE 'N MUTINY SIDEQUEST

MIN'ARRGH

A PIRATE CARD GAME

USE YOUR CREW CARDS TO
PLAY A SIDE-QUEST CARD GAME!

THIS GAME CAN BE PLAYED
DURING A ROUND OF TREASURE
'N MUTINY OR ON ITS OWN USING
THE TREASURE 'N MUTINY CREW
DECK & GOLD TOKENS!

TO START

- PIRATES MUST MEET AT A TAVERN
- YOU CAN EXCHANGE GOLD/TOKENS WITH THE TAVERN
- DURING MIN'ARRGH GAMES YOU CAN HOLD MORE THAN 10 GOLD TOKENS, BUT AT THE END OF THE GAME YOU MUST EXCHANGE THEM. **(USE MAIN GOLD STASH)** (CAN ONLY CARRY 10 TOKENS, UNLESS USING A SACHEL, OR GIVING IT TO ANOTHER PIRATE)

HOW TO PLAY A ROUND

SHUFFLE. 2-12 PLAYERS PLACE BETS
DEAL EACH PLAYER 5 CREW CARDS
(PRIVATE HANDS / NOT SHOWN TO OTHERS)
PLACE 5 MORE CREW CARDS ON THE TABLE, FACE DOWN

TO WIN, COLLECT 5 CARDS OF THE SAME SUIT IN YOUR HAND & YELL "MIN-ARRGH" !

FLIP THE 5 FACE DOWN CREW CARDS OVER, 1 AT A TIME...
WHEN EACH CARD IS REVEALED, THE FIRST PLAYER TO SAY MINE
CAN TAKE THAT CARD & REPLACE IT WITH 1 FROM THEIR HAND.
IF SOMEONE WANTS THE NEW CARD DROPPED, THEY CAN SAY MINE & TAKE IT.
IF NO ONE TAKES THE REVEALED CARD OR CARD LEFT REPLACING IT, FLIP THE
NEXT CARD.

CONTINUE THIS FOR ALL 5 CARDS. ONCE ALL CARDS ARE COMPLETELY REVEALED,
IF NOONE HAS YELLED MIN-ARRGH, PLAYERS CAN BET AGAIN (OR NOT); AND DRAW
5 MORE CARDS. PLACE THE PREVIOUS 5 CREW CARDS AT THE BOTTOM OF THE
CREW DECK.

WINNER(S) TAKE ALL. . SPLIT IF THERE IS A TIE.

**PLAYERS CAN BET CARDS OR TOKENS OF ANY KIND
IF ALL PLAYERS HAVE AN ACCORD (AGREEMENT)**

A QUICK CARD GAME!

YELL "MINE!" TO TAKE
THE REVEALED CARD
COLLECT 5 CARDS OF
THE SAME SUIT IN
YOUR HAND & YELL
"MIN-ARRGH" TO WIN!



THE SUITS OF THE CREW DECK



A BOARDGAME BY
STAR CAPTAIN DREAD

TREASURE 'N MUTINY

A TREASURE 'N MUTINY SIDEQUEST

MIN'ARRGH

A PIRATE CARD GAME

A QUICK CARD GAME!

YELL "MINE!" TO TAKE THE REVEALED CARD
COLLECT 5 CARDS OF THE SAME SUIT IN YOUR HAND & YELL "MIN-ARRGH" TO WIN!

DEAL EACH PLAYER 5 CARDS
 PLAYERS THEN PLACE BETS



PLACE 5 CARDS FACE DOWN ON THE TABLE



FLIP ONE CARD OVER AT A TIME

THE FIRST PLAYER TO SAY "MINE" CAN TAKE THE CARD & REPLACE IT WITH ONE FROM THEIR HAND



IF ANY PLAYER WANTS A DROPPED CARD, SAY MINE 1ST AND TAKE IT!



IF NOONE TAKES THE REVEALED OR DROPPED CARD, FLIP THE NEXT CARD

CONTINUE TO FLIP ALL 5 CARDS. IF ALL CARDS ARE REVEALED WITH NO WINNER, BET AGAIN (OR NOT) AND DRAW 5 MORE! PLACE PREVIOUS 5 CARDS IN THE DECK.



COLLECT 5 CARDS OF THE SAME SUIT IN YOUR HAND & YELL "MIN-ARRGH" TO WIN!



WINNER(S) TAKE ALL.
 SPLIT IF THERE IS A TIE.

