Full Rules for *Deadweight*

1. Intro Lore

The once-proud ship *Blackwake* is sinking fast, her treasures scattered across the deck and her planks rotting away. The lifeboats, manned by the cunning **Mariners**, wait impatiently to set sail—but they won't leave empty-handed. The **Mariners** demand loot in exchange for precious **life rings**, the only hope for survival.

As one of the **Marooned**, you must race across the deteriorating ship, scavenging loot to meet the demands of the **Mariners**. But beware—treasure is just **deadweight** if it doesn't buy you life rings. When the **final Mariner is moved**, the ship will sink, and only the scavenger with the most life rings will survive.

2. Ship Setup (See 2 player setup below for slight changes)

1. **Hidden Loot**:
   - The 5 treasure chests are filled with loot before placing them under each deck section. drop **1 piece of loot** from each type and **2 life rings** into each treasure chest. Then place each chest in each of the 5 sections below deck. *The center chest is the larger one and does not have a lid.*
2. **Plank Arrangement**:
   - Place the loot type cards into their 10 spots around the ship. These are placed randomly, but one diamond card must be in one of the center spots.
   - Arrange the ship using 10 planks to form two parallel paths with the **brown side facing up**. Place the **Walk the Plank** plank (the one with the hole) in the center of the ship. The remaining planks can be arranged randomly. The only exception to the randomness is:
     - Make sure no two *plank actions* are next to each other.
     - For the "plus a life ring" action, make sure it is always sitting with the other diamond type card.
3. **Ship Components**:
   - Fill the loot type cards with their corresponding loot pieces. (These always get replenished when empty.)
   - Fill the four **numbered lifeboats** with the four different types of loot. (Emerald (1), Bronze (2), Ruby (3), Diamond (4).

- ○ Place the **crates** above their corresponding lifeboats (e.g., Emerald crate above Emerald lifeboat).
- ○ Place the **life rings** in the **back tray** and the **ropes** in the **front tray**.
4. **Players and Mariners**:
    - ○ All players start at the **front of the ship** (on the *Deadweight* logo).
    - ○ The first player is the last person to have been stolen from in real life.
    - ○ Each player receives:
        - ■ **1 rope** (used for extended movement). Hang the rope from the character's arm. 1 additional rope gained in the game can be held in the player's tray or on the character. *No more than 2 at a time can be held by a player.*
        - ■ A **life ring pole** to track life rings, placed into the **holder in front of them**.
    - ○ Place **4 Mariners** (black pieces) on any of the 4 spots at the **front and back of the ship**.
5. **The Lantern**:
    - ○ The first player places the **lantern** on any plank, except where they plan to start.
6. **Trade Stations**:
    - ○ Place the trade station trade cards face up anywhere for all players to draw from. Each player takes 1 trade card from the top. These are the available trades they can make when landing at a trade station. When a trade is complete, the player discards the trade card face down and draws the next face up one.

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2. Ship Setup (2 player exceptions)

1. The 5 treasure chests under each deck section get 1 life ring, 1 rope, 1 emerald and 1 pearl.
2. All Mariners are always used regardless of the number of players.

3. Gameplay

Movement

- Players choose to move **1 or 2 spaces forward** each turn.
- Players move clockwise around the ship, reversing direction onto the opposite path at each trade station, continuously traveling back and forth across the board until the game ends.
- When landing on a plank, the player chooses to collect 1 piece of loot *or* perform the plank action.
- **Trade Stations (yellow ends)** count as spaces. Players may land on a Trade Station and choose not to trade.

- A rope lets a player move anywhere along one side of the path or jump between trade stations. After use, return the rope to the rear ship tray. Players can hold a maximum of 2 ropes.
- When landing on a plank where there is 1 other player, the landing player has the choice to steal from the other player *instead* of taking the loot or performing the plank action.
- If there are 2 or more players on the plank, the landing player *must* steal from one of the players instead taking loot or performing the action (see Mariner section for exception).

Loot Collection

- Players may choose to collect **1 piece of loot** when landing on a plank. If the plank is empty, **refill it** with loot from the boats.
- Players can hold a maximum of **10 loot pieces**. If exceeding the limit, return extras to the ship's loot type cards. (player's choice).
- If landing on a plank occupied by 1 other player, the player **has a choice to attempt to steal** (see Stealing rules). Or he may choose to take 1 resource or perform plank action as usual.
- If landing on a plank occupied by 2 or more players, the player **must attempt to steal** and cannot choose to take 1 resource from the plank. Player chooses who to steal from.

