Rules of Play

Sewer Pirats

Deep underground lies a maze of domed caverns, narrow tunnels, and piped passages that go on for miles and miles – an entire network built to dispose of mankinds waste. Between these muddy isles, toxic archipelagos, and disgusting trash reefs, fearless creatures aboard bizarre vessels traverse these treacherous rivers of filth. This ragtag band of rodents, insects, and other vermin call themselves sewer pirats. They left the surface to search for sewer treasure in this murky, subterranean labyrinth.

Sewer Pirats is a tactical treasure hunt for 2–5 players ages 14 and up. Over the course of the game, players assign their crew to three pirat ships and seize as many treasures as they can. The player who best places his crew members and obtains the right combination of treasures will be known as the greatest pirat of All Time!

Object of the Game

A pirat's life is a tough one, but the probable rewards are often very much worth the trouble. Each player leads a bold crew of rodents, insects, and other vermin. Players must strategically assign crew members to the three ships in order to seize as much loot as possible. Leftover fast food, lost dolls, cans – anything, anything can make a pirat filthy rich and well-fed. But beware! Without a specific object, many treasures are nothing but worthless flotsam ...

During the game, players take turns performing actions in clockwise order. The game ends when the facedown flotsam pool is depleted and there are no more tokens in front of **at least one** pirat ship. The player who earns the most victory points wins and is crowned pirat king (or queen).

Setup

- **Place the Ships:** Place the three ship boards in the central play area so that the bows of all three ships point in the same direction (A).
- **Prepare Tokens:** Place the booty tokens and the bonus tokens facedown, individually shuffle each token type, and create a pool for each token type (B).

- **Create Groups of Flotsam:** Draw six booty tokens and two bonus tokens from these facedown piles. Arrange them faceup in front of a ship into two flotsam groups, each containing three booty tokens and one bonus token. Place the first group directly in front of the ship's bow (C) and the second group beyond the first group (D). Repeat this step for the other two ships.
- **Prepare the Talisman Deck:** Shuffle the Talisman deck and place it facedown behind the pirat ships (F). Then draw four cards from the deck and place them faceup in a row next to the deck (E).
- **Place the Reference Sheets:** Place the two reference sheets in the play area, where all players can easily read them (G).
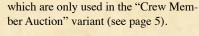
  Note: The reference sheets are not used with the simple "Landlubber" variant (see page 4).
- **Assign First Player:** The player who can produce the longest piraty "ARrrrhhh!" becomes the first player.
- **Draw Starting Cards:** The first player and the player to his left each draws three cards from the Talisman deck. Each other player draws four cards from the Talisman deck. These cards make up the players' starting hand.

  Note: Players must draw starting cards from the deck, not from the faceup cards.

Game Components

3 Ship Boards
There are three ships, and each ship is marked by one of three skull symbols: cat, bird, or fish. Each ship contains four spaces: one for the captain and three for crew. During the game, players place their figures in these spaces (see page 4). The back side of the tiles show barstools, which are only used in the "Crew Member Auction" variant (see page 5).

54 Talisman Cards
There are three types of Talisman cards: cat, bird, and fish. There are 18 cards of each type, and each type corresponds to one of the ships (see page 4).

30 Detailed Pirat Figures
These figures represent members of a players pirat crew. There are six tribes, each with its own figure type: rats, raccoons, cockroaches, weasels, snails, and toads. Five copies of each figure type are included in the game. Each figure's special ability is explained on pages 6–7.

20 Color-Click™ Bases
This game includes 4 red, 4 green, 4 yellow, 4 blue, and 4 black Color-Clicks™ Bases. These indicate which figures belong to which player.

42 Booty Tokens (squares)
Booty tokens represent the various treasures pirat ships might encounter on their raids. There are five different types of treasure, each of which provides victory points to their owners at the end of the game (see pages 5 and 8).

14 Bonus Tokens (circles)
Bonus tokens represent rare treasure. Each bonus token combines with one type of booty token to generate additional victory points at the end of the game (see page 8).

6 Tribe Cards
Each player uses Tribe cards to determine his crew's composition. For each of the six figure types there is a corresponding tribe card (see pages 5–6).

Note: Tribe cards are not used in the simple "Landlubber" variant.

2 Reference Sheets
Reference sheets provide an overview of each figure's special ability.

Note: Reference sheets are not used in the simple "Landlubber" variant.

Player 1

Player 4

Player 3

Player 2

- **Assemble a Crew:** Every pirat leader needs a crew. In the standard game, each player's crew composition is identical. To determine crew composition, take all six Tribe cards, shuffle them facedown, draw four cards, and reveal them faceup. Each player's crew consists of the four pirats depicted on these cards. Therefore each player takes one figure from each tribe shown on the revealed cards.