THE SUITS OF THE CREW DECK



DIAMOND



RUBY



SAPPHIRE



EMERALD



OPAL



AMYTHYST

TREASURE N MUTINY

DRINKIN' 'N BARTER

RUM TOKENS

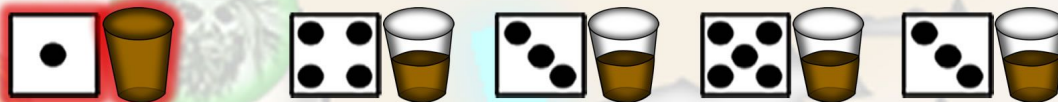
COLLECT A RUM TOKEN FROM A TAVERN!
 (1 TOKEN PER TAVERN)
 GIVE THE RUM TOKEN TO A FRIEND OR FOE,
 TO STOP A FIGHT! YOUR OPPONENT WILL
 MISS THEIR NEXT TURN!



SHOTS FIRED! (OPTIONAL: DRINKING GAME - 21+)

THERE BE THREE WAYS TO PLAY THE GAME CALLED SHOTS FIRED....
 IF DRINKING RULES BE APPLIED, ANY PLAYER CAN INITIATE PLAY, BY:

A) IF YOU LAND ON A TAVERN, ALL PIRATES ROLL.
 THE LOW ROLLER TAKES 2 SHOTS, ALL OTHERS TAKE 1!



B) IF YOU LAND ON A TAVERN, SING A SEA SHANTY!
 ALL OTHER PIRATES TAKE 2 SHOTS!
 (SEE A LIST OF *SEA SHANTIES* ON PAGE 21)



C) IF YOU ARE GIVEN A RUM TOKEN AND FORCED TO MISS A TURN - TAKE A SHOT!

* PLEASE DRINK RESPONSIBLY! KNOW YOUR LIMITS - PLAY WITHIN IT!
 THERE ALSO BE HONOR IN TAKING A BREAK TO HELP DOWNED CREW, OR TO
 PREVENT CREW MATES FROM LOSING THEIR LUNCH, A LEG, OR AN EYE!

TRADE 'N BARTER

YOU CAN SELL YOUR EXTRA GOODS TO PORTS FOR GOLD TOKENS!
 YOU CAN TRADE WITH ANY PLAYER; IF YOUR ON THE SAME SHIP OR SPACE
 AND AGREE TO IT! (FRIEND OR FOE)





TREASURE N MUTINY



SEA SHANTIES

SING A SEA SHANTY WITH YOUR CREW AT SEA AND EARN 1 GOLD TOKEN EACH! **(ONCE BETWEEN PORTS) (OPTIONAL)**

SING A SEA SHANTY IN A TAVERN WHILE PLAYING THE SHOTS FIRED DRINKING GAME AND ALL OTHER PLAYERS TAKE A SHOT! **(OPTIONAL)**

THE CAPTAINS FAVORITE SEA SHANTIES

IF YA DON'T KNOW ANY.... HERE BE A FEW!

THERE ONCE WAS A CAPTAIN
SAILING OUT AT SEA
THEN HIS OWN CREW MATES
SAID OFF THE PLANK WITH HE
IT WAS A TALE OF
TREASURE N MUTINY
THE GREATEST ADVENTURE
UPON THE HIGH SEA

ONCE UPON AN ISLAND
FOUND ME SELF SOME TREASURE
CAPTAIN ASKED IF I WOULD SHARE
AND I TOLD EM NEVER
SAID ITS MINE, GET YOUR OWN
THIS HERE DOG, AIN'T SHARIN ME BONE
THE TREASURE I FOUND
WELL IT BE MINE
AND YOU CAN GET YOUR OWN

ONCE I WAS A SAILOR
DRINKIN AT A TAVERN
THEN A CAPTAIN SHARED A TALE
OF TREASURE IN A CAVERN
HE SAID FOR A PIECE OF GOLD
HE'D SELL THE MAP TO RICHES UNTOLD
SO THAT DAY, A QUEST BEGAN
A PIRATES LIFE FOR ME!

THERE ONCE WAS A CAPTAIN
SAILING PON THE OCEAN
WHEN SUDDENLY HIS CREW MATES
SPURRED A GREAT COMMOTION
HE WAS SOON RIGHT OFF THE PLANK
ALL THE CREW, WELL THEY PULLED RANK
HE WENT DOWN, THE SHIP TURN'D ROUND
T WAS MUTINY AT SEA!

THEY LEFT ME THERE UPON THE DOCK
BECAUSE I FOUND NO LOOT
MAROONED ME THERE, UPON THE ROCK
THE CAPTAIN GAVE ME THE BOOT
BUT IMMA ROW, AND FIND HIS ARSE
UPON EM, I'LL SOON PLACE A CURSE
AND THEN WE'LL SEE WHICH PIRATE
FAIRS THE WORST - ARRRGH!
THE CAPTAIN I DO CURSE!