Plank Actions

- Players may perform a **plank action** instead of collecting loot. *See plank action reference card*.

The Lantern

- The lantern sits on any plank. Landing on a plank with the lantern allows the player to:
  - Collect 1 piece of loot on the plank *and* perform the plank action.
  - If a player lands on a plank with both the lantern and another player, the player may perform all 3 actions.
    - A**ttempt to steal** from the other player.
    - Take 1 plank loot
    - Perform the plank action
- At the end of their turn, the player moves the lantern 1 or 2 spaces *behind* them. Trade Stations do not count as spaces when moving the lantern.
- The lantern must be moved even if the player doesn't use it.
- The Lantern has no effect on players already standing on a plank where it is moved.

Trading at Lifering Stations

- Trading is **optional**.
- Pay the loot cost on your **Trade card** and collect the indicated number of life rings, placing them on your **life ring pole**.
- Traded loot is placed into the **crates** above the lifeboats.
    - **If a crate is filled**, dump it into the lifeboat and collect 1 **extra life ring**.
- Players may make **multiple trades** (up to all 4 on their trade card) but cannot repeat the same trade.
- If a diamond is traded, remember to flip one of the planks beginning from the back (only once per turn).
- After trading, discard your **trade card** and take a new one from the face up pile
- Players may *also* pay to move their Mariner to a plank wall if possible. See the Mariner section.
- Instead of trading or moving a Mariner the player can instead roll the fate die and collect 1 item corresponding to it's value:
    - 1 = Pearl
    - 2 = Emerald
    - 3 = Ruby
    - 4 = Diamond
    - 5 = Rope
    - 6 = Life ring

Walking the Plank

- Players on a **Walk the Plank** plank (the center plank with the hole in the center) may roll the **Fate Die**:
    - **1, 3, or 4** (Success): Pick up the plank and remove all loot. Take up to **4 pieces** (or half if more than 8, rounding up). Distribute the rest to other players *as you choose*.
        - This distribution method shouldn't be confused with flipping a plank distribution, where the player only takes 2 loot and passes the remaining to the next players until all has been distributed.
    - **Any other number** (Failure): Drop **1 piece of your own loot** into the plank hole.
- **Reload**: Before the next player goes their turn, take **1 of each loot type** and **1 life ring** and **1 rope** and drop them treasure chest..

Stealing

1. **When to Steal**:
   - A player attempts to steal loot when they land on a plank occupied by another player.
   - If landing on a plank occupied by 1 other player, the player **has a choice to attempt to steal**.
   - If landing on a plank occupied by 2 or more players, the player **must attempt to steal**.
2. **How to Steal**:
   - The stealing player rolls first then the defending player rolls.
   - If the **stealer rolls higher**, they steal **any 1** item *(loot, rope, or life ring)* from the defender.
   - If the **defender rolls higher**, the steal is blocked.
   - If the **defender rolls the same number**, the defender steals 1 item instead.

Flipping Planks

1. **How to Flip**:
   - Planks are flipped to their flooded sides **only when a Diamond** is spent at a Trade Station. The player who spends the diamond flips the plank at the end of their turn. Only 1 plank can be flipped per turn, regardless of how many diamonds are spent.
   - The player flipping the plank removes the hidden loot below deck:
     - They choose **2 items** to keep.
     - The remaining items are passed **clockwise**, with each player choosing **1 item** until all is distributed. Continue passing the loot unless everyone has the max of 10 loot. Get rid of any extras into lifeboats or trays.
     - The loot cannot be used during the current turn to spend at the trade station.
2. **When All Planks Are Flipped**:
   - Spending a Diamond at the **front trade station** moves **1 Mariner** to a lifeboat.
   - The player who moves the Mariner collects **1 loot piece** from the lifeboat and may immediately trade with it.
   - The player can choose any Mariner to move to any lifeboat, except a Mariner that is standing on a plank wall. Meaning they can move another player's Mariner to a lifeboat, eliminating that Mariner from being able to be moved to a plank.

Mariner

The Mariner assists its owner with stealing and protecting resources. Players must carefully deploy their Mariner to maximize its benefits and disrupt opponents. Deploy your Mariner quickly, as only one Mariner can be on the board at a time.

