

Pieces of Eight Rules Summary (v1)

Goal:

Expose your opponent's Captain coin... and then destroy it!

Setup:

1. Each player starts with a pool of 16 coins* (in their shipyard).
 - The pool of 16 coins for each player can be determined in these ways (but each player gets a **Captain coin** for free):
 - Each player gets the bag of coins from one of the games.
 - **Draft:** Pool ALL the coins (for this game) into one pile of coins based on the number of players (divisible equally) - players choose one coin, then the player on their left chooses (until all players have 16 coins). All coins pool:
 - 2 players: 32 coins
 - 3 players: 48 coins
 - 4 players: 64 coins
 - 5 players: 80 coins
 - 6 players: 96 coins
 - **Random:** Players randomly draw their 16 coins from a bag containing all the coins available for the game.
 - **Random + Trades:** After drawing their coins, players may trade coins (*as long as they can construct a legal ship*).
 - **Draft + Random:** Coins are first chosen by draft until a preset number, then the rest are chosen randomly. Or choose randomly to a preset number, then draft the rest.
 - Option: Also allow trades once players have their coins.
2. Players stand or sit in a circle.
3. Each player chooses 13 coins from their shipyard.
4. Each player builds their ship from their chosen 13 coins.
 - A ship must have exactly 13 coins (*stacked in their hand***)
 - The "heads" side of each coin faces away from the **Captain coin** (*to be easily identified during play*).
 - Coins nearest your fingers are your "fore" coins (open).
 - Coins nearest your wrist are your "aft" coins (kept secret)
 - Each player picks one of their coins to start in the Crow's Nest (open in the other hand. 12 coins left in their ship).
 - A ship must have one **gold Captain coin**.
 - A ship must abide by the limit on specific coins (*1, 2, 3 or 5 as printed on the coin*).
5. As soon as a player has their ship built they call out "Ready".
 - The first player who is "ready" is the starting player.

Game Play (clockwise beginning with starting player):

Summary: On their turn players do three things (or less since the first and last things you may do are optional).

1. **Crow's Nest:** Send a coin to your "crow's nest" (optional).
 - Only one coin can be in your Crow's Nest.
 - If you have no coin in your Crow's Nest you may leave it empty or send one coin to it.
2. **Main Play:** Do ONE of three things (if you can't, you **lose**):
 - **Play one** of your active coins (reveal aft coin to play it).
 - **Active coins** are the fore, aft and crow's nest coins.
 - If your ship is only 1 coin, it is open: both fore and aft.
 - Follow the rules for the coin you play (see abilities list).

- If a coin is not destroyed, it remains in place.
 - If a coin is destroyed it is out of the game (*if it is your aft coin, reveal it to others*). Place it in your bag (your hold). You may look through them at any time (*other players may not unless you allow it*).
 - **Call coins** to your Captain (either fore or aft or both):
 - Place the coins on either side of the Captain.
 - If you call both, they may both be on the same side.
 - **Destroy your Crow's Nest** coin:
 - Place the coin in your out of the game bag (your hold).
 - Your Crow's Nest is now empty.
3. **Crow's Nest:** Send a coin to your "crow's nest" (optional).
 - Only one coin can be in your Crow's Nest.
 - If you have no coin in your Crow's Nest you may leave it empty or send one coin to it.

Players may React!

Some coins can be played reactively (ie, out of turn). Players also can react to a reaction (most recent reaction is done first)!

Negating!

Some coins negate abilities of other coins.

Destroying Hidden Coins!

You may attack another player's hidden coins.

- You may attack an aft coin
- You may attack any specific coin (ie, 3rd coin from the fore)

WINNING (and losing):

Lose: if your Captain is destroyed you "lose" (**but see below!**).

- This ends a 2 player game. The other player WINS!
- With more than 2 players, when you lose you may continue to play until your last coin is destroyed (or you surrender).
 - Face half your coins Fore and the other half Aft.
 - **You may re-enter the game** if you gain a Captain!
 - It is possible to recover your Captain.
 - It is possible to take another player's Captain.
 - See coins: Barrel of Grog, Call to Quarters and Pillage.

Win: if you are the only player with a Captain.

Stalemate: If players agree that the game appears to be a stalemate, they each secretly take one coin of their choice out of their bag (*their hold*) and secretly reconstruct their ship. Then continue the game (randomly select who goes "first").

Notes:

* Can be more than 16 coins per player if you have the extra coins. Each player starts with the same number in their shipyard pool.

** You can play the game on a table rather than keeping the coins in your hands if you wish. Put your Crow's Nest coin face up off to the side. Stack your ship so the fore coin is at the top.

Coin Abilities:

See the official rulebook or cheatsheet for a list of all the coins and what their abilities are!