YO HO - A PIRATES LIFE FOR WE
YO HO - TOGETHER WE SAIL THE SEA
DRINKIN RUM N FIGHTIN, TIS THE LIFE FOR WE
ONWARD WE SAIL - TOWARD OUR DESTINY
EVEN IF WE MEET THE MEET THE GRAVE
UPON THIS GREAT JOURNEY
WE WILL SAIL ACROSS THE DEEP
AS FEARLESS AS CAN BE
FIRE YE GUNS, N DOWN YARR RUM
TIME FOR THE CREW TO HAVE SOME FUN
DRINK UNTIL THE DRINK IS DONE
A PIRATES LIFE FOR WE

ONCE UPON AN ISLAND
FOUND ME SELF SOME GOLD
CAPTAIN ASKED IF I WOULD SHARE
NOPE - OFF THE PLANK HE ROLLED
TO THE SHARKS, HE'S THE CHUM
GET YOUR OWN GOLD, YA BUM
OTHERWISE, I'LL SHOOT CHA
WITH ME GUN!

FISH IN THE SEA

COME ALL YOU YOUNG SAILOR MEN - LISTEN TO ME.
I'LL SING YOU A SONG OF THE FISH IN THE SEA.

[CHORUS]

AND ITS WINDY WEATHER BOYS, STORMY WEATHER BOYS
WHEN THE WIND BLOWS, WERE ALL TOGETHER BOYS
BLOW YE WINDS WESTERNLY, BLOW YE WINDS BLOW
JOLLY SOU'WESTER BOYS, STEADY SHE GOES
UP JUMPS THE EEL WITH HIS SLIPPERY TAIL
CLIMBS UP ALOFT AND REEFS THE TOP SAIL

(CHORUS)

FAMOUS SEA SHANTIES

FISH IN THE SEA >
ROLL AND GO
LOWLANDS AWAY
DRUNKEN SAILOR
BOLD RILEY OH
ROUND THE CORNER SALLY
SO EARLY IN THE MORNING
ROLL, BOYS, ROLL!
ROLLER BOWLER
JOLLY ROVING TAR
LEAVE HER, JOHNNY
RANDY DANDY-O

THEN UP JUMPS THE SHARK WITH HIS NINE ROWS OF TEETH
SAYING YOU EAT THE DOUGH BOYS 'N I'LL EAT THE BEEF!

(CHORUS)

UP JUMPS THE WHALE- THE LARGEST OF ALL!
IF YOU WANT ANY WIND - WELL, I'LL SOON BLOW A SQUALL!

(CHORUS)

ME N ME CREW
BE PLOTTIN DOOM
HURAH HURRAH
IT MIGHT BE QUIET
IT MIGHT GO BOOM
HURRAH HURRAH
ME AND ME CREW
BE PLOTTING SHIT
SOMEONES GONNA DIE
MIGHT BLOW UP A SHIP
MIGHT FIRE FROM THE HIP
ITS GONNA BE LIT
A PIRATES LIFE FOR WE



TREASURE N MUTINY

END GAME SCORESHEET



AT THE END OF THE GAME, USE THIS SCORESHEET TEMPLATE TO ADD UP ALL PIRATES & PIRATE CREW'S REPUTATION TO DETERMINE THE PIRATE KING & OTHER NOTABLE TITLES!

(SEE PAGE 9 - A PIRATES GUIDE TO REPUTATION)

PIRATE CREW

SCENARIO

PIRATE NAME

GAME TIME / DATE

TOTAL GOLD	+	TOTAL TREASURE	=	PIRATE WEALTH
STRONGEST WEAPON	x	STRONGEST CREW	=	PIRATE POWER
BONUS REPUTATION / TITLES & NOTES				
				TOTAL

REPUTATION POINTS

- GOLD... ADD UP TOTAL GOLD #
- TREASURE... ADD UP TOTAL TREASURE #
- WEAPONS... HIGHEST WEAPON LEVEL #
- CREW... HIGHEST CREW LEVEL #
- WEALTH + POWER = REPUTATION**

BONUS REPUTATION POINTS

- +50 PTS PER GOVERNOR TOKEN
- +50 PTS PER LEGENDARY ITEM
- +50 PTS PER HARBOR BUILT
- +25 PTS PER GALLEON
- +25 PTS IF CAPTAIN OF CREW
- +10 PTS PER LEGENDARY CLUE
- +10 PTS PER HEMP TOKEN
- +10 PTS PER RUM TOKEN
- +10 PTS PER ROWBOAT

OPTIONAL + ___ PTS FOR COMPLETING SCENARIO

EXPANSION KIT REPUTATION

- +25 PTS PER FORGED ITEM
- +10 PTS PER WARLOCK TOTEM
- +50 PTS PER FORTRESS
- +50PTS PER MYTHIC ITEM

PIRATE NAME

TOTAL GOLD	+	TOTAL TREASURE	=	PIRATE WEALTH
STRONGEST WEAPON	x	STRONGEST CREW	=	PIRATE POWER
BONUS REPUTATION / TITLES & NOTES				
				TOTAL

