



Print & Play

[scuttlegame.com](http://scuttlegame.com)



## Gather the crew, load the cannons, feed the monkey, and prepare to set sail!

...but beware of treacherous waters, creatures from the depths, and enemy pirates! *Avast!*



In **Scuttle!** you play a swashbuckling pirate captain, racing other dastardly pirates to collect treasure.

To play, remove any blank cards and set aside the Robot Pirate and Davy Jones. Shuffle the remaining cards and deal 4 to each player. Place all the remaining cards face down in the middle of the table to form the deck. The player who last visited the sea takes the first turn, and play continues clockwise.

Each turn, take one action: either **draw** the top card from the deck or **play** a card from your hand.

A card may be played as a **treasure**, or for its **ability**, but not both.

Treasure cards have a number in the corner and can be played as **treasures**. A treasure remains in front of you after being played. The doubloons (pirate coins) on cards played this way contribute towards your total.

Cards with game text can be played for their **ability**: follow the card's instructions, then move it to the discard pile. Some cards read "Permanent". When played for their ability, these cards are put into play sideways as **permanents** and have an ongoing effect on the game.

Whenever you are made to **discard** cards, move them from your hand to the discard pile. You choose which of your cards are discarded. If you have to discard more cards than you have, discard your entire hand.

Whenever you are made to **destroy** cards, move them from play to the discard pile. The player whose turn it is always decides which cards to destroy. Protected cards cannot be destroyed or stolen.

If the deck is ever empty, shuffle the discard pile to form a new deck. There is no maximum hand size.

When playing with **4 players**, form two teams of two, and sit across the table from your partner. Cards referring to "opponents" don't affect your team. Cards referring to "everyone" affect all players.

When playing with **5 players**, one player takes the Davy Jones card and plays by those rules. The other players make two teams of two and play as above. The Davy Jones card is not a card in play and cannot be destroyed or affected by other cards.

Cards in front of you are considered yours, regardless of who played them.

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Cards in front of you are considered yours, regardless of who played them.

## WINNING THE GAME

As soon as one player has at least **21 doubloons** worth of treasures in play or a team has at least **30 doubloons** worth of treasures in play, they and their team win! If multiple players or teams would win at once, continue playing until the tie is broken.

The winner is the starting player for the next game.

## VARIANTS

### War Of The Pirates - an extended variant

After each game, the player or team who played the winning card removes one of their treasures from play. All other cards in play are destroyed, and everyone discards their hand and draws a new one. After 10 games, everyone takes the treasure cards they removed from play and take part in a final game, using those cards as their starting hand. Whoever wins the final game wins the war!

### Accountant Sea - for lovers of arrr-ithmetic

Instead of playing until a player reaches a total of **at least** 21 doubloons, a total of **exactly** 21 doubloons is required to win. In team games, a team needs a total of exactly 30 doubloons to win.

### Solo Variant

Take the Davy Jones card and play by its rules. Place the Robot Pirate card opposite you. Draw the top 3 cards of the deck and place them in a row beside the deck as a display, face up.

Each turn, follow the instructions on the Robot Pirate card: Play the rightmost card of the display for its ability, then play the top card of the deck as a treasure and refill the display from the left. The Robot Pirate should always have 3 cards in its display at the end of its turn.

Cards in the display do not count as being in play.

Whenever the Robot Pirate plays a 10, play it as treasure. Whenever the Robot Pirate plays a non-treasure card, play it for its ability.

Whenever a card tells the Robot Pirate to draw cards, play cards, or take cards from the discard pile, instead play the top card of the deck for its ability.

Whenever your cards are affected by the Robot Pirate, choose the cards with the highest printed value. If there is a tie, you may choose which card is affected.

Whenever the Robot Pirate would swap hands with you, take the 3 lowest-valued cards from your hand and place them into the display in the order of your choice. Discard the rest of your hand. Take the cards previously in the display, and use them as your new hand.

