

7 SEIZE

Yarr, me mateys! It's time to pillage the seven seas and divvy the plunder!

Objective

Outwit your fellow shipmates to Seize the *heaviest* collection of Booty.

Components

- 2 to 7 players
- 1 standard 52-card deck
- 1 large dice bag
- 49 objects of similar but unequal weight (pieces of Booty)
- 1 balance scale (see DIY Instructions)

Setting Up

Set the Balance Scale aside for final scoring.

Scoop all Booty into the dice bag.

Find the 2 Joker cards (red & black) and place them face up in the center of the play surface. These designate the separate Red Booty Stash and Black Booty Stash.

Shuffle the remaining 52 cards into the Draw Deck and have each player draw 3 cards for their hand.

Playing A Round

Each Round has 4 phases:

1. Squabble for Captain
2. Divvy the Booty
3. Seize the Booty
4. Swab the Deck

1. Squabble for Captain

First, players attempt to become Captain.

To do this, each player places 1 of their 3 cards face down in front of them. Once all players are ready, reveal the cards simultaneously.

The player who revealed the highest Number card becomes the new Captain. ('10' is the highest Number card and '2' is the lowest.)

Non-Number cards (J, Q, K, and A) may be used, but have a value of '1' during this phase.

If multiple players revealed a card that ties for highest value, the previous Captain chooses the new Captain between the tied players. (In the 1st round there is no previous Captain and the tie is broken by card suit, highest to lowest: ♠, ♥, ♦, ♣.)

The new Captain takes the dice bag and keeps it until another Captain is appointed in the next round.

Discard all revealed cards next to the Draw Deck.

2. Divvy the Booty

Next, the Captain creates the Red and Black Booty Stashes.

The Captain, takes 7 random pieces of Booty from the dice bag and divides these into 2 Stashes by placing each piece on either the Red or Black Booty cards.

Each Stash must contain at least 1 piece of Booty, but otherwise the Captain may divvy the pieces any way they choose.

3. Seize the Booty

Now, players attempt to Seize Booty from the Stashes.

(For games with only 2 players, see '2-Player Interloper' rules.)

Each player places 1 of their 2 remaining cards face down in front of them. Once all players are ready, reveal the cards simultaneously.

Red cards always Seize from the Red Booty Stash. Likewise, Black cards always Seize from the Black Booty Stash.

In order of highest rank to lowest (A, K, Q, J, and then '10' to '2') each player acts using the rules below for the card they revealed. (If multiple players revealed a card that ties for play order, the Captain chooses the order that those players act.)

(A) Lookout – Seize 1 Booty from the Stash.

(K) Quartermaster – Seize all Booty from the Stash, but then return the same number of pieces from your collection to the Stash.

(Q) Strumpet – Either Seize 1 Booty from the Stash or Steal 1 Booty from a player that revealed a card with the same color as you.

(J) Knave – Seize 2 Booty from the Stash.

(10-2) Number – From highest to lowest, each player that revealed a Number card Seizes 1 piece of Booty from the Stash. Repeat this starting with the highest Number card until no Booty remains in the Stash. (Non-Number cards do not repeatedly Seize Booty in this way.)

4. Swab the Deck

Finally, any unclaimed Booty in the Red and Black Booty Stashes is Seized by the player who revealed the highest ranked card (i.e., the player who acted first in the previous phase). They Seize all unclaimed Booty regardless of the color of their card.

Discard all revealed cards next to the Draw Deck.

Starting The Next Round

Each player must keep their remaining card and draw 2 new cards from the Draw Deck so that they have 3 in their hand for the next round.

Whenever the Draw Deck is empty, shuffle the discarded cards to form a new Draw Deck.

Play the next Round using the same phases: *Squabble for Captain*, *Divvy the Booty*, and *Seize the Booty*, and *Swab the Deck*.

Winning The Game

The game ends after 7 rounds when no Booty remains in the dice bag.

Set up the balance scale. Choose 2 players to contest their collections of Booty and eliminate the player with less weight. Repeat this until one player remains victorious.

In rare cases when no clear winner can be determined by weight, both players remove 1 piece of Booty from their side and re-weigh. Repeat this as needed until a player can be eliminated.

Alternative Rules

2-Player Interloper

For games with only 2 players there is a 3rd ‘ghost player’ known as the Interloper. The Interloper can Seize Booty for its collection and have it stolen, just like the other players.

During the ‘Seize the Booty’ phase, the non-Captain player looks at the top card of the Draw Deck and places face down for the Interloper. Then they choose their own card to place face down as normal.

After the cards have been revealed the non-Captain also chooses which pieces of Booty the Interloper Seizes.

Cursed Treasure

For a little variety, try this: The winner is the player with the *lightest* collection of Booty. You’ll still want to have the power of Captain, but avoiding treasure will take some finesse!

DIY INSTRUCTIONS

Plundering 49 Treasures

Scavenging for the perfect set of assorted Booty is both tricky and fun. Try to include objects of various material density (wood, plastic, etc.).