PIRATE NAME

TOTAL GOLD	+	TOTAL TREASURE	=	PIRATE WEALTH
STRONGEST WEAPON	x	STRONGEST CREW	=	PIRATE POWER
BONUS REPUTATION / TITLES & NOTES				
				TOTAL

PIRATE NAME

TOTAL GOLD	+	TOTAL TREASURE	=	PIRATE WEALTH
STRONGEST WEAPON	x	STRONGEST CREW	=	PIRATE POWER
BONUS REPUTATION / TITLES & NOTES				
				TOTAL

CREW REPUTATION = STORED ITEMS (SHIP CARGO, PIRATE HARBOR CARGO, ECT), CREW PIRATE HARBORS, GALLEONS, ROWBOATS + ADD UP POINTS & SPLIT EQUALLY, OR ACCORDING TO CAPTAIN'S DECISION. (CAPTAIN CAN OVERRULE & CHOOSE SPLIT)

TREASURE 'N MUTINY

EXPANSION KITS



THERE ARE SEVERAL DIFFERENT ADD ON KITS FOR TREASURE 'N MUTINY!
 YOU CAN USE THEM IN COMBINATION WITH THE MAIN GAME!
 USE ONE KIT, TWO, THREE OR USE ALL FOUR TOGETHER!

EACH EXPANSION HAS A DIFFERENT EFFECT ON OVERALL GAMEPLAY!

EXPANSION KIT #1 - THE FORGE OF IRONHAND

THE FORGE OF IRONHAND INTRODUCES CRAFTABLE ITEMS INTO THE WORLD OF TREASURE 'N MUTINY! COMBINE WEAPON CARDS & RUM/HEMP TOKENS TO CREATE POWERFUL WEAPONS, TRAPS & USEFUL GEAR!

TREASURE 'N MUTINY GAME EXPANSION



THE FORGE OF IRONHAND

CAPTAIN IRONHAND'S ENGINEER'N MARVELS

A GREAT SAILOR AND MASTER OF THE FORGE LEFT BEHIND SKETCHES OF HIS ENGINEER'N MARVELS! USING THIS KNOWLEDGE & WISDOM WE'VE FOUND THE RECIPES TO ENGINEER EPIC NEW TOOLS OF DESTRUCTION 'N DOOM!
PIRATES CAN ONLY CARRY 1 ENGINEER'N MARVEL AT A TIME!

<p>AT A FORGE... COMBINE 1x HEMP 2x LV1 WPN CRAFTS: GUILLOTINE TRAP</p>  <p>ENGINEER'N MARVEL</p> <p>GUILLOTINE TRAP DROP A CREW CARD IF YE LAND HERE</p> <p>SELL VALUE 5G</p>	<p>AT A FORGE... COMBINE 2x HEMP 2x LVL2 WPN CRAFTS: SATCHEL</p>  <p>ENGINEER'N MARVEL</p> <p>SATCHEL CAN CARRY 5 EXTRA GOLD TOKENS</p> <p>SELL VALUE 5G</p>	<p>AT A FORGE... COMBINE 1x RUM 2x LVL3 WPN CRAFTS: FIRE BOMB</p>  <p>ENGINEER'N MARVEL</p> <p>FIRE BOMB ENEMY 1 SPACE AWAY DROPS 2 CREW CARDS</p> <p>SELL VALUE 5G</p>	<p>AT A FORGE... COMBINE 1x HEMP 2x LVL4 WPN CRAFTS: SNIPER RIFLE</p>  <p>ENGINEER'N MARVEL</p> <p>SNIPER RIFLE ENEMY 1-3 SPACES AWAY DROPS 2 CREW CARD</p> <p>SELL VALUE 7G</p>	<p>AT A FORGE... COMBINE 2x RUM 3x LVL5 WPN CRAFTS: SHIPWRECKER</p>  <p>ENGINEER'N MARVEL</p> <p>SHIPWRECKER PLACE THIS ON AN ENEMY GALLEON TO SINK IT</p> <p>SELL VALUE 10G</p>
<p>AFTER USE, RETURN MARVEL TO FORGE EXPANSION CARD. TO USE THIS TOKEN PLACE IT ON ANY LAND ROUTE IF ANY PIRATE LANDS ON IT, ENEMY DROPS 1 CREW CARD</p> <p>1x USE</p>	<p>SATCHEL CAN BE GIVEN AWAY INSTEAD OF A CARD OR TOKEN IN A LOST FIGHT! TO USE THIS TOKEN KEEP IT ON YOUR PIRATE CHARACTER CARD AND YOU CAN CARRY UP TO 5 EXTRA GOLD TOKENS</p> <p>UNLIMITED USE</p>	<p>AFTER USE, RETURN MARVEL TO FORGE EXPANSION CARD. TO USE THIS TOKEN AN ENEMY MUST BE ON AN ADJACENT ROUTE (NEXT TO YOU) IF USED, ENEMY MUST DROP 2 CREW CARDS</p> <p>1x USE</p>	<p>AFTER USE, RETURN MARVEL TO FORGE EXPANSION CARD. TO USE THIS TOKEN AN ENEMY MUST BE 1-3 SPACES AWAY ON A CONNECTED PATH IF USED, ENEMY MUST DROP 2 CREW CARDS</p> <p>1x USE</p>	<p>AFTER USE, RETURN MARVEL TO FORGE EXPANSION CARD. TO USE THIS TOKEN PLACE IT ON ANY DOCKED ENEMY SHIP TO DESTROY IT. ANY CARGO, IS LEFT ON THE PORT</p> <p>1x USE</p>
<p>ANY CARDS USED IN RECIPES SHOULD BE RETURNED TO THE BOTTOM OF THEIR MAIN DECK AFTER USE! ...AFTER USING A RUM TOKEN, PLACE IT ON ANY EMPTY TAVERN. AFTER USING A HEMP TOKEN, REPLANT IT AT LEAST 10 SPACES AWAY FROM WHERE YE STAND! YE CAN ALSO SELL THESE TOKENS TO PORTS FOR THE SELL VALUE LISTED BELOW THE ITEM! (PLACE ITEMS BACK ON THIS CARD AFTER DOING SO!)</p>				