Mariner Setup

- **Assignment**: Each player is assigned a Mariner, with the base color matching their player color.
- **Starting Position**: All four Mariners begin at the **front and back of the ship** (in the black circles). This applies even in games with fewer than four players.

Deploying a Mariner

- **When to Deploy**:
    - A player may deploy their Mariner when they land at a **trade station**.
    - Only one Mariner can be deployed at a given time. If a Mariner is already standing on any wall, a player can roll the fate die to challenge him for position.
        - The challenging player rolls first.
        - If the challenger rolls higher, the current Mariner is taken off the planks. The challenger pays to place the Mariner anywhere he wishes.
        - If the defender rolls higher or the same number, the challenge is blocked.
- **Cost of Deployment**:
    - The player must pay **2 pieces of loot** to move their Mariner to the **wall between two adjacent planks** (place the Mariner in the black circle).
    - The type of loot required is determined by the two plank types on either side of the Mariner's position.
        - For example, if the Mariner is placed between a **Diamond plank** and a **Pearl plank**, the player must drop **1 Diamond and 1 Pearl** into the respective crates. *If a crate is filled, the player dumps it and gets 1 lifering.*

How the Mariner Works

1. **Stealing from Players**:
    - The Mariner steals from any player who lands on or *passes its position (if a rope isn't used)*.
    - Resolve Mariner before anything else.
    - **Stealing Resolution**:
        - The Mariner's owner rolls the **Fate Die** first, followed by the defending player.

- **If the Mariner wins**: The owner steals 1 item (loot, rope, or life ring) from the defending player.
- **If the Mariner loses**: The Mariner returns to the **front or back of the ship**.
- **If there is a tie**: There is no stealing and the Mariner remains in its spot.
      - **Multiple Players**: Every player who lands on or passes the Mariner must roll to defend.
2. **Protection for the Owner**:
      - The Mariner prevents other players from stealing from its owner when the owner is standing on either plank adjacent to the Mariner's position.
3. **Interaction with Ropes**:
      - If a player uses a **rope** and bypasses the Mariner, the Mariner cannot attempt to steal.
4. **Interaction with Plank Flipping**:
      - If a plank is flipped where the Mariner is standing, the Mariner is immediately returned to the **front or back of the ship**.
5. **Order of Actions**:
      - Always resolve the Mariner's stealing action **first**, before the player collects loot or performs a plank action.

Additional Rules

- A player may both **trade** and **deploy their Mariner** during the same turn.
- The Mariner remains on the board until:
      - It loses a stealing attempt.
      - A plank it is standing on is flipped.
      - It is replaced by a challenging player.
- When a Mariner is moved to a lifeboat, a deployed Mariner cannot be moved, unless it is the final one to be moved.

Game End Condition

1. The game ends when all **four Mariners** are in their lifeboats.
2. Players take **one final turn** to move and trade (if trade is possible).
3. The player with the most **life rings** wins.
4. **Tie-Breaker**: If tied, count the loot value in hand:
      - **Emerald** = 1 point
      - **Pearl** = 2 points
      - **Ruby** = 3 points
      - **Diamond** = 4 points

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4. Tile Actions

1. **Trade (x2)**
   - **Action**: Swap **2 loot pieces** for any other type.
   - **Opposite**: Swap 1 life ring for any 1 loot or any 1 loot for a life ring.
     - i. Traded/swapped pieces go inside crates. Collect 1 life ring as usual if the crate is full.
2. **Gain a Rope**
   - **Action**: Collect **1 rope**.
   - **Opposite**: Steal a player's rope.
3. **Shortcut (x2)**
   - **Action**: Move to the **mirrored plank**.
   - **Opposite**: Move to any other plank
     - i. Cannot move to a trade station.
     - ii. Do not perform the plank action or collect loot that is landed on.
     - iii. Landing on the lantern does nothing.
4. **Switch with Player**
   - **Action**: Swap places with another player.
   - **Opposite**: Swap **any two players** (including yourself).
5. **Sabotage**
   - **Action**: Attempt to steal from any player.
   - **Opposite**: Force a player to **skip their next turn**.
6. **Action**: Plus 1 life ring
   Opposite: Steal a player's life ring.
7. **Walk The Plank**
   - Action: Roll a 1 or 4 to collect treasure under deck.
   - Opposite: Roll a 1, 3 or 4 to collect treasure under deck.