

LIBERTALIA

Setup: Each player:

- takes den, crew marker, score token, 30 cards of one color.
- places his score token on '0' of score track.
- takes 1 '5' doubloon and 5 '1' doubloons.

Shuffle booty tiles in bag, draw 1 per player for each of six days of campaign, place them equally and randomly on spaces under ship.

Youngest player randomly draws 9 cards; other players select same 9 from their decks. Other cards set aside, marked with your crew marker.

3 campaigns: each has 6 days of looting, then 1 day of rest.

For 6 days: Sunrise, Day, Dusk, Night

7th day: Day of Rest

End of last (3rd) Day of Rest: player with highest score wins.

Sunrise – each player selects a character, places it face down.

Cards revealed, placed in increasing order (left to right) on the ship. Ties decided by silver mark (in increasing order).

Day – resolved in increasing order of rank.

- Card actions mandatory unless card says otherwise.
- Discarded cards go to your graveyard, face down.
- Discarded booty tiles go in bag.
- Lost doubloons go to bank.

1. **Parrot:** Discard this card. Immediately play another character from your hand and set it in the space which corresponds to its rank.

2. **Monkey:** Transfer all cursed relics from your den to the den of the player to your left.

3. **Beggar:** The owner of the character with the highest rank on the ship gives you 3 doubloons.

4. **Recruiter:** Take into your hand one of the characters from your den.

6. **Preacher:** Discard all booty tiles but one [from your den].

9. **Carpenter:** Lose half of your doubloons [rounded down].

10. **French Officer:** Gain 5 doubloons if you have less than 9 doubloons.

11. **Voodoo Witch:** Gain 2 doubloons for each of your discarded characters.

14. **Brute:** Discard the character with the highest rank in the ship.

15. **Gunner:** Pay 3 doubloons. Discard a character of your choice from any den.

17. **Spanish Spy:** Discard all your Spanish officers. Draw one booty tile from the bag for each discarded Spanish officer. Spanish officers and sabers drawn this way have no effect.

19. **Bosun:** Gain 2 doubloons for each character in your den with a lower rank than the Bosun.

21. **Merchant:** Discard two identical booty tiles to gain 3 doubloons or 3 identical booty tiles to gain 5 doubloons.

22. **Surgeon:** Take one of your discarded character cards back into your hand. Don't show it to the other players.

24. **Gambler:** Pay 1 doubloon for each of your booty tiles.

26. **Quarter-master:** Gain 1 doubloon for each of your booty tiles.

29. **Captain:** Gain 3 doubloons.

30. **Spanish Governor:** Discard all characters from your den.

Dusk – resolved in decreasing order of rank

Each player takes a booty tile from space under ship corresponding to current day. Ties decided by silver mark (in decreasing order).

18. **Cook:** Take an extra booty tile [from the ship].

5. **Cabin Boy:** Don't take any booty tiles.

Saber immediately resolved: discard character in den of player to right or left, if available. Place saber face down in your den.

Spanish officer immediately resolved: Your character is discarded instead of placed in your den. Place the Spanish officer face down in your den.

Other booty tiles placed face down in your den. Your card for that day, if not discarded, goes to your den, face up.

Night – resolved simultaneously (in decreasing order if necessary), for characters in your den

27. **Granny Wata:** Gain 2 doubloons if you're the only player with Granny Wata in your den. Otherwise, discard all copies of Granny Wata from all dens.

20. **Armorer:** Gain 1 doubloon for each of your sabers.

13. **Mutineer:** Discard the character with the lowest rank (other than the Mutineer) from your den and gain 2 doubloons.

12. **Freed Slave:** Gain 1 doubloon for each character in

your den with a higher rank than the freed slave.

8. **Waitress:** You can discard a treasure map to gain 3 doubloons.

7. **Barkeep:** Gain 1 doubloon.

Day of Rest (End of the Campaign) – resolved simultaneously, for characters in your den

6. **Preacher:** Gain 5 doubloons.

9. **Carpenter:** Gain 10 doubloons.

16. **Topman:** Gain 5 doubloons if you're the player with the fewest characters in your den [tie: no doubloons].

23. **Treasurer:** Gain 1 doubloon for each of your goods, jewels and chests.

24. **Gambler:** Gain 8 doubloons.

25. **Governor's Daughter:** Gain 6 doubloons if you are the only one to have the Governor's Daughter in your den. Otherwise, pay 3 doubloons.

26. **Quarter-master:** Lose 8 doubloons.

28. **First Mate:** Gain 1 doubloon for each character in your den.

29. **Captain:** Lose 3 doubloons for each of your cursed relics.

Adjust scores per doubloons:

Doubloons in den +

Chest = 5 doubloons

Jewel = 3 doubloons

Goods = 1 doubloon

Set of 3 treasure maps = 12
doubloons

Cursed relic = -3 doubloons

Next Campaign: characters in your den and graveyard removed from the game.

All booty tiles back to the bag.

All doubloons back to the bank.

Each player takes 1 '5' doubloon and 5 '1' doubloons.

Shuffle booty tiles in the bag, draw 1 per player for each of six days of the campaign, place them equally and randomly on spaces under the ship.

Youngest player randomly draws 6 cards; other players select same 6 from their decks, add to 3 left¹ from previous campaign. Other cards set aside, marked with crew marker.

Possible Booty:

4 chests

6 jewels

10 goods

6 Spanish officers

6 sabers

8 treasure maps

10 cursed relics

¹ More or less, depending on use of the Parrot and Surgeon