BONUS END GAME SCENARIOS!

- ! SHIPWRECKED - End the Game by Destroying an Enemy Galleon!
- ! MURDERBALL - Fire Bombs cause 2x Damage (Drop 4 Crew). Last Pirate/Crew Standing Wins.
- ! SNIPER WAR - Sniper Rifles cause 2x Damage (Drop 4 Crew). Last Pirate/Crew Standing Wins.

TREASURE 'N MUTINY

EXPANSION KITS

THERE ARE SEVERAL DIFFERENT ADD ON KITS FOR TREASURE 'N MUTINY!
 YOU CAN USE THEM IN COMBINATION WITH THE MAIN GAME!
 USE ONE KIT, TWO, THREE OR USE ALL FOUR TOGETHER!

EACH EXPANSION HAS A DIFFERENT EFFECT ON OVERALL GAMEPLAY!

EXPANSION KIT #2 - CURSE OF THE UNDEAD WARLOCK

CURSE OF THE UNDEAD WARLOCK IS THE 2ND TREASURE 'N MUTINY GAME EXPANSION KIT, WHICH INTRODUCES LONG LASTING CURSES & WARLOCK TOTEMS INTO THE GAME! WARLOCK TOTEMS CAN ALSO BE GIVEN AWAY, ALLOWING YOU TO ROLL FOR ANOTHER PLAYER; OR COLLECTED AND SACRIFICED TO PLACE A LONG LASTING CURSE ON AN ENEMY!

TREASURE 'N MUTINY GAME EXPANSION

CURSE OF THE UNDEAD WARLOCK

AN UNDEAD WARLOCK HAS PLACED A CURSE UPON THE LEGENDARY TREASURES OF THE LAND, CAUSING TOTEMS TO APPEAR THAT HAVE PERILOUS EFFECTS WHEN GIVEN AWAY OR COMBINED WITH CREW CARDS!
 PIRATES CAN ONLY CARRY 1 WARLOCK CURSE CARD AT A TIME!

