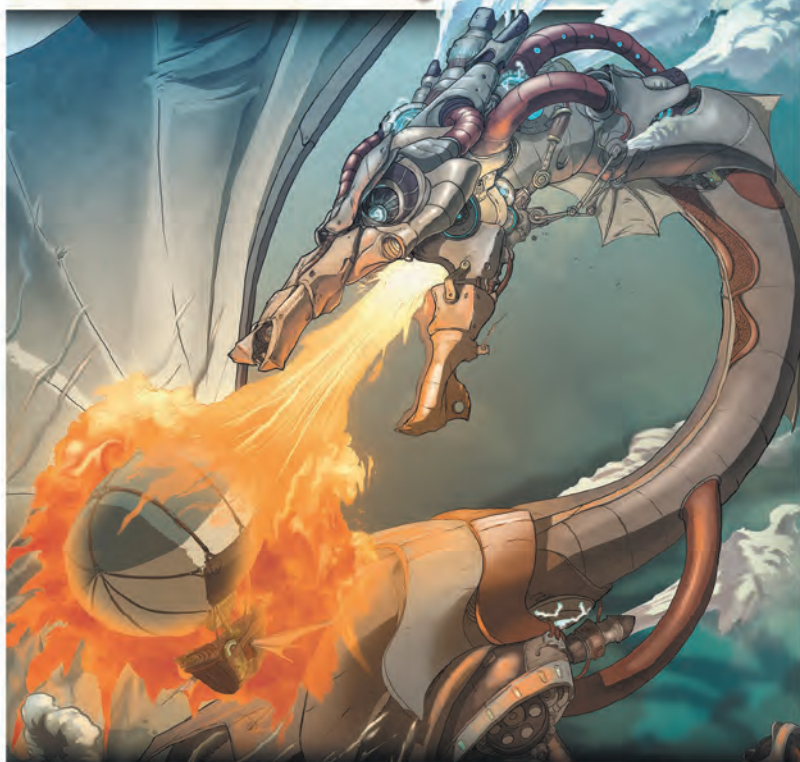


Jonathan Hager

CAPTAIN'S WAGER



RULEBOOK



4. Check for Game End

If all players still have at least 1 card in their treasure deck, players must discard all crew cards, pass the start captain token clockwise and then return to “Adventure Setup” and play another round. If, however, at least 1 player has no cards remaining in their treasure deck, the game ends and final scoring takes place.

Final Scoring

Players add the gold value of all the cards in their claimed treasures stack and any gold coins they collected. Any cards remaining face down in a player's treasure deck also count for 1 gold each.

Next, players reveal any item cards in their hands which specifically say they are worth gold at the end of the game. Finally, players subtract 2 gold for each unpaid loan token. The gold value remaining is your final score.

The player who has the most gold wins and receives the title of Pirate Admiral!

In the case of a tie, players compare who claimed the most 4-gold treasures. If there is still a tie, they compare 3-gold treasures, then 2-gold treasures, and so on until the tie is broken.

2-Player Variant

When playing with only two players, deal each player 5 crew cards at the beginning of each adventure. Each adventure will also consist of four encounters instead of three. Use the included Encounter 4 card only in 2-Player games.

In order to win the whole pool, a player must win three of the four encounters. Treasures are still distributed in encounter order, meaning one player can get a significantly larger share of the pool by winning earlier encounters instead of late ones. (e.g. A player who wins encounters 1 and 2 will get the first two treasures distributed. That means if the pot contains six treasures they will receive four of them while the other player will only receive 2!)



✂ Bonus Cards ✂

Included in this game are several extra crew cards and several extra treasure cards that allow players to customize their *Captain's Wager* experience. The base cards are designed to create a strategic experience that allows for card counting and odds calculation. The bonus cards make those things more difficult and create a game that has more player interaction but also more chaos. Bonus cards are marked with a cutlass symbol (✂) so that they may be easily added and removed. Below are instructions on including each card type.

Bonus Crew Cards

These cards are playable with any number of players and can simply be added and shuffled into the crew deck. You may use some or all of these cards as you prefer. As the range of crew values increases, ties occur less frequently so players should remove the *Enlightened Gunner* card when adding in the bonus crew cards.

