

Scallywags™

A Game of Pirates & Plund-Arrr!

2-6 players Ages 8+

RULES OF PLAY

Contents

54 cards

40 coins

Object

Outdo your no-good opponents by accumulating the highest total in gold coins. Play action cards and take coins from the middle (or from opponents) until everyone has exactly eight (2-3 player game) or six (4-6 players). Then tally up your take. Whoever has the most points wins.

Set Up

1. Spill out the coins into the center of the playing area. Coins should remain either face up (value showing) or face down (jester logo) as they land. Arrange the coins in a single layer so that all players may easily see them. This is referred to as the middle.
2. Shuffle the cards and deal three face down to each player. Look at your cards, but keep them hidden from opponents.
3. Place the remaining cards in a draw pile within reach of all players. Leave room for a discard pile next to it.

AWWK!
RULES OF PLAY!



Coin Back



0 points



1 point



3 points



5 points



8 points



How to Play

Whoever tells the funniest pirate joke starts the game and play continues to the left. On your turn, take one of three actions:

- 1. Take one face down coin** – You may take one face down coin from the middle and place it in your take (in front of you). You may not look at the value of the coin before choosing.
- 2. Play one action card** – You may play one card from your hand to the discard pile. Announce the name of the card out loud in your best pirate voice and then follow the action written at the bottom. (See “Card Actions” below for more details.) End your turn by drawing the top card from the draw pile.
- 3. Discard one card and pass** – If you cannot take either of the above actions, you must pass your turn. Discard one card from your hand and draw the top card from the draw pile.



Card Actions

Each card action is written on the bottom of the card, but here is more detail:



ARRGH!

Take one coin of your choice from a single opponent and place it back in the middle.



AVAST ME HEARTIES!

Swap one face down coin from your take with an opponent's face down coin.



BLOW ME DOWN!

First look at two face down coins in the middle and then either give them both to one opponent or divide them between two opponents. (They stay face down.)



GIVES US ME BOOTY!

Take one face up coin from the middle and place it in front of you.



HANDS OFF ME BOOTY!

Immediately cancel an opponent's attempt to take one of your coins. This is the only card that is played out of turn. Draw back up to three cards after you play it.



PIECES OF EIGHT! PIECES OF EIGHT!

Take any one coin of your choice from any opponent.



SHIVER ME TIMBERS!

Take one face down and one face up coin from the middle and place them in your take.



UM, LIKE, LAND HO!

Look at the value of one face down coin of your choice (in the middle or in an opponent's take.) Then take any face down coin either from the middle or an opponent's take and place it in your take.



YO HO HO!

Take one face up coin from the middle and give it to an opponent.



Notes

- ☠ Coins must always remain in their original orientations.
- ☠ You may look at all face down coins in your take.
- ☠ You may not rearrange the order of the coins in your take at any time.
- ☠ If you have six coins (4-6 player game) or eight coins (2-3 player game) already in your take, you may not take or be given additional coins, though you may still be traded a coin.
- ☠ If you cannot fully execute a card's action, you may not play it.
- ☠ You may not draw from the discard pile.
- ☠ If the draw pile runs out, reshuffle the discard pile.

Ending the Game

The game ends when all players have exactly 8 coins (in a 2-3 player game) or 6 coins (in a 4-6 player game) in front of them. Everyone then reveals the value of all face down coins and totals up their takes. The player with the largest take is the winner!

A Word from Gamewright

We're not sure if Scallywags was created on International Talk Like a Pirate Day (September 19th, for those unaware) but it certainly is the perfect game to play during it! With the variety of familiar pirate sayings on the cards, you'll be yammerin' like a professional hornswaggler before you know it! Beyond the fun phrases, you'll also bone up on some other key pirate skills like sneaking, bluffing and swapping. You'll even learn some elementary strategy while you're at it as well!

Game by Chevee Dodd
Illustrations by Gary Locke



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