 <p>CURSE OF THE UNDEAD WARLOCK</p>	<p>COMBINE 1x RAVEN TOTEMS 2x LVL5 CREW</p> <p style="text-align: center;">ROLLS - 1</p> <p style="text-align: center;">TO REMOVE TRAVEL 10 SPACES</p> <p style="text-align: center;">TOTEM VALUE 10G AFTER USE, RETURN CURSE CARDS & TOTEMS TO MAP</p>	<p>COMBINE 2x PYRE TOTEMS 2x LVL5 CREW</p> <p style="text-align: center;">ROLLS VALUE DIVIDED BY 2</p> <p style="text-align: center;">TO REMOVE VISIT A TAVERN</p> <p style="text-align: center;">TOTEM VALUE 10G AFTER USE, RETURN CURSE CARDS & TOTEMS TO MAP</p>	<p>COMBINE 3x MYTHIC TOTEMS 3x LVL5 CREW</p> <p style="text-align: center;">ROLLS + 1</p> <p style="text-align: center;">TO REMOVE TRAVEL ACROSS WATER</p> <p style="text-align: center;">TOTEM VALUE 10G AFTER USE, RETURN CURSE CARDS & TOTEMS TO MAP</p>	<p>COMBINE 3x KING TOTEM 3x LVL5 CREW</p> <p style="text-align: center;">DO NOT ROLL (FOR 3 TURNS)</p> <p style="text-align: center;">TO REMOVE WAIT 3 TURNS OR USE LEGENDARY WEAPON FORTUNE</p> <p style="text-align: center;">TOTEM VALUE 10G AFTER USE, RETURN CURSE CARDS & TOTEMS TO MAP</p>	<p>COMBINE 1x PYRE TOTEM 1x RAVEN TOTEM 1x MYTHIC TOTEM 1x KING TOTEM 4x LVL5 CREW</p> <p style="text-align: center;">MAKE ANY ENEMY DROP 4 CREW CARDS</p> <p style="text-align: center;">TO REMOVE USE LEGENDARY WEAPON FORTUNE</p> <p style="text-align: center;">TOTEM VALUE 10G AFTER USE, RETURN CURSE CARDS & TOTEMS TO MAP</p>
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WARLOCK TOTEMS ARE PLACED ONTO THE LOCATIONS OF LEGENDARY TREASURE CLUES AFTER THE LEGENDARY TREASURE HAS BEEN COLLECTED. EACH GOVERNED ISLAND HAS 4 TOTEMS, WHICH CAN BE COMBINED WITH LVL5 CREW CARDS TO PLACE A WARLOCK CURSE ON AN ENEMY UNTIL THEY PERFORM THE ACTION REQUIRED TO REMOVE THAT CURSE, OR AFTER THE CURSE EXPIRES IN THE CASE OF THE KINGS ISLAND CURSE. (DO NOT ROLL FOR 3 TURNS)
 WARLOCK CURSES CAN ONLY BE REMOVED IF THEIR REQUIRED ACTION IS PERFORMED OR BY USING THE LEGENDARY WEAPON (LVL6) FORTUNE
 YOU CAN ALSO GIVE ANOTHER PLAYER A WARLOCK TOTEM TO STOP A FIGHT & ROLL THEIR DICE 1x TO MOVE THEM. WHEN USED THIS WAY, PLACE THE TOTEM BACK ON THE MAP!

BONUS END GAME SCENARIOS!

- ! TOTEM COLLECTOR - Collect One Of Each Warlock Totem Type To Win!
- ! ENTOMBED - Kings Island Warlock Curse (Do Not Roll) is Permanent. Last Pirate Standing Wins.
- ! CURSED TO DEATH - Warlock Curses cause enemy to lose 4 crew cards. Last Pirate Standing Wins.

TREASURE 'N MUTINY

EXPANSION KITS

RUM

THERE ARE SEVERAL DIFFERENT ADD ON KITS FOR TREASURE 'N MUTINY !
 YOU CAN USE THEM IN COMBINATION WITH THE MAIN GAME !
 USE ONE KIT, TWO, THREE OR USE ALL FOUR TOGETHER !

EACH EXPANSION HAS A DIFFERENT EFFECT ON OVERALL GAMEPLAY !

EXPANSION KIT #3 - FORTS 'N MARAUDERS

FORTS 'N MARAUDERS INTRODUCES ROAMING MERCHANT & PIRATE VESSELS THAT ACT AS MOBILE RAID LOCATIONS & ISLAND FORTRESS CARDS WHICH ARE SIMILAR TO PIRATE HARBORS BUT USE RAID STYLE DICE COMBAT & COME EQUIPPED WITH A FORGE & GOLD OR WEAPON PICKUP POINT!



FORTS 'N MARAUDERS



TREASURE 'N MUTINY GAME EXPANSION

FORTS 'N MARAUDERS

SOME MARAUDERS HIRED BY THE KING & HIS MERCHANT FLEET HAVE TAKEN TO ROAMING THE SEAS!
 YOU'LL FIND EM ROAMING ABOUT N WORD BE THAT THE GOVERNORS ARE FORTIFYING THEIR ISLAND'S PORTS!

PLACE ISLAND FORTRESS CARD ONTOP OF ANY PORT ON GOVERNED ISLES

MERCHANTS & MARAUDERS

PLACE ALL FOUR SHIPS ON THE GAME BOARD AT THE START OF THE GAME. PLACE WHITE SHIPS (MERCHANT) ON ANY WHITE SKULL ICON & BLACK SHIPS (PIRATES) ON RED SKULL
 ANY ITEMS LOST TO EITHER, IS DISCARDED TO ANY UNOCCUPIED ISLAND FORTRESS.

