



The Great Silver Race!

The coin collecting PIRATE game!

WAST ME MUTES! It's time for adventure!

The *OBJECTIVE* is to be the first scurvy *PIRATE* to gather 10 *SILVER COINS*!

Contents:

- 1- 50 card deck (This is all you need to set sail, matey!)
- 1- 15 card Expansion set (for advanced gaming)
- 1- Rules sheet (That be the Map in yer hands!)
- 1- Collector's coin (for collecting or for use in game play)



HOW TO BEGIN YER ADVENTURE:

First turn, each player draws a hand of 3 cards from the deck, playing *COINS* once and redrawing to 3 card again before the next player sets their opening hand. When all players have run their opening hands, the game continues as follows...

Once the first turn has been run, then the turn looks like this:

1. Draw the top card from the deck.
2. If a *COIN* is drawn, then play it and proceed to play the *WIN COIN* card from your hand. If a *WIN COIN* card has been drawn, then all *COINS* from your hand and then play up to 1 *WIN COIN* card from your hand. If you have no *WIN COIN* cards (or no hand to play) then it becomes the next player's turn.
3. *WIN COIN* cards: This is where things get interesting, the object is to get 10 silver *COINS*, but there are rough seas ahead! You must stop your opponents from doing the same! The *WIN COIN* cards are here to change the tides. Each *WIN COIN* card does something in the game (steal *COINS*, have *COINS* discarded, or even steal or gather *WIN COIN* cards to!).

Play Immediately Cards: These scurvy cards can affect the player that drew it, all players, or any player in the game.

Maximum hand size: The maximum number of cards you can have at the end of any turn is 4

If the deck runs out of cards, reshuffle the discarded cards and continue play.

WINNING: The moment a player has 10 silver *COINS*, that player wins and the game ends!

THE ADVANCED GAME:

The expansion set: This is a 15 card set for even more adventures and they have RULES of their own.

EXPANSION RULES: In order to play with any Expansion set cards, you must trade out equal cards for the balance to remain, whice means in order to put in a specialty COIN card, you must make an equal card trade to keep the MAIN DECK at 50 cards. Expansion cards will be known by having an E in a circle on the front of the card. This is so they can be seperated if you choose to play a basic BOOTY! game after the

If you put any COIN cards from the Expansion, the count of required COINS to win goes from 10 to 15...perhaps even 20 if you are feeling bold and try to be cutthroat enough to play that high...

THE COLLECTOR COIN: This coin can be used as a turn counter for long play games of BOOTY! or just for fun to be collected by PIRATE fans and enthusiasts.

LET THE ADVENTURE BEGIN...IT'S TIME TO PLAY...



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