

# Plunder Platter

Arrgh...so yer want to steal my booty, eh? Well, it won't be as easy as you might think. I'll give ye some chances, each time finding a new map until you perhaps find the booty itseln. No promises, matey!

1. Choose one player to be The Captain.
2. The Captain should shuffle the full deck and layout a six by six grid of cards, face up, longwise. The top of the grid, from The Captain's perspective, is North. Place the North marker above the grid. This is the island where treasure lies!
3. The Captain then removes one corner card, the two edge cards to either side of that card, and up to two interior cards, as well as any jokers which come up. These are pits. They can not be moved through, only around or past.
4. The cards represent the terrain of the map, such that:
  - 1, 2, 3 = trees
  - 8, 9, 10 = hills/rocks
  - J, Q, K = animals
5. Everyone quickly sketches a few lines on a grid such as the one attached here to show where the terrain is, as well as any other notes that will help them.
6. The Captain chooses a card to represent the spot where they buried their treasure (but don't tell anyone--the Treasure Seekers must work for it!). It can be under a tree, up on a hill, or anywhere the Seekers can safely look.
7. The Captain chooses a starting position at any edge and draws a trail using the each of the following path instructions in order:
  - a. a starting clue
  - b. suit or color (up to 2 spaces)
  - c. direction (turn and move 1 space)
  - d. distance (any number of spaces, forward or back)
  - e. direction (turn and move 1 space)
  - f. around, through, or past (2 spaces)
8. The Captain then gives their clues in the reverse order. The Treasure Seekers attempt to find the treasure based on the captain's clues. The Captain may not change the order in which clues are given.
9. Treasure seekers will attempt to follow The Captain's directions to the Treasure by drawing their own maps. If you end up in a pit, you die. If you drop off the edge of the island, you die. If you walk into dangerous animal territory, you die!
10. Take turns being The Captain.

To play, you will need a piece of paper (alternatively, print the grid on page 2 of this document) and a pen or unerasable color pencil.

The Captain will need a standard deck of playing cards, as well as a pawn, meeple, or game cube of any kind to point North.

## Starting Clue

This is a special clue which has two parts: something related to the edge where it's located, and any second piece of information. For example, "Start at a corner with a club" or "Start in the north at a tree". NOTE: the Starting Clue must apply to at least two cards!

## Clue Notes:

1. If a clue type allows The Captain to "move" (that is, draw their line) up to 2 spaces, it means they can also move only 1 space. They must not include their distance when they give the clue!
2. Every clue includes movement of at least one card. This is why directional clues include the note to "turn and move". A directional clue should always change the direction of travel.
3. Distance clues are, of course, limited to the number of spaces that can be safely moved. So, for example, the Captain can't say "Take three strides" if they know the third space would move the Seekers into the ocean!
4. "Around" includes a movement in the direction of travel plus a turn and move; "through" and "past" may take the trail in any direction two spaces in a straight line, with no requirement to continue in the direction of travel.

## Score at the end of each plunder plot:

If at least one person reaches the treasure and at least one dies:

the Seeker who reaches the treasure gains 3 points, the Captain gains 1 point for each dead Seeker

If at least one person reaches the treasure and no one dies:

the Seeker who reaches the treasure gains 3 points, the Captain gains 2 points, and each living Seeker gains 1 point

If everyone dies:

all Seekers gain 1 point and the Captain gains 0

The game ends when someone reaches 12 points. The person with the most points wins.