<p style="color: yellow; font-weight: bold; font-size: small;">MERCHANT + DICE</p> <p style="font-size: x-small; color: white;">MERCHANT SHIPS ROLL AT THE END OF EACH ROUND (1ST) IF YOU ENCOUNTER A MERCHANT SHIP PULL A MERCHANT RAID CARD</p>	<p style="color: yellow; font-weight: bold; font-size: small;">MARAUDER + DICE</p> <p style="font-size: x-small; color: white;">MARAUDER SHIPS ROLL AT THE END OF EACH ROUND (2ND) IF YOU ENCOUNTER A MARAUDER SHIP PULL A PIRATE RAID CARD</p>
<p style="color: yellow; font-weight: bold; font-size: small;">MERCHANT + DICE</p> <p style="font-size: x-small; color: white;">MERCHANT SHIPS ROLL AT THE END OF EACH ROUND (1ST) IF YOU ENCOUNTER A MERCHANT SHIP PULL A MERCHANT RAID CARD</p>	<p style="color: yellow; font-weight: bold; font-size: small;">MARAUDER + DICE</p> <p style="font-size: x-small; color: white;">MARAUDER SHIPS ROLL AT THE END OF EACH ROUND (2ND) IF YOU ENCOUNTER A MARAUDER SHIP PULL A PIRATE RAID CARD</p>

ANY PLAYER CAN ROLL FOR A MERCHANT OR MARAUDER
 MERCHANTS SAIL FROM PORT TO PORT / MARAUDERS FREE TO ROAM ANYWHERE
 IF A MERCHANT / MARAUDER IS DEFEATED, PLACE THEM ON ANY WHITE OR RED SKULL
 AT LEAST 10 SPACES AWAY FROM THE LOCATION OF THE BATTLE.

ISLAND FORTRESS CARDS

USE THE SAME RULES AS PIRATE HARBORS & FORGE RULES.
 CAN BE BUILT FOR 40 GOLD.

ISLAND FORTRESS CARDS
 SETUP TYPE 1 / FORT RAID'N

1) PLACE 1 AT THE START OF THE GAME ON EACH GOVERNED ISLAND.
 PLACE CARDS ONTOP OF OR BESIDE ANY PORT.

SETUP TYPE 2 / PIRATE FORTS

2) NOT USED AT GAME START - BUT CAN BE BUILT BY ANY PLAYER AT ANY TIME.

TO BATTLE A FORTRESS

EACH FORTRESS COMES WITH 1 DICE. OUTROLL THE FORTS DICE 3 TIMES IN A 5 ROUND DICE BATTLE TO CAPTURE THE FORT. ATTACKING & DEFENDING PLAYERS CAN EACH ROLL UP TO 4 DICE PER SIDE IN A FORTRESS BATTLE IF THEY ARE INSIDE OR ATTACKING THE FORT.

BUY UP TO 2 EXTRA GUARD DICE FOR 10 GOLD EACH (2 EXTRA PER FORT)

BONUS END GAME SCENARIOS!

- ! PIRATE HUNT - Win by Defeating 5 Marauders (Defeat 5 Marauder Ships 1st)!
- ! FORT RACE - The First to Defeat a Governor and Build a Fortress on that Island, wins.
- ! LORD OF FORTS - Control 3 Fortresses on 3 Different Islands (Control Any 3 Fortresses)

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TREASURE 'N MUTINY

EXPANSION KITS

THERE ARE SEVERAL DIFFERENT ADD ON KITS FOR TREASURE 'N MUTINY!
 YOU CAN USE THEM IN COMBINATION WITH THE MAIN GAME!
 USE ONE KIT, TWO, THREE OR USE ALL FOUR TOGETHER!

EACH EXPANSION HAS A DIFFERENT EFFECT ON OVERALL GAMEPLAY!

EXPANSION KIT #4 - MYTHIC LORDS OF THE SEA

WHEN USING EXPANSION KIT #4; COMPLETING CERTAIN TASKS WILL NOW SPAWN MYTHIC LORD WORLD BOSSES THAT WILL ROAM THE MAP LOOKING FOR PLAYERS TO FIGHT & ELIMINATE! ENCOUNTERING THEM, WILL FORCE YOU TO FIGHT A RAID BATTLE. IF YOU WIN, YOU CAN OBTAIN POWERFUL MYTHICAL TREASURES. IF YOU LOSE, YOU'LL FACE A SEVERE LOSS.

TREASURE 'N MUTINY GAME EXPANSION

MYTHIC LORDS OF THE SEA

TREACHEROUS N POWERFUL ENEMIES NOW ROAM THE LANDS & SEAS OF THE MYTHIC ISLANDS - OFFERING A CHALLENGE OF A HIGH CALIBER TO PIRATES WHO DARE TO STAND IN THEIR WAY!

