

Pieces of Eight

CHEAT SHEET

Barrel of Grog (1): Destroy this coin to remove one coin of your choice from your hold and make it your aft coin.



Black Spot (1): If this coin is one of your active coins and an opponent destroys one of your open coins, you may reactively force that player to skip his next turn.

Bomb (3): If you have an active Mate, destroy this coin to destroy both of a single player's open coins.



Broadside (1): Destroy any coin of your choice, whether it is active or not, except you may not destroy a Captain.

Buried Treasure (1): Destroy this coin to remove two coins at random from your hold, announce their identities, and put them at your deck's aft in either order, which you may keep secret.



Call to Quarters (1): Destroy this coin to take one random coin from your hold, add it back to your deck, and then turn your

back and secretly rearrange all of the coins on your deck and crow's nest to any new configuration.

Cannon (3): If this coin is in an open position, destroy a fore coin of your choice. If you have an additional open Cannon, you may also destroy the coin directly behind that fore coin at the same time. Furthermore, you may invite other players with open Cannons to contribute as well, with each additional Cannon allowing you to destroy another coin in line.



TURN SUMMARY

1. First Crow's Nest Phase (optional)

Send the fore or aft coin to your crow's nest.

2. Main Play Phase (choose one, no passing)

- Play a coin, *or*
- Call coins to your Captain, *or*
- Destroy your crow's nest coin.

3. Last Crow's Nest Phase (optional)

Send the fore or aft coin to your crow's nest.



Captain (1): Destroy any active coin of your choice.

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Captain's Monkey (1): Use this coin reactively, whenever it would be destroyed, to negate its destruction.



Cutlass (3): Destroy this coin to destroy any open coin of your choice; *or*, if you have an active Mate, destroy any open coin of your choice *without* destroying this coin.

Full Sail (1): If this coin is one of your active coins and an opponent destroys one of your open coins, you may reactively declare that your turn will be next when the current player's turn is over.



Mate (5): Destroy this coin to destroy any active coin of your choice.

Pillage (3): Destroy this coin to take an open coin belonging to any other player and place it in the aft of your own ship.



Pistols (3): Destroy this coin to destroy any aft coin of your choice; *or*, if you have an active Mate, destroy any aft coin of your choice *without* destroying this coin.

Treachery (2): Destroy this coin reactively whenever any coin's ability is used in play. That action is negated and that coin is destroyed.



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