The Robot Pirate will always sacrifice the Lifeboat to prevent card destruction.

Whenever the Robot Pirate would discard cards, you may instead choose a card from the display and destroy it.

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Created by Peter C. Hayward, with art by Kelly Jo.

Special thanks to Erin Potter Kaye, Lee Manuel, Wim van Iersel, Ron Isdale, Karen Vuong, Jay Cruse, Trevor Luenser, Kate Cuthbert, and Tom Lang.

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For more on **Scuttle!** and its expansions: **Scurvy!** and **The Curse of Black Jack**, visit [scuttlegame.com](http://scuttlegame.com)

K  
I  
N  
G

**K**  
PERMANENT



**PIRATE KING**

Your treasures are worth 3 more doubloons each.

Q  
U  
E  
E  
N

**Q**  
PERMANENT



**FIRST MATE**

Your treasures are protected. They cannot be destroyed or stolen.

J  
A  
C  
K

**J**  
PERMANENT



**LOOKOUT**

Steal a treasure and move it in front of you.

J  
O  
K  
E  
R

**JOKER**



**ANNE BONNY**

Draw 3 cards. Everyone else draws 1.

A  
C  
E

**A**  
PERMANENT

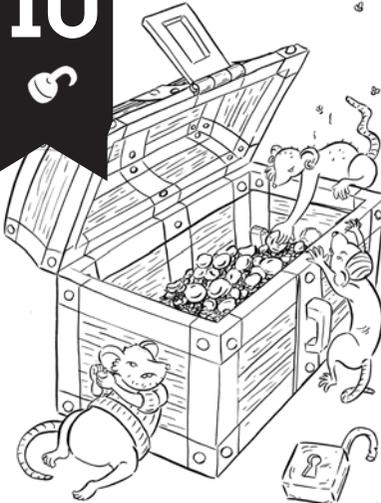


**MAELSTROM**

Destroy all treasures.

10

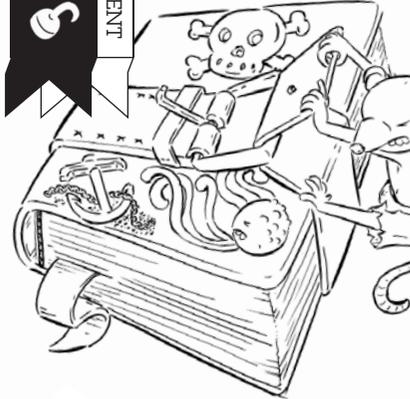
**10**  
PERMANENT



**TREASURE CHEST**

9

**9**  
PERMANENT



**PIRATE CODE**

Place this on top of a treasure; it is now protected.

8

**8**  
PERMANENT



**SPYGLASS**

Opponents play with their hands revealed.

K  
I  
N  
G

**K**  
D  
PERMANENT



**PIRATE KING**

Your treasures are worth 3 more doubloons each.

Q  
U  
E  
E  
N

**Q**  
D  
PERMANENT



**FIRST MATE**

Your treasures are protected. They cannot be destroyed or stolen.

J  
A  
C  
K

**J**  
D



**LOOKOUT**

Steal a treasure and move it in front of you.

J  
O  
K  
E  
R

**J**  
D  
R  
R



**LONG JOHN SILVER**

Swap hands with an opponent.

A  
C  
E

**A**  
D



**MUTINY**

Choose a number. Destroy all treasures of that value or lower.

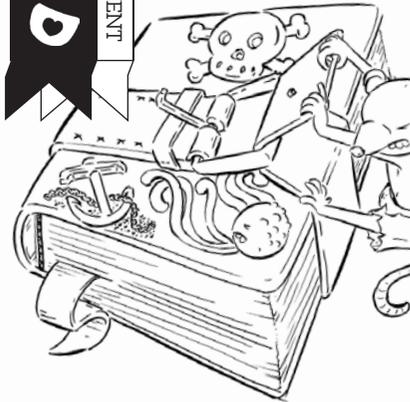
1  
0  
D



**TREASURE CHEST**

6  
D

**6**  
D  
PERMANENT



**PIRATE CODE**

Place this on top of a treasure; it is now protected.