MYTHIC LORDS OF THE SEA		MYTHIC LORDS SPAWN ON THE MAP WHEN THEIR SPAWN CONDITION IS MET!		
 STAR CRUISER STAR CRUISER RAID ALIEN SLAVE CREW TERRITORY ROAMS BOTH THE LAND & SEA	 CAPTAIN IRONHAND CAPTAIN IRONHAND RAID IRONHAND CANNON TERRITORY ROAMS UPON PYRE ISLAND	 THE WITCH WITCH RAID CURSED WAND TERRITORY ROAMS UPON MYTHIC ISLAND	 CAPTAIN ALE CAPTAIN ALE RAID THE ENDLESS KEG TERRITORY ROAMS UPON RAVENS ATOLL	 GIANT KNIGHT GIANT KNIGHT RAID GIANT KNIGHT CREW TERRITORY ROAMS UPON KINGS ISLE
SPAWN CONDITION COLLECT THE LEGENDARY CREW CARD		SPAWN CONDITION CRAFT ANY ITEM USING THE FORGE		SPAWN CONDITION USE A WARLOCK CURSE
SPAWN CONDITION COLLECT ALL THE RUM TOKENS		SPAWN CONDITION DEFEAT ANY GOVERNOR SPAWN ON KINGS ISLE		

MYTHIC LORDS OF THE SEA SPAWN WHEN A SPECIFIC CONDITION IS MET IN THE GAME. LORDS OF THE SEA, ALWAYS SPAWN ON A DOCK SPACE. EACH LORD OF THE SEA CAN ONLY SPAWN ONCE, AND ONCE DEFEATED, CANNOT RESPAWN!
 EACH LORD OF THE SEA HAS A VARIED RATING OF DIFFICULTY, AND SHOULD ONLY BE CHALLENGED AFTER PIRATES HAVE COLLECTED POWERFUL WEAPON & CREW CARDS!
 LORDS OF THE SEA GAME PIECES CAN BE CONTROLLED BY A DESIGNATED GM (GAME MASTER) OR CONTROL OF THEM ROTATED BETWEEN TURNS!
 IF YOU DEFEAT A LORD OF THE SEA RAID CARD, YOU MAY COLLECT & USE THE MYTHIC TREASURE THEY POSSESS AS A PRIZE!

BONUS END GAME SCENARIOS!

- ! BOUNTY HUNT - End the Game by Eliminating A Specific Mythic Lord! (Player Choice)
- ! MYTHICAL HORDE - Collect 2 Mythical Treasures to Win!
- ! MYTHIC HUNT - End the Game by Eliminating ALL 5 Mythic Lords! (Most Kills Wins)



TREASURE N MUTINY



EXPANSION COMPONENTS

TREASURE 'N MUTINY HAS 4 EXPANSION KITS, WHICH CONTAIN NEW GAME COMPONENTS! THE EXPANSIONS COMPONENTS - BE LISTED BELOW!



**3 GUILLOTINE
TOKENS**



**6 SACHEL
TOKENS**



**6 FIREBOMB
TOKENS**



**3 RIFLE
TOKENS**



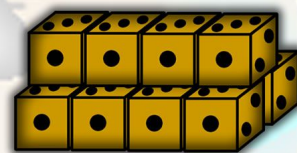
**3 SHIPWRECKER
TOKENS**



**12 WARLOCK
CURSE CARDS**



**16 WARLOCK
TOTEMS**



**12 FORTRESS
DICE**



**4 FORTRESS
CARDS**



**2 MERCHANT
RAID SHIPS**



**2 MARAUDER
RAID SHIPS**



**4 RAID
SHIP DICE**



**5 MYTHIC LORDS
RAID BOSSES**

**EXPANSION CARD
#1**



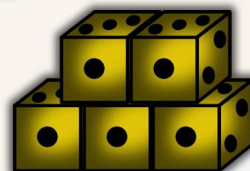
**5 MYTHIC LORDS
RAID CARDS**

**EXPANSION CARD
#2**



**5 MYTHIC
LOOT CARDS**

**EXPANSION CARD
#3**



**5 MYTHIC
LORDS DICE**

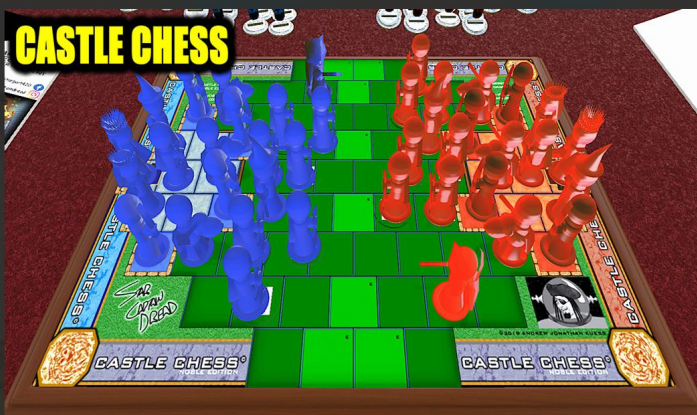
**EXPANSION CARD
#4**



TREASURE 'N MUTINY

LOOT 'N TREASURE

TAKE A BREAK FROM THE SEAS...
'N TRY ONE OF THESE!



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THAT A PIRATE
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THANKS FOR YARR SUPPORT!

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JESSICA & RAIDEN
TABLETOP SIMULATOR TEAM**

**MANUFACTURING TEAM
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