

SeaDogs Rules

Game overview:

SeaDogs is a fast paced, pirate themed, cargo delivery, and bluffing game for 2-6 players. Players move onto spaces to choose which actions they would like to do each turn, and may attack each other to steal cards from other players hands. Your average 5 player game with new players lasts 40-60 minutes.

Scan this code to view our website where you can watch a how to play video and a playthrough video.



Or visit <http://JacksmackGames.com/SeaDogs/>

Components:

44 Cargo cards (*Black backs*)
 12 Treasure Cards (*Blue Backs*)
 9 Action Cards (*Gray Backs*)
 13 Captain Cards (*Green Backs*)
 18 Gunpowder tokens (*Orange Cannon tokens*)
 73 Gold Coin tokens
 4 Temple Demand Tokens
 10 Temple Blessing Cubes
 6 Ship tokens
 6 Player aids
 7 Island Spaces
 2 Attack dice

Setup:

- Place the “Sell” island in the center of the table, then place the other six islands in a circle around it, so that no two “Port” islands are adjacent to each other.
- Shuffle the cargo cards, place the deck within easy reach of all players, and then place two cargo cards face up near each “Port” space.
- Shuffle the Action cards and place them near the “Action Card” island.
- Shuffle the Treasure cards and place them face down within easy reach of all players.
- Place the attack dice within easy reach of all players.
- Place a random Temple Demand Token face up near the “Temple” island space. Then place the 10 Temple blessing cubes on or near the temple island.
- Give each player a player aid and ship of matching colors, 3 Cargo cards from the deck, 3 Gold coins, and 3 Gunpowder tokens.
- Place the following number of Gold tokens in a stack next to the sell island.

PLAYER COUNT:	3	4	5	6
GOLD IN BANK:	35	40	45	50

- Players place their ship on the port closest to themselves and randomly choose a starting player.
- Deal each player 2 Captain cards. Each player chooses one and discards the other, then all captain cards are revealed at the same time.

Objective of the game:

Players are trying to be the best pirate. The player with the most Gold at the end of the game is the winner. In the event of a tie the player with the most treasure cards is the winner.

How to play:

On their turn a player **must move** onto an adjacent space, then they may take the action of that space. The current player may also choose to attack an opponent's ship, but only if they share a space on their turn.

Action Spaces:

Port: When moving onto this space players may choose to take two face down cards from the deck, or one face down card from the deck and the two face up cards next to the port. If the cards are taken from a port, two new cards are placed near that port.

If a card needs to be drawn and there are none remaining, reshuffle the discard pile to form a new deck.

Sell: When moving onto this space players may discard any number of cards of a single cargo type to earn gold based on the number of matching icons on the cards discarded.

ICONS DISCARDED:	2	4	6	8	10	12	14
GOLD EARNED:	1	3	5	8	11	15	18

Action Card: When moving onto this space players may draw an Action Card into their hand. If they already have an action card they must choose one of them to discard without using.

Action cards may be played at any time depending on the card's text. And may be played on other player's turns unless otherwise stated.

Temple: When moving onto this space players may discard a card that has at least one icon that exactly matches the demand token face up near the temple space and take a Temple Blessing cube for each icon on that card. *Wild cards do not match temple demand icons.*

Players earn bonus Gold based on the number of blessing cubes they have **at the end of the game.**

CUBES:	1	2	3	4	5	6	7	8	9	10
BONUS GOLD:	1	3	6	10	15	21	28	38	45	55

Whirlpool: When moving onto this space players may choose an opponent's ship in another space and move that ship to the whirlpool space. They may then attack that ship for free, without it counting as their attack for this turn. Players may attack twice when activating the whirlpool space.

Attacking and Defending:

The current player may attack another player if they share a space at any point on their turn. If a player attacks a ship before moving, the attack must be resolved at the start of their turn. If a player attacks a ship after moving, they must first resolve actions, and then they may attack before ending their turn.

Attacking:

To attack, the current player rolls both Attack dice and chooses one of the die results to demand from the defender. After that demand is resolved, the defender then retaliates and gets to demand the remaining die's result from the attacker. If the attacker rolls doubles the attack automatically succeeds, and the defender may not bluff or retaliate.

If the targeted player does not have the demanded items they simply say they do not have that item type.

The options on the Attack dice are:

The 4 cargo types: When any of these are selected the defender **must surrender all cards** from their hand with the matching symbol. *Wild cards are not surrendered in this way.*

A treasure chest: The defender must choose one of their Treasure Map cargo cards to give to the attacker.

Two Gold coins: The defender must give the attacker **one gold coin**. If the defender has the most gold coins of all players they must **give two gold coins** to the attacker.

Defending:

Whenever a player is the target of a demand when resolving an attack, if they do not have any of the item being demanded, or if they wish to bluff about what is in their hand, they may claim not to have any of the item being demanded. To do so the defender must place 1 to 3 gold coins from their supply between themselves and the demanding player. The attacker, (or retaliator), then gets the option to call the bluff by matching the wager.

If the defender has no money in their supply they take 1 gold from the bank to make their wager.

If the bluff is not called the exchange ends immediately and the defender keeps their wager.

If the bluff is called and the defender was telling the truth, the defender secretly shows the player making the demand their hand of cards, and the defender takes all gold wagered.

If the bluff is called and the defender was lying the target player must resolve the attack and the player making the demand takes all gold wagered.

Gunpowder Tokens:

During an attack either player may choose to spend one or more Gunpowder tokens to have the attacker re-roll up to both of the Attack dice.

If the attacker wishes to spend a Gunpowder token to re-roll the Attack dice, they must do so before selecting a die result to demand.

After a demand is selected, the defender may choose to spend a gunpowder to force the attacker to re-roll up to both of the Attack dice and select another option.

Gunpowder tokens may not be used to re-roll during the retaliation phase of an attack.

End of game:

The game ends when all of the Gold is removed from the bank, or all of the treasure cards have been taken from the Treasure deck.

Players total all their gold, any bonuses they get from Treasure cards, and Temple Cubes. Then add 1 gold for every two matching cargo icons they have in their hand. *Wilds may be used as any single icon for end game scoring.*

The Player with the highest Gold total is the winner.

In the event of a tie, the player with the most Treasure cards is the winner.

If there is still a tie the player with the most temple cubes wins.

If players are still tied the player with the most cargo icons in their hand is the winner.

If players are still tied the first player to circumnavigate the globe in a pirate ship is the winner.