Bonus Item Cards

These cards may be added to each player's treasure deck to create a wider range of potential item effects. Because treasure decks are a game timer, adding the bonus items does tend to make the game 1-2 adventures longer. For a shorter game, players may agree to remove 1 treasure card of each value when adding these. Players should either agree to remove the same 3 treasure cards (more balanced) or they may each secretly select which card of each value to remove for a custom treasure deck.

Bonus Encounter Cards

During initial setup, choose a set of Bonus Encounter Cards (or mix and match them as long as there is still an encounter 1, 2, and 3) and replace the basic set of encounter cards with this new (or custom) Bonus Encounter set. When a player claims a Bonus Encounter Card, they immediately take the action indicated on the card. (In a 2-player game, Encounter 4 from the base game is still used and provides no action when claimed.)

Clan Items

These are powerful starting items that are asymmetrical and clan/color specific. To use them, simply add the card associated with your clan to your hand as an item at the start of the game. They may be used at any player count, but their effects will be most balanced with more players.



Glossary

Active player: Any player who has not taken the steal action on this adventure. If a player has taken the steal action, they become an inactive player until the end of the adventure.

Adventure: Each full game round is referred to as an adventure. An adventure consists of 3 encounters (4 in a 2-player game). At the end of each adventure, treasure is distributed.

Bet: One of the possible actions a player may take on their turn. Betting consists of adding the top card of your treasure deck face down to the pool then playing a crew card. A player with no treasure cards left in their deck may still bet. Instead of adding a card to the pool, however, each other player takes 1 gold coin from the supply.

Borrow: One of the possible actions a player may take on their turn. Borrowing consists of taking a loan token from the supply then playing a crew card. Loan tokens are worth -2 gold at the end of the game.

Claimed Treasure: Any treasure card face up in your claimed treasure stack is referred to as a claimed treasure. Claimed treasures provide their gold value during final scoring.

Claimed Treasure Stack: The area next to your treasure deck where your claimed treasures are stored. The claimed treasure stack is open for all players to see and look through if they choose.

Crew Card: Cards from the communal crew deck which show an image of a crew member and contain a crew value and crew effect. Values are compared to determine who wins each encounter. When a crew card is played, its effect occurs immediately.

Crew Discard: A face up discard pile next to the crew deck. This is open for all players to see and look through if they choose.

Encounter: A partial game round in which each active player plays a crew card. At the end of an encounter the player who played the highest valued crew card claims the encounter card. There are 3 encounters in an adventure (4 in a 2-player game).

Encounter Card: The reward for playing the highest value crew card during an encounter. A player with no encounter cards will not get any share of the pool



at the end of an adventure. If one player has 2 or more encounter cards (3 or more in a 2-player game) they will get the whole pool!

Gold Value: The number in the top right corner of treasure cards. When treasure cards are in your claimed treasure stack, this is the value they are worth to you at the end of the game. When cards are in your hand as items, their gold value does not count toward your end game score.

Gold Coins: Tokens which you may receive as an effect of taking the steal action or by playing certain cards. These tokens also provide their gold value during end of game scoring.

(Your) Hand: All crew cards and item cards in your possession make up your hand. Some effects allow a player to look at your hand - either partially or entirely.

Item: A treasure card taken to your hand becomes an item. Items may be played for the effect printed on the bottom of the card. They are not worth their gold value unless their printed effect states otherwise. Items may only be played by active players. Unlike crew cards, items are not discarded at the end of an adventure. They stay in your hand until used.

Items may be played at a variety of times. Clarification for those times are as follows:

Any time during an encounter: May be played any time you are active on an encounter. A player who has taken the steal action is no longer considered active for the duration of that adventure.

At the start of an encounter: Must be played before the first player has chosen to bet, borrow, or steal as their action.

At the end of an encounter: May be played after each active player has played a crew card but before the encounter card has been claimed by the player with the highest crew value.

At the end of an adventure: May be played after the final encounter has been claimed but before the treasure cards in the pool are distributed.

At the start of your turn: May be played on your turn, before you decide to bet, borrow, or steal.

At the start and end of each encounter, players should be given a few seconds to decide whether or not to play any card they might have.