8  
D

**8**  
D  
PERMANENT



**SPYGLASS**

Opponents play with their hands revealed.

K  
I  
N  
G

**K**  
PERMANENT  
SKULL AND CROSSBONES



**PIRATE KING**

Your treasures are worth 3 more doubloons each.

Q  
U  
E  
E  
N

**Q**  
PERMANENT  
SKULL AND CROSSBONES



**FIRST MATE**

Your treasures are protected. They cannot be destroyed or stolen.

J  
A  
C  
K

**J**  
SKULL AND CROSSBONES



**LOOKOUT**

Steal a treasure and move it in front of you.

J  
O  
K  
E  
R

**JOKER**



**HENRY MORGAN**

Draw 5 cards. Add 1 to your hand and put the others back in any order.

A  
C  
E

**A**  
SKULL AND CROSSBONES



**SHIVER ME TIMBERS**

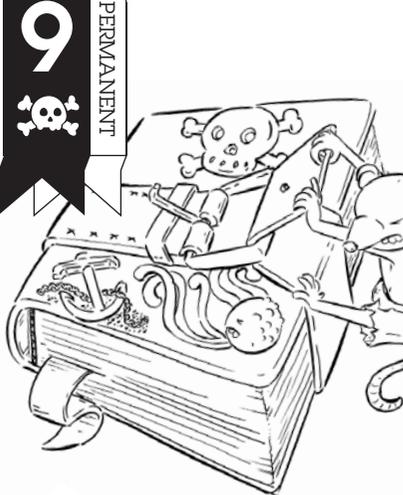
Everyone discards all odd-numbered cards and destroys all even-numbered cards.

10  
SKULL AND CROSSBONES



**TREASURE CHEST**

9  
SKULL AND CROSSBONES



**PIRATE CODE**

Place this on top of a treasure; it is now protected.

8  
SKULL AND CROSSBONES



**SPYGLASS**

Opponents play with their hands revealed.



**SKELETON KEY**

Draw a card. Play a card.



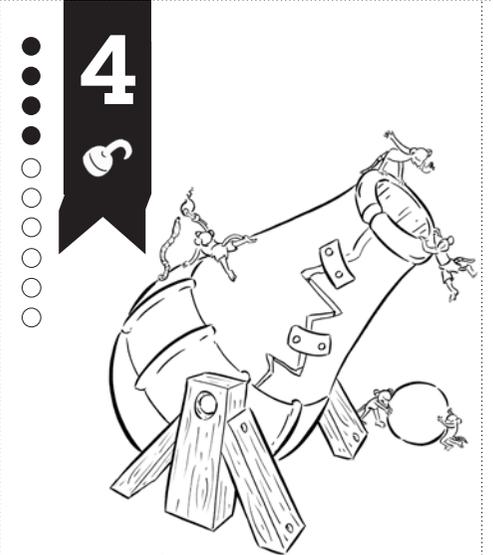
**KRAKEN**

Destroy all permanents.



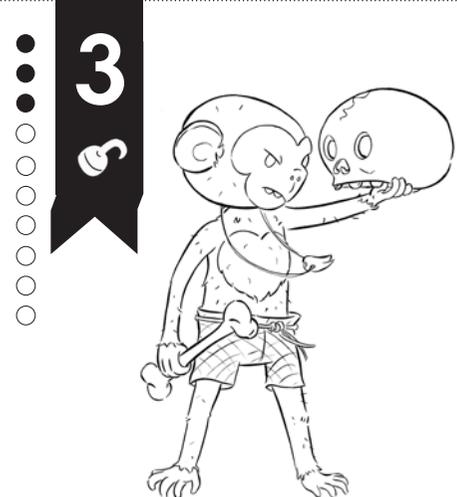
**TREASURE MAP**

Draw 2 cards.



