

RUMWRECKED

Players: 2–6

Contents: 55 cards & 60 coins

Rated: 18+

In **Rumwrecked**, every pirate's dream be the same — end the voyage with more gold than the rest o' the scallywags at the table! To do so, ye'll lie, cheat, and drink yer way through a storm of mischief. Bluff yer mates, swipe their loot, and twist the rules like a true rogue of the seas. But beware — if ye get caught, ye'll pay the price in rum! So play bold, play sneaky, and may the craftiest drunkard claim the crown o' gold!

Setup

1. Deal 1 random Character Card (brown border) to each player. Each player shows their Character Card to everyone and places it in front of them.
2. Shuffle the deck and deal 5 cards to each player.
3. Place the remaining deck face-down in the center as the draw pile.
4. Gold pieces are used to track Coins. Coins may be collected from the bank.
5. Place a Discard Pile in the center of the table for played or discarded cards.
6. When the draw pile runs out of cards, shuffle the Discard Pile and continue playing.
7. If the Coins run out because there are many players, too bad! The game ends, or the crew may agree on their own way to track Coins.

How to play

1. At the start of your turn, draw cards until you have 5 in your hand. If you already have 5 or more, do not draw.
2. You may then play 1 card (or choose not to play anything):
 - a. Treasure card (yellow border): Play it face-up in the Discard Pile and take the corresponding number of Coins from the bank.
 - b. Action card (blue border): Play it face-up in the Discard Pile and resolve its effect.
3. Meta actions such as stealing, lying, or bluffing may happen at any time — just don't get caught! They can interrupt normal turn order.
Coins are the only thing that cannot be stolen!
4. Secret actions (e.g., Rum Bluff) are only considered successful once the next player takes their turn without noticing the secret action.
5. After your turn, play continues clockwise.

End of the game

The game ends when a player reaches or exceeds 15 Coins.

Once a player reaches 15 Coins, no more turns are played. Then:

- Reveal who has the Kraken's Debt.
- Count the total number of Coins, applying any effects such as Kraken's Debt.
- The player with the most Coins wins. All other players are ranked by their final Coin total.
- If there are not enough gold pieces left to count the total Coins, the players may use their own way of keeping track.

Treasure cards

- **Gold Doubloon:** Take 1 Coin.
- **Silver Chalice:** Take 2 Coins.
- **Gemstone Ring:** Take 4 Coins.
- **Royal Chest:** Take 5 Coins.
- **Kraken's Debt:** This card may be passed to other players secretly or using cards like Steal or Swap. If you're caught trying to get rid of this card by cheating or otherwise, take a drink and keep it. At the end of the game, the player with this card loses 10 Coins. If someone steals this card (legally or by cheating), they immediately lose 10 Coins. This card is not played into the Discard Pile like other Treasure Cards.
- **Drunk Coin:** Take 2 Coins and choose a player to take a drink.
- **Enchanted Doubloon:** Take the same number of Coins as the last Treasure played.

Character cards

- **Rum-Rat Ruby:** Once per round, curse a player: If they gain Coins before your next turn, they drink equal to the amount gained.
- **Holy Roger:** Give a player a drink every time you play a Treasure Card.
- **Guzzlebeard:** If you successfully play Drink on a player, they take 3 sips instead of 1.
- **Dark Dom Mathew:** Once per round, predict whether the next player (the player on your left) gains or loses coins. If you are correct, take 1 Coin from the bank. If wrong, drink 2 sips. If the player does not gain or lose any coins, nothing happens.
- **Toothless Tony:** Pick one other player as your drinking partner at the beginning of the game. If you drink, they also drink. Not vice versa.
- **Captain Rumbreath:** When you reach 10 or more Coins for the first time, give out 5 drinks.

Action cards

- **Steal:** Take a random card from another player.
- **Swap:** Choose any player and exchange your entire hand.
- **Reveal:** Force a player to show a card of your choice from their hand to everyone.
- **Drink:** Order a player to take a sip of their drink.
- **Coin Snatcher:** Take 2 Coins from any player.
- **Parrot Whisper:** Secretly pass one other card to another player. If no one else notices the card being passed, you both take 1 Coin. If someone notices, discard this card, and take a drink. This card may be played at any time, even outside your turn.
- **Rum Bluff:** Hide this card under a Treasure card when played to the Discard Pile during your turn (This can only be done when playing a Treasure on your turn.). If no one notices by the time the next player plays, take 2 Coins. If anyone notices the Rum Bluff, the person who played it puts both cards back in their hand.

Drinking rules

- If caught trying to steal a card from another player, return the stolen card, drink, and lose 1 Coin.
- If caught lying or trying to bluff – drink.
- If a card instructs you to drink – drink.
- The crew may agree to adjust drink amounts or replace them with sips/shots as they wish.