Junk Pile: A face up discard pile near the crew discard



pile. This is where items go once they are used.

Loan Tokens: Loan tokens are taken as a result of the borrow action. Each loan token in a player's possession is worth -2 gold value at the end of the game. Players may pay off their loan tokens at any time during their turn using gold coins. Keep in mind some cards (Loan Negotiator & Counterfeit Coins) affect loan tokens so it may not be wise to pay them off prematurely.

(The) Pool: The area in the center of the table where players put their antes and bets. Treasure cards in the pool at the end of an adventure are distributed as reward for the winner(s).

Steal: One of the 3 actions a player may take on their turn. Stealing consists of laying your hand face down on the table and then collecting a reward. Thematically, this represents you leaving the adventure, and committing minor acts of piracy elsewhere. The reward gained is based on the number of players as follows.

In a 2-3 player game, any player who steals takes 2 gold coins from the supply.

In a 4-5 player game, the first player to steal takes 3 gold coins. Subsequent stealing players take 2 gold coins.

Whenever a player takes the steal action, they also draw as many cards from their treasure deck as there are active players remaining (e.g., in a 5 player game, the first person to steal would draw 4 cards from their treasure deck). The stealing player then chooses 1 of the drawn cards to keep in their hand as an item. The rest are returned face down to the bottom of their treasure deck.

Treasure Cards: The cards which players begin with as their treasure decks. When in the treasure deck they represent a player's personal supply of gold and are worth 1 gold each. When in a player's hand they are item cards which can be played for their effect. When in a player's claimed treasure stack they provide their gold value for end game scoring.

Treasure Deck: The face-down pile of treasure cards in each player's play area.



FAQ

I ran out of treasure cards in the middle of an adventure. How does this change my options?

It doesn't. Your options remain the same. You may still bet, borrow, or steal. If you choose to bet when you have no cards to put in the pot, each other player takes 1 gold coin from the supply, then you play your crew card as normal. If you choose to Steal, you will receive your gold coins as normal, but will receive no item card as there are no cards left in your treasure deck.

Stealing seems bad. Why should I steal if that means I can't win anything?

Stealing not only gives you the opportunity to choose an item that will help you on the next Adventure, but (and perhaps more importantly) it also deprives your opponents of gold. Remember that when you bet you are spending a gold you already have but if another player wins it, they are gaining between 2 and 4 gold. For every bet you make and then do not win, you have created a 3-5 point swing between you and an opponent!

Why do I need to pay my own gold to go on an adventure?

Betting is a wager between captains that their crew will pull the most weight on an adventure. If I bet on my crew and send an Orphan Stowaway on an adventure, and you bet and send a Mechanical Dragon, your crew will have done the heavy lifting and will be more entitled to the loot. I will have foolishly lost my own gold betting on a weak crewman while also having helped get more loot for you!

Does a Captain who has used the steal ability still get the benefit of the Roguish Aristocrat's ability?

Yes. Crew cards can affect players even if they are inactive. The Roguish Aristocrat makes sure you accept her generosity, just as the Unscrupulous Profiteer insists you accept his 'good deal.'

One player has already won the first two Encounters. Should we still play the third?

Yes. Even though the player who has won two encounters is going to win the pool, players still have the ability to manipulate the state of the game with crew and item effects, as well as having the option to take a steal action to gain gold coins and items.

Credits

Designer: Jonathan Hager

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Rulebook Typesetting: Edward Bolme

Playtesters: Joshua Black, Chip Black, Brad Brooks,
Dawn Lobkowitz, Damon Malkiewicz, and Kyle
Perryman

Special thanks to our Kickstarter backers and all those generous enough to spend their time previewing the rules and components and offer their feedback and suggestions. You all helped make this game and we appreciate your support!