  Then, each player chooses a color for himself and places each of his figures into a Color-Clicks base of his color. Return all remaining figures, Color-Clicks bases, and Tribe cards to the game box.

  Note: Before playing, take some time to review each figure type's special ability (see pages 6–7).

Rules of Play

Sewer Pirats is a game for "salty sea ~~dogs~~ rats." There is, however, a simple game variant that helps landlubbers enter the world of sewer piracy. This simple game variant uses slightly altered rules, which are explained in the green textbox on page 4. If you are playing the game for the first time or with younger children, consider using the simpler "Landlubber" variant.

Note: Occasionally, figures' special abilities contradict the rules in this rulebook. In that case, the figure's special ability supersedes the general rules.

Round Sequence

"Avast, me hearties!" and off we go to the first game round. Starting with the first player and proceeding clockwise, each player **must perform one action** from the following list:

A) Draw two cards
B) Move a figure to a crew space
C) Become captain
D) Set sail

These actions are explained in detail over the next few pages.

A) Draw Two Cards

The active player takes two Talisman cards in any order and combination from the Talisman deck or the row of faceup Talisman cards.

After drawing both cards, replenish the row of faceup Talisman cards to four (if necessary). If the Talisman deck becomes depleted, shuffle the discard pile and place it face-down to create a new deck.

After drawing cards, the player must check his hand size. If he has more than six cards in his hand, he **must** choose and discard cards from his hand until he has only six cards in his hand.

B) Move a Figure to a Crew Space

To seize as much booty as possible, players must add their crew members to crew spaces on the ships. This section explains the two ways that crew members move to crew spaces.

Each ship contains three crew spaces (labeled "1," "2," and "3"). If a player wants to move one of his crew members on a certain ship, he must play at least one Talisman card from his hand whose symbol matches the ship's symbol. The exact procedure depends on the figure's location at the beginning of the player's turn:

1. Move a Figure onto a Ship
To move a figure from a player's play area onto a ship, place it behind the stern of the ship. Then move the figure one space towards the bow for each card played, moving over occupied spaces for free.

Example: The green player wants to move one of his raccoon figures from his play area onto the fish ship. The ship is currently empty, so he could play between one and three cards with the fish symbol and move his figure that many spaces towards the bow.

2. Move a Figure Already on a Ship

Move the figure one space towards the bow for each card played, moving over occupied spaces for free.

Example: On the cat ship, the red player has a cockroach figure on space "2," and the blue player has a rat figure on space "1."

The blue player wants to move his rat figure on the cat ship closer to the bow. He plays one Talisman card with the cat symbol and moves his rat figure from space "1" to space "3," moving over the occupied space for free.

If it were the yellow player's turn, he could play one Talisman card with the cat symbol to move one of his figures from his play area directly to space "3" of the cat ship, moving over the occupied spaces for free.

Note: Figures cannot use this action to move to the captain's space ("C"); see "Become Captain" below.

Players may have more than one figure aboard the same ship. However, keep in mind that figures can only be removed after the ship sets sail!

C) Become Captain

If all crew spaces are occupied between one of the player's figures and the captain's space ("C"), the player can make that figure become captain by playing cards whose symbol matches the ship's symbol:

*   If that figure is **from the player's play area**, the player must play **three cards**.
*   If that figure is **already on the ship** (occupying any space "1–3"), the player must play **one card**.

D) Set Sail

If one of the player's figures occupies the captain space of any ship, then he **must** perform the "Set Sail" action.

When a ship sets sail, it collects the treasure in the flotsam group directly in front of the ship. Crew members seize treasure in the following order:

1. The player who owns **the captain figure** takes the **bonus token and one booty token of his choice**.

2. The player who owns **the next figure** nearest the bow of the ship (typically occupying space "3") takes **one booty token of his choice**.

3. The player who owns **the next figure** nearest the bow of the ship (typically occupying space "2") takes **the last booty token in that flotsam group**.

Note: If there are fewer figures on board the ship than the number of booty tokens, return all remaining booty tokens to the game box.

Each pirat figure that seized at least one treasure (either a booty token or a bonus token) leaves the ship and returns to its owner's play area. Players place all booty and bonus tokens they receive facedown in their play area (they may look at their own treasure at any time). Figures on the ship that did not seize any treasure stay aboard and move one space towards the bow.

Note: Each time a ship sets sail, each figure aboard **either** seizes at least one treasure and leaves the ship **or** does not seize a treasure and moves one space toward the box.

Finally, move the remaining flotsam group directly in front of the ship's bow. Then draw three booty tokens and one bonus token from the facedown token pools and arrange them faceup beyond the first group to form a new flotsam group.

