

**MEUTERER**

reference card

card distribution

8 Korn  
7 Tuch  
6 Wein  
5 Salz  
4 Rubine  
6 Konflikt  
1 Piraten

**Scoring victory points:**

**Kapitän:** If the mutiny fails, the island score, minus the Maat's share

**Maat:** If the mutiny fails, 1 point, plus the share from Kapitän

**Meuterer:** The island score, if the mutiny succeeds

**Schiffsjunge:** 2 points, if the mutiny succeeds

**Selling the goods:** Depending on the island and the amount of sellers

**Characters:**

**Lademeister:** Gets 3 extra cards to choose from in the commodity card drawing phase

**Händler:** Gets maximum selling points, even in case of draw

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**Round order:**

1. Captain decides the victory point share
2. Offer the commodity cards, starting from captain; when you don't want to offer any more, choose a role card
3. Reveal roles
4. Resolve mutiny, if any (Konflikt cards can be played from hand); distribute victory points
5. Sell goods, distribute victory points
6. Move ship according to who won the mutiny
7. Replenish hand to 5 cards; Lademeister gets 3 extra cards to choose from, discarding the rest
8. Start over

4 player game: 8 rounds, 3 player game: 9 rounds

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