TURN ORDER REFERENCE

1. Adventure Setup
 - a. Setup encounter cards.
 - b. Deal each player 4 crew cards
 - c. Each player antes a treasure card to the pool
2. Play Encounters
 - a. Encounter 1
 1. Each player takes their turn (page 5)
 2. Winner takes Encounter 1 Card
 - b. Encounter 2
 1. Each player takes their turn
 2. Winner takes Encounter 2 Card
 - c. Encounter 3
 1. Each player takes their turn
 2. Winner takes Encounter 3 Card
3. End of the Adventure (Distribute Treasure)
4. Check for Game End

On the clearest days in New Britain, the sun illuminates the coal smoke hanging heavily above the city. The pollution parts for a time, creating swirling vortexes only when His Majesty's airships take to the skies carrying loads of coal, gems, and other supplies to the floating cities that hover above the smog line.

They tell us we live in an age of miracles, where steam and gem technology have led to the betterment of all. Even below the black clouds that separate the aristocracy from the common men, few are starving – fewer are thriving. It's no wonder so many turn to lives of piracy...

In *Captain's Wager*, players take on the roles of rogue airship captains sending their pirate crews off on adventures in search of treasure. Problematically, several captains often show up for the same adventure. So how shall we figure out who gets what loot? We'll gamble for it, of course. That's the pirate way!

Captains will wager with their competition by betting their own gold that their crew will be the best on the adventure. If they are right they will get the largest share of the loot! If they are wrong they will lose their gold and the right to claim any treasure salvaged from the encounters!

By betting on a strong crew, a Captain can increase their riches, but a weak crew may drag them down if they don't know when to cut their losses and prepare for the next Adventure. The best Captains know when to fight and, more importantly, when to flee.

Components

Your copy of *Captain's Wager* should include the following:

- 36 Crew Cards
- 90 Treasure Cards
- 13 Encounter Cards
- 5 Clan Item Cards
- 1 Start Captain Token
- 5 Double-Sided Player Aids
- 40 Gold Coin Tokens
- 20 Loan Tokens
- 5 Haunt Tokens (use with the *Maelstrom* expansion)



CARD TYPES

Encounter Cards*



Crew Cards

Back



Front



Crew Value

Effect When Played

Player Number Restrictions

Treasure Cards

Back



Front



Gold Value

Effect When Played (as an item)

Each player has their own treasure deck, each with its own color and clan icon.

* Key terms are bolded when they first appear in the rules and are explained thoroughly in the glossary at the back of this book.

Treasure cards have different uses depending on where



they are found during the game:

The Treasure Deck: This is the deck you start the game with; it represents your personal supply of gold. The top card of your treasure deck is added to **the pool** at the start of every adventure. Cards left in this deck at the end of the game are worth 1 Gold.

Claimed Treasure Stack: Treasure cards you claim as a result of winning a share of the pool, or as an effect of a **crew card** or **item**, go face up in a stack next to your treasure deck. Cards in this stack are worth the **gold value** printed in the top right corner at the end of the game.

Your Hand: When you put a treasure card in your hand, it becomes an item. Items do not provide any gold value. Instead, they can be played for the item effect described on the card. Treasure cards that are used as items go to the **junk pile** when used.

Goal of the Game

Players compete to claim the most gold. Players' treasure decks act as game timers. The game is over at the end of a round in which 1 or more players has no cards left in their treasure deck. When the game ends, the player who has claimed the most gold is declared the winner and receives the title of Pirate Admiral!

Setup

This game box includes both the base game cards and the bonus cards. Bonus cards are marked with a cutlass icon (✂) in the lower right corner. For your first game, just use the base game cards. Instructions for including the bonus cards can be found at the end of the rules.

When playing with fewer than five players, remove cards marked with other player counts from the crew card deck (e.g. when playing with 3 players, remove all cards marked 4+ and 5+).

Each player shuffles the 15 Treasure Cards of their color and places them face down in their play area forming a Treasure Deck. These represent the gold you are bringing to bet with.

Randomly assign the start captain token. The player with the token is the starting captain.



Overview of Play:

Each round of gameplay represents an **adventure** that players send their crews on. Players compete to claim **encounter cards** which help them win the right to claim a share of the treasure at the end of the adventure.

Each adventure consists of 3 encounters. Each adventure goes through the following steps and takes about 5 minutes.