Winning the Game

The game ends when any one ship does not have flotsam piles in front of its bow. All other ships with a captain aboard immediately set sail for the final time. After resolving "Set Sail" actions (if any), each player sorts his booty tokens by the color shown in the upper-right corner. Place any bonus tokens near the booty tokens of that color. Calculate each player's score as described in the "Scoring Treasures" section on page 8. The player with the most victory points wins the game.

If there is a tie, each tied player must add the numbers of each crew member space that his figures currently occupy. The player with the highest total wins the game. If there is still a tie, all tied players share the victory.

Variant: Crew Member Auction

Instead of using Tribe cards to randomly determine crew composition, this variant allows players to hire their own crew at the local bar.

First flip all ship boards **facedown** and place them next to each other, forming a long row of seats at the bar. Choose one end to be the front end of the bar, and the other end is the rear end (this distinction is important during the auction).

To populate the bar with potential crew members, each player follows these steps:

1. Shuffle the Tribe deck.
2. Draw and reveal four cards, one at a time. After revealing a card, place one corresponding pirat figure on the rearmost empty bar stool.
3. Gather the Tribe cards together and pass the Tribe deck to the player on the left.

After all players have resolved these steps, there should be four figures per player sitting at the bar.

Example: In a four-player game, there are 16 figures sitting at the bar.

Next, shuffle the Talisman deck and deal **eight** cards facedown to each player. During the auction, these cards act as the players' currency with which to bid on figures.

Note: The symbols on the cards' face do not serve any function during the auction, but players keep all cards they do not spend during the auction (see below). Thus it may benefit players to keep certain cards for use later in the game.

Each figure at the bar requires a minimum bid: the figure closest to the **front end** of the bar is zero cards; the second figure closest to the front is one card; the third figure closest to the front is two cards; etc. The closer to the rear end of the bar, the higher the figure's minimum bid.

The player who can produce the most wicked piraty smile starts the bidding. He chooses one figure at the bar and announces a starting bid, which must be at least the minimum bid requirement for that figure. If he does not announce a starting bid on the figure that is currently closest to the front end of the bar, draw one Talisman card and place it facedown below the figure closest to the front end of the bar. Any player who hires a pirat also takes all cards underneath this pirat.

After a player announces the starting bid, all other players in clockwise order must either raise the bid on that figure or pass. If a player passes, he is out of that auction and cannot participate until the next auction. A player cannot announce a bid of more cards than he currently has. If a player cannot raise the bid because he does not have enough cards, then he **must** pass.

After all other players pass, the highest bidder takes the figure and discards a number of cards equal to his bid. Then, the player to his left chooses a figure at the bar and announces a starting bid.

Note: If a player has already hired four crew members, he cannot hire any additional pirats. Thus he cannot participate in any more auctions.

If only one player with three or fewer crew members remains, this player takes all figures still at the bar. Since no other player participates in the auction, he takes them for free. Continue hiring as described above until there are no more pirats at the bar and each player has four crew members.

The player who takes the last figure from the bar becomes first player. Flip ship boards back to their ship sides. Players keep their remaining Talisman cards from the auction as their starting hand. If a player spends all of his cards during the auction, he begins the game with zero cards! If a player has more than six cards left, he keeps them as his starting hand. (Players are only required to discard down to six cards during the "Draw Two Cards" action.)

Figure Special Abilities

Every Sewer Pirats figure possesses a unique special ability. This ability triggers either immediately after activating the figure or when a certain condition is met. Consciously using your figures' special abilities is crucial to winning the game.

Rats
Action: Seize two treasures, if able.
Trigger: "Set Sail" action.

During the "Set Sail" action, rats may seize two square booty tokens instead of one. If there is only one token left, the rat cannot seize more than one.

Cockroaches
Action: Pay one fewer card.
Trigger: Activated figure.

When cockroaches move onto a crew or captain space, reduce the cost by one. If the cockroach makes a move that would normally cost one card, it may move for free.

Toads
Action: Can remain aboard a ship.
Trigger: "Set Sail" action.

During the "Set Sail" action, instead of seizing treasure, toads can choose to remain aboard the ship and move one space towards the bow. Toads can become captain of a ship in this that way. If a toad is already in the captain space, it cannot use this ability. It must set sail, seize booty, and jump ship!

Note: Each player cannot have more than one of his figures in a captain space at the same time. If a player's toad is in space "3" and cannot move to the captain space, the player can choose to keep the toad on the ship in space "3."