Some places to look: board game pieces, candy, nuts, vitamins, single serving containers, sewing kits, office supplies, coins

Jury Rigging A Balance Scale

Materials

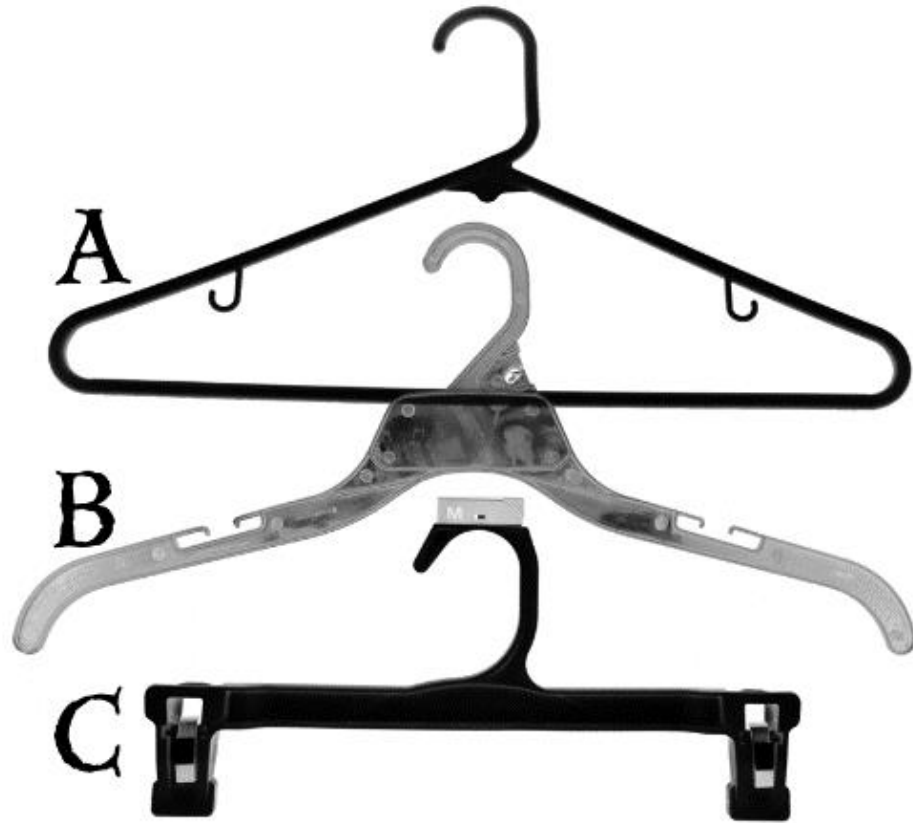
- 1 notched clothes hanger
- 2 clothes pins
- 2 small plastic cups
- 2 equal lengths of string (15cm)

Construction

1. Tie each length of string into a loop.
2. Dangle each length of string from the notches in the hanger.
3. Use the clothes pins to secure a plastic cup at the bottom of each loop.
4. Hang the hanger so that it swings freely. A doorknob usually works.

Hanger Types

- A. The little hooks are nice for hanging the string at equal distances from the center. If your hanger doesn't have these you'll have to measure it out.
- B. These notches work alright too, but if it tips too much the string can slide. A little tape will fix that.
- C. This style lets you clamp the cups directly to the hanger, skipping the need for string and clothespins. The physics aren't 100% correct, but it's good enough.
- D. No-scale option! An early version of the game was played with *Dominoes* as *Booty*. All you need is a standard set of Double-Nine Dominoes (or 2 sets of Double-Six Dominoes) and you'll have enough pieces for 7 rounds of 7 booty (plus a few left over). Each pip on the domino is worth 1 point. (But the pain of adding up all the pips was the main inspiration for the balance scale.)



Credits

Design – Jeep Barnett

Art – Andrew Wilson

Special Thanks – Angela Hanson, Christine Phelan, David Riewald, Evan Lewis, Greg Winkler, Guy Brand, James Ernest, Maresa Edwards, Noah Cohen, Phineas Kibbey, Rachel Barnett, Seth Cohen, Shelby Dennis, Tiffany Xiong, Tristan Reidford

Legal

Please don't resell our design or art. Thanks!

Find Out More

7-Seize.com

Card Reference

(A) Lookout – Seize 1 Booty.

(K) Quartermaster – Seize all Booty &
Return that many pieces.

(Q) Strumpet – Seize 1 Booty or
Steal 1 Booty from the same color.

(J) Knave – Seize 2 Booty.

Card Reference

(A) Lookout – Seize 1 Booty.

(K) Quartermaster – Seize all Booty &
Return that many pieces.

(Q) Strumpet – Seize 1 Booty or
Steal 1 Booty from the same color.

(J) Knave – Seize 2 Booty.

Card Reference

(A) Lookout – Seize 1 Booty.

(K) Quartermaster – Seize all Booty &
Return that many pieces.

(Q) Strumpet – Seize 1 Booty or
Steal 1 Booty from the same color.

(J) Knave – Seize 2 Booty.

Card Reference

(A) Lookout – Seize 1 Booty.

(K) Quartermaster – Seize all Booty &
Return that many pieces.

(Q) Strumpet – Seize 1 Booty or
Steal 1 Booty from the same color.

(J) Knave – Seize 2 Booty.

Card Reference

(A) Lookout – Seize 1 Booty.

(K) Quartermaster – Seize all Booty &
Return that many pieces.

(Q) Strumpet – Seize 1 Booty or
Steal 1 Booty from the same color.

(J) Knave – Seize 2 Booty.

Card Reference

(A) Lookout – Seize 1 Booty.

(K) Quartermaster – Seize all Booty &
Return that many pieces.

(Q) Strumpet – Seize 1 Booty or
Steal 1 Booty from the same color.

(J) Knave – Seize 2 Booty.

Card Reference

(A) Lookout – Seize 1 Booty.

(K) Quartermaster – Seize all Booty &
Return that many pieces.

(Q) Strumpet – Seize 1 Booty or
Steal 1 Booty from the same color.

(J) Knave – Seize 2 Booty.