**CANNON**

One opponent discards 2 cards.



**MONKEY**

Choose a card from the discard pile and add it to your hand.



**CUTLASS**

Destroy a permanent.  
Draw a card.



**SHIP'S WHEEL**

Whenever an opponent draws a card as their action, draw a card.



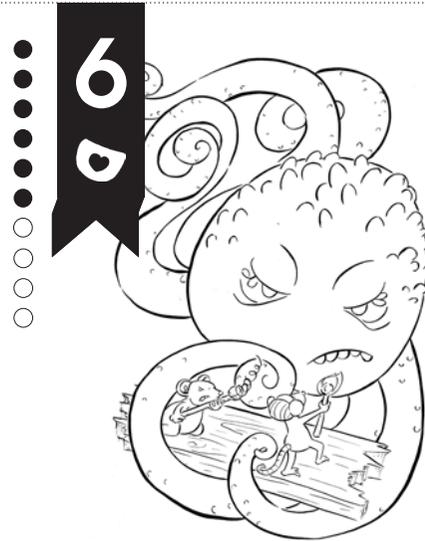
**MADAME CHING**

Play 1 card as a permanent and 1 card as a treasure.



**SKELETON KEY**

Draw a card. Play a card.



**KRAKEN**

Destroy all permanents.



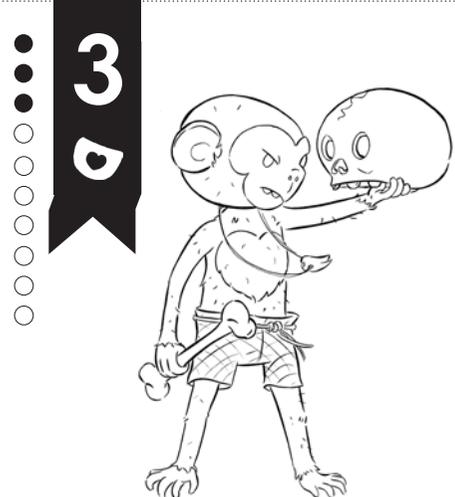
**TREASURE MAP**

Draw 2 cards.



**CANNON**

One opponent discards 2 cards.



**MONKEY**

Choose a card from the discard pile and add it to your hand.



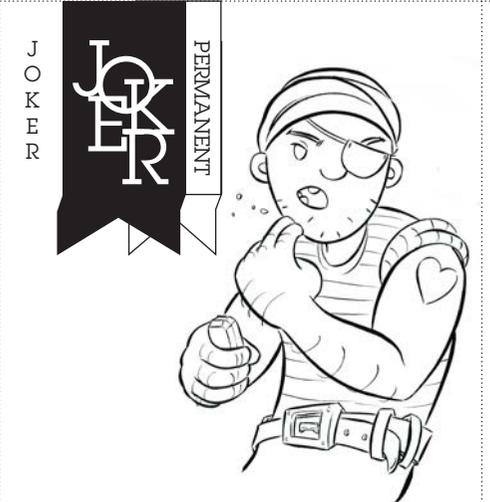
**CUTLASS**

Destroy a permanent.  
Draw a card.



**LIFEBOAT**

You may destroy this card instead of destroying or discarding other cards.



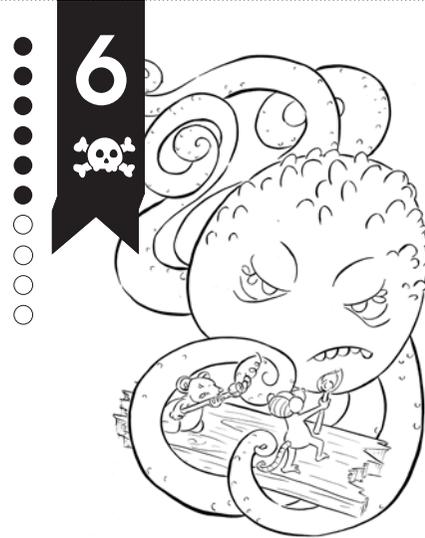
**STOWAWAY**

Play this card in front of another player.  
Their lowest-value treasure card has no value.