Example: One of the green player's snails is captain of the bird ship. The blue player's weasel is captain of the cat ship and he sets sail. The green player's toad is in space "3" of the cat ship, but it cannot move to the captain space because the green player already has another figure as captain of a ship. Instead of seizing treasure, he chooses to leave his toad in space "3." The red player has a toad in space "2" of the cat ship, and none of his figures currently occupy the captain space of any ship. Instead of seizing treasure, he chooses to move his toad to the captain space.

Raccoons

Action: Gets paid when moved over.
Trigger: An opponent's figure moves over the raccoon.

During either the "Move a Figure to a Crew Space" action or the "Become Captain" action, the player owning the raccoon figure can potentially receive cards from other players. Each time a player's figure moves over a space occupied by another player's raccoon figure, the moving figure's owner **must** give one card to the raccoon figure's owner. That card's symbol must match the symbol of the ship both figures are currently aboard. Players can gain more than six cards with this ability since players are only required to discard down to six cards during the "Draw Two Cards" action.

Note: If a player moves one of his figures over one of his own raccoons, it does not trigger this ability.

Snails

Action: May move one additional space, if lucky.
Trigger: Activated figure.

Each time a player moves a snail to a crew space, he may reveal the top card of the Talisman deck. If the symbol on the card matches the symbol of the ship that this snail figure is aboard, the snail moves one additional space towards the bow. Snails can become captain of a ship in this way. If this additional space of movement places the snail on an occupied space, the snail switches spaces with the occupying figure.

Note: The snail's special ability does not count as "moving over a figure," so it does not trigger the raccoon's special ability.

Weasels

Action: Perform two actions.
Trigger: Activated figure.

Each time a player performs a "Move a Figure to a Crew Space" action, a "Become Captain" action, or a "Set Sail" action with one of his weasel figures, he may immediately perform another of these actions, **using the same weasel**.

Note: After the game ends, when all ships with captains set sail one final time, weasels may still use their special ability. Thus, a weasel captain can set sail and then move to a different ship afterwards.

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Scoring Treasures

Fearless pirats can find the most fascinating things in the vast waters of the sewer: leftover food, lost toys, or even the legendary tin can (still fresh and tasty!). Each treasure has its value. However, some treasures require a specific catalyst to unlock their full potential.

Note: Values shown in colored circles **always** count as victory points. Values shown in colored stars only count as victory points when combined with other tokens.
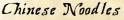
French Fries

Bonus Token: Ketchup

French Fries are tasty. Pirats know that. And every sewer cafe knows that fries are best served with ketchup.

Each French fries token is worth a number of victory points equal to its printed value. A ketchup token increases the value of each French fries token a player possesses by 5 victory points. If a player has both ketchup tokens, the value of each of his French fry tokens increases by 10.

Example: The green player has two French fries tokens (worth 2 and 3 victory points) and one ketchup token. These tokens score him a total of 15 victory points ([2+5] + [3+5] = 15).

Chinese Noodles

Bonus Token: Chili pepper

Leftover Chinese noodles are always a welcome change in any pirat's nutrition plan. Chinese noodles with chili pepper taste even better – their spicy flavor keeps you from noticing how rotten the noodles are.

Each Chinese noodles token is worth a number of victory points equal to its printed value. A chili pepper token increases the value of each Chinese noodles token a player possesses by 4 victory points. If a player has both chili pepper tokens, the value of each of his Chinese noodle tokens increases by 8.

Hamburger

Bonus Token: King-sized milkshake

Hamburgers really are a delicacy. The combination of bread, meat, lettuce, and tomato guarantees a balanced pirat diet. Now all you need is a king-sized milkshake to feel like true royalty.

Each hamburger token is worth a number of victory points equal to its printed value. A king-sized milkshake token increases the value of each hamburger token a player possesses by 3 victory points.

Teddy Bears and Soft Dolls

Bonus Token: Parrot

Sometimes pirats seize lost toys that they can hold for ransom…but they need a parrot to communicate with the owners and deliver the ransom note.

Teddy bear and soft doll tokens are worth a lot of victory points. Without a parrot token, however, they are not worth anything. If a player possesses a parrot token, he may count **either** all of his teddy bears' values **or** all of his soft dolls' values. To count **both** his teddy bears' values and soft dolls' values, he needs two parrots. Each parrot is worth 1 victory point by itself.

Tin Cans

Bonus Token: Can opener

Tin cans are the most prized treasure any pirat can find. Nothing is as valuable or tasty as a pasteurized and absolutely sterile can of food. Alas, this treasure is buried under a tough shell. Without a can opener, tin cans are nothing but worthless cargo..

Tin can tokens have the highest victory point values in game. However, a player may only count them if he also possesses a can opener. And, since pirats are a superstitious lot, they use a can opener on only **one tin can**. Thus, a player needs one can opener per tin can to count its victory point values.