



BLACKBEARD'S BOOTY



Blackbeard's Booty is a 2-pirate abstract strategy board game of movement, stacking and points accumulation.

COMPONENTS: a square game board of 36 squares in a 6-by-6 grid, twelve 2-sided pieces, bag, rules.

Each pirate begins the game with 4 of each coin-like pieces - numbered on either side (heads & tails) with: 1 & 6, 2 & 5, 3 & 4.

OBJECT: the goal is to maneuver the doubloons and pieces of eight to stack up the most points - by capturing as many of the opponent's coins possible. A stack consists of two or more alternating-color coins. Ownership of a stack is determined by the color of the top coin.

SETUP: the coins are divided into gold and silver sets. Pirates choose a color which represents them throughout the game. The coins are placed in the bag and the first pirate to draw their own color will start the game.

The game board comprises VI rows (ranks) and VI columns. The coins are positioned in numerical order on the back rank and in reverse numerical order on the next-to-back rank on the opponent's side of the board - which is situated on a 'Lazy Susan'.

MOVEMENT: a coin is inverted then moved in any direction to an adjacent square. It may leap over its own-color coin or stack to a square immediately beyond. A stack top coin is inverted and the stack is then moved in any direction to an adjacent square. It may not leap over a coin or stack. Players alternately move one coin or stack at a time, to either an unoccupied square or one occupied by an opponent's coin or stack - which is then captured. After each coin or stack is moved, the board is rotated clockwise 90°. Players may also move the opponent's coins - but not stacks. Do not return the last coin or stack moved to its previous position.

CAPTURE: players capture the opponent's coin or stack only with their own-color coin or stack. A coin captures when inverted and moved onto the opponent's coin (or stack) if:

1. the (top) numbers match
2. the (top) numbers total 7
3. the opponent's (top) coin is next in descending numerical sequence

A stack captures when the top coin is inverted and the stack moved onto a lower-numbered opponent's coin or stack with a lower-numbered top coin.

Pirates agree on a target score - e.g. 13 or 21 points and, throughout the game, keep a tally of the top numbers on all the pieces in their respective stacks.

The first pirate to capture and stack sufficient pieces, to reach the agreed points total, is the winner of Blackbeard's Booty.