**SKELETON KEY**

Draw a card. Play a card.



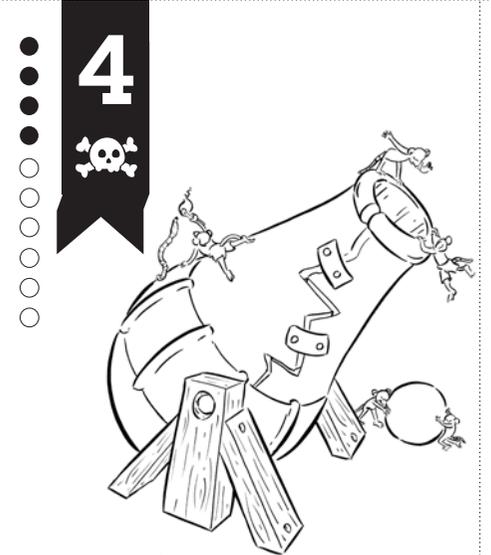
**KRAKEN**

Destroy all permanents.



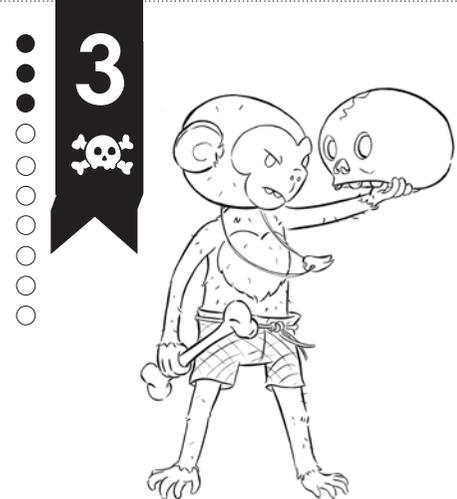
**TREASURE MAP**

Draw 2 cards.



**CANNON**

One opponent discards 2 cards.



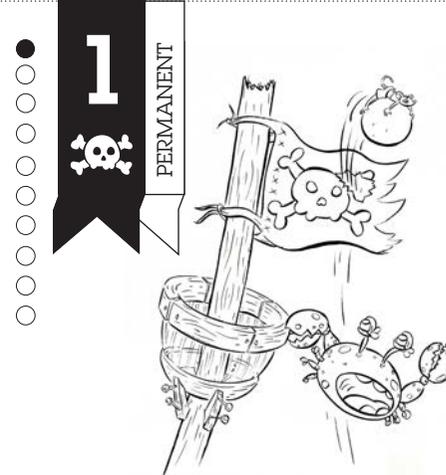
**MONKEY**

Choose a card from the discard pile and add it to your hand.



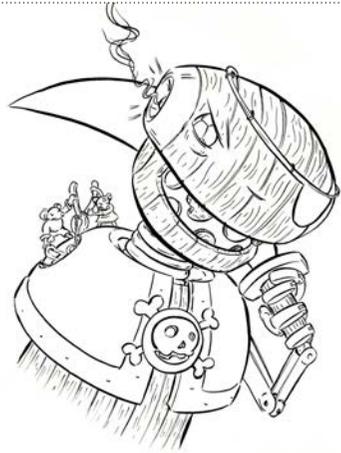
**CUTLASS**

Destroy a permanent.  
Draw a card.



**JOLLY ROGER**

At the start of your turn draw a card.  
If it is treasure, return it.



### PIRATE ROBOT

- 1) Play the rightmost card of the display for its ability.
- 2) Play the top card of the deck as a treasure.
- 3) Refill the display from the left.



### DAVY JONES

At the start of your turn, you may discard a card to destroy a card.  
At the end of your turn, draw a card.

