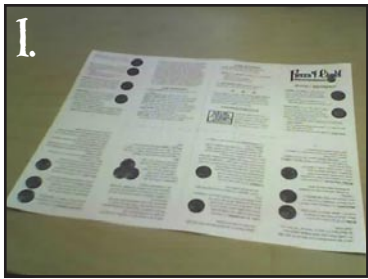
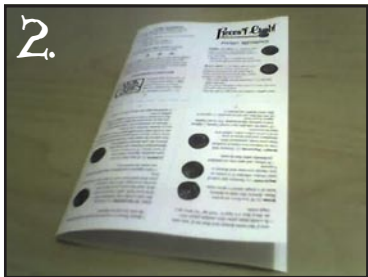


PIECES OF EIGHT POCKET REFERENCE FOLDING INSTRUCTIONS

THIS TWO-PAGE PDF is a folding pocket reference booklet for Pieces of Eight, Atlas Games' coin-based pirate ship combat game. The second page is the reference itself; this page tells you how to fold it to make a booklet.



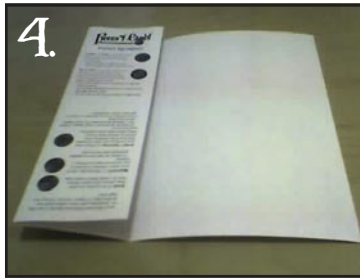
1. Print out the second page of this document. It's one-sided.



2. Fold the page in half the short way, with the printing facing out.



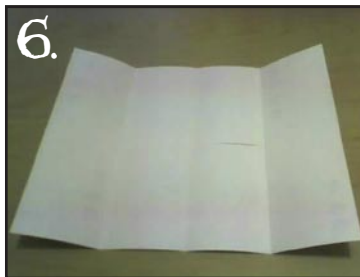
3. Cut along the dotted line, starting from the folded edge. (Don't cut all the way across! Just go as far as the dotted line goes.)



4. Unfold the paper, put it on the table face-down, and then fold one end in to the center fold you made in step two.



5. Fold the other end to the center fold you made in step two.



6. Unfold the folds you made in steps four and five so that the paper is face-down on the table again.



7. Fold the paper in half the long way. This fold will run along the cut you made in step three.



8. Push the ends of the paper toward the center, gently opening the cut you made in step 3.



9. Push inward until you have a cross shape. All printed faces should be on the outside of the cross, and all unprinted faces should be on the inside.



10. Find the front page (with the Pieces of Eight logo) and the back page (with the number 8 at the bottom). Fold them away from each other to make the booklet.

Pieces of Eight
PIRATE BATTLES ON THE HIGH SEAS

WWW.PIECES-OF-EIGHT.COM

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.

- Pillaged coins go to their most recent pillager's hold when destroyed.



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.

- This coin's ability can be used in response to actions that destroy it.
- Treachery may be played in response to another Treachery, in which case the first Treachery is negated and the original action (against which the first Treachery was



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played) occurs as originally announced. A third Treachery may also be played to negate the second Treachery, in which case the first Treachery still cancels the original action, and so forth, for any number of Treacheries.

- Treachery can be used against reactive abilities, such as when a Captain's Monkey negates its own destruction or a Full Sail changes the turn order. The action is negated as usual, the coin is destroyed, and play continues normally.
- When Treachery is used against coin "combinations," the entire action is negated, but only the coin whose ability was activated is destroyed by the Treachery, because only its ability was used. See "Coin Combinations."

COIN POSITIONS

ACTIVE COINS: Your fore, aft, and crow's nest coins.

AFT COIN: The rear coin in your deck.

CROW'S NEST COIN: The coin in your off hand.

DECK: The coin stack in your dominant hand.

FORE COIN: The front coin in your deck.

HOLD: The velvet game pouch where destroyed coins are kept. You could also use your pocket.

OPEN COINS: Your fore and crow's nest coins, which are visible to everyone.

SHIP: Your deck plus your crow's nest coin.

SHIPYARD: The collection of coins available only to you from which you build your ship.

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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.



Pieces of Eight is a pirate ship combat game played entirely with minted metal coins that you hold in your hands or keep in your pocket, so you can fight pirate battles anywhere! Find out more and download the complete rules from:

WWW.PIECES-OF-EIGHT.COM



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POCKET REFERENCE

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

- Barrel of Grog is not placed in your hold until after you remove the chosen 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.

- This coin's ability can be used even if it is the coin being destroyed.
- If you choose the player whose turn it is now, his next turn after this one is lost.
- You can only use this coin once against a single action,



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- If you use this coin when you are due to lose your next turn, your lost turn takes place immediately and play proceeds clockwise from your position.
- After you take your extra turn, play continues clockwise from your position in the circle.
- This coin's ability can be used even if it is the coin being destroyed.
- This coin's ability can be used even if it is the coin player's turn is over.



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.

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- You must commit to a target before contributing players announce whether they'll help. (You can discuss it beforehand, but actual commitment comes after your announcement.)
- A Captain's Monkey in the fore coin position can react to prevent its destruction as normal, but this does not shield any other coins behind it that might be destroyed due to contributing Cannons.
- CAPTAIN (1): Destroy any active coin of your choice. Captains are a gold color. This means you can see which coin in anyone's deck is the Captain just by looking at the edge, which you're allowed to do at any time.
- A ship must start the game with one Captain.
- You can never have more than one Captain in your ship at a time. Any action that would cause this — such as Pillaging a Captain when you already have one — is illegal.



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- Buried Treasure is not placed into your hold until after the coins (or coin) are removed.
- 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.
- Call to Quarters is not placed in your hold until after you remove the random coin.
- 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.
- All coins are destroyed at once. Coins behind the fore coin that are destroyed do not come to the fore before they're destroyed, so they can't (for example) use their abilities to react.
- A contributing player does not use a turn or action to



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- In a multi-player game where multiple players have the Black Spot, it is legal to "stack up" lost turns on a single victim.
- 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.
- As always, non-open coins are identified positionally rather than by name.
- 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.
- If using this coin gives you a second Captain, a different coin is randomly selected instead. The second Captain returns to your hold.
- If you only have one coin in your hold, it's returned to play unless another rule presents it.