Outline of Gameplay

1. Adventure Setup
 - a. Setup encounter cards.
 - b. Deal each player 4 crew cards
 - c. Each player antes a treasure card to the pool
2. Play Encounters
 - a. Encounter 1
 1. Each player takes their turn (see page 5)
 2. Winner takes Encounter 1 Card
 - b. Encounter 2
 1. Each player takes their turn
 2. Winner takes Encounter 2 Card
 - c. Encounter 3
 1. Each player takes their turn
 2. Winner takes Encounter 3 Card
3. End of the Adventure (Distribute Treasure)
4. Check for Game End

Gameplay Details

I. Adventure Setup

- a. Place the encounter cards in ascending order near the center of the play area.
- b. Shuffle the crew cards and deal 4 to each player (setting the rest to the side).
- c. Each player antes by adding the top card of their treasure deck face down to the pool in the center of the table (this is not considered a bet).



2. Play Encounters

During each encounter, each **active player** takes a turn, then the player who played the highest crew card claims the encounter card. The pool of treasure cards is awarded only after all 3 encounter cards have been claimed.

During the first encounter of each adventure, the player with the start captain token will be the first player to act. The first player to act in each subsequent encounter is the player who won the previous encounter. Play always proceeds clockwise.

2a. Playing Turns

At the start of your turn, you must declare whether you will bet, borrow, or steal.

Betting signifies your willingness to bet your own money on the strength of your crew.

Borrowing allows you to send your crew without risking your own money, but with a penalty later.

Stealing allows you to at least come away with something, even if you have a weak crew and don't think you can win the pool of treasure cards on this adventure.

To bet, place the top card of your treasure deck face down in the pool, then play a crew card face up in front of you and resolve its effect (if any). If you have no treasure cards, and still wish to bet, each other player takes 1 gold from the supply.

To borrow, take a **loan token** and place it on your player aid, then play a crew card face up in front of you and resolve its effect (if any). Loan tokens are worth -2 gold at game end.



What Happens when I Steal?		
Players	Gold	Items
2-3	Take 2 gold from the supply	Draw cards from your treasure deck equal to the number of active players remaining. Keep one in your hand as an item. Return the rest to the bottom of your treasure deck.
4-5	The first player to steal takes 3 gold; all others take 2 gold	



To steal, lay your hand of crew cards face down in front of you. You are no longer an active player and will not act again until the next adventure. Collect a reward of gold coins from the supply and receive an item from your treasure deck. Gold and items received vary based on the number of players - see previous page and glossary.

2b. End of an Encounter

After each active player has played a crew card, the players compare crew values. Players get one last opportunity to play "end of encounter" items that modify crew values. Finally, the player with the highest crew value claims the encounter card. If there is a tie for the highest value, the encounter card is discarded unclaimed.

After the encounter card has been claimed (or discarded unclaimed), place all played crew cards in the **crew discard pile** and all played item cards in the junk pile unless otherwise noted on the cards. If this was the final encounter on this adventure, distribute treasure cards from the pool. If it was not the final encounter, do not distribute treasure yet. Instead, play the next encounter.

3. End of the Adventure

After the 3rd encounter card is claimed (or discarded unclaimed), check to see if one player has claimed at least 2 encounter cards. If so, that player claims all the treasure in the pool! If no player has claimed 2 encounters, the treasure is distributed among all players who claimed at least 1 encounter.

If multiple players are entitled to treasure, the starting captain shuffles the treasure cards in the pool and distributes all of it, one card at a time, to each player who claimed an encounter. Treasures are distributed in the order in which the encounters were claimed. Lower numbered encounters may receive a larger share of the loot, making them more valuable!

Each player who receives treasure cards from the pool looks at them and may choose 1 to add to their hand as an item, placing the rest face up in their claimed treasure stack. Claimed treasures are worth their gold value during the final scoring.

(Note: There is no limit to the number of items a player may have in their hand.)



Sample Game Layout



Claimed
Treasure



Treasure
Deck



Gold Coin
Tokens



Crew Cards
(Player Hand)

Starting Captain
Marker

Player 1



The Starting Ante

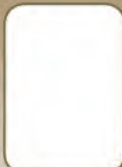
The Pool



Player 2



Crew Deck



Discarded
Crew



Junk Pile



Crew Cards
(Player Hand)



Treasure
Deck



Claimed
Treasure



Player 3



Player 4

