



## HOW TO PLAY

### SETUP

Determine which player will use either the **Navy** (blue back cards) or **Pirate** (red back cards) deck. Shuffle each deck and place them in front of their respective players. Take all gold coins and put them to the side. Leave ample table space between both players.

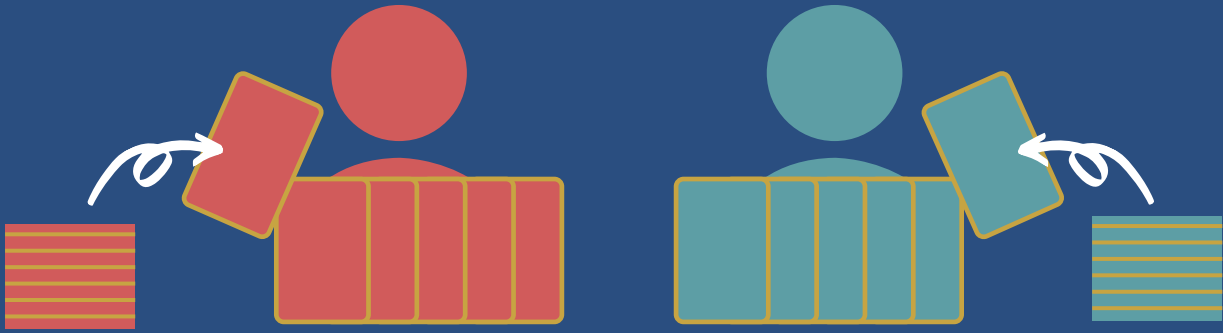


The game is broken up into **Rounds and Turns**. Turns occur within Rounds. **Determine who plays the attacker the first Round, and swap back and forth after each Round.**

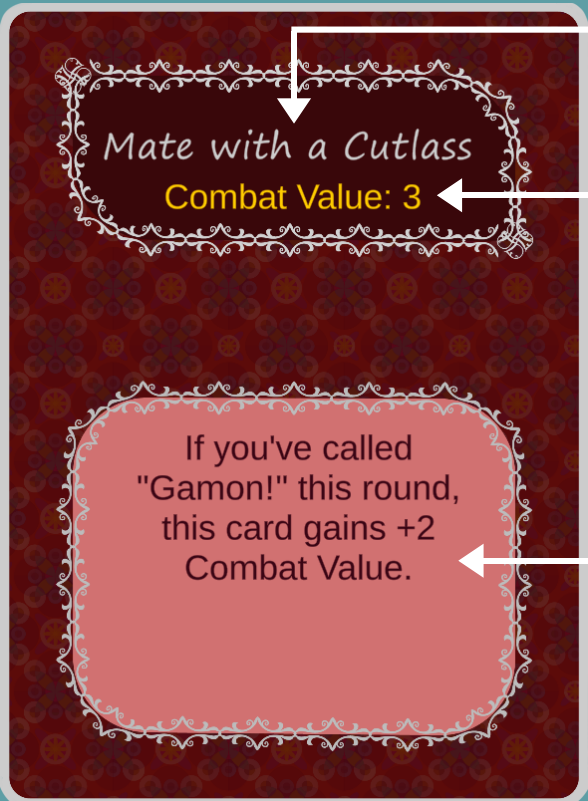


### ROUNDS

At the start of each Round, draw cards from your chosen deck into your hand until you have a **total of six**. Take **one gold coin** from the pile and place it anywhere between you and your opponent. This is the **default prize amount** for the round. **The attacking opponent may choose to raise this prize up to a total of four coins.**



### CARD ANATOMY



- Title
- Base Combat Value
- Effects & Modifiers

# TURNS

2!



Each Round consists of **two or three Turns**. Each Turn, the **attacking player** of that Round will **place a card face down and call a number between 1 to 6**, indicating the card's **combat value**. This value **may or may not be true**. The defending player then does the same. The defending player has two options: call **"Gamon!"** if they think the attacker is **lying about the value of the card**, or refrain. If the defender refrains, the attacker then has the chance to call "Gamon!" on the defender. Flip the cards.

3!



## GAMON

If Gamon was called and there was **no lie**, then **the player who called Gamon loses the Turn**. If Gamon was called and there was a lie, then **the player who called Gamon wins the Turn**. During a Gamon call, only consider the **base combat value** of the card played and **no other modifiers**.

If no Gamon was called, the winner of the Turn is determined by the attack value of the cards plus any modifiers. If the attack value ends up being the **same**, then the **defending player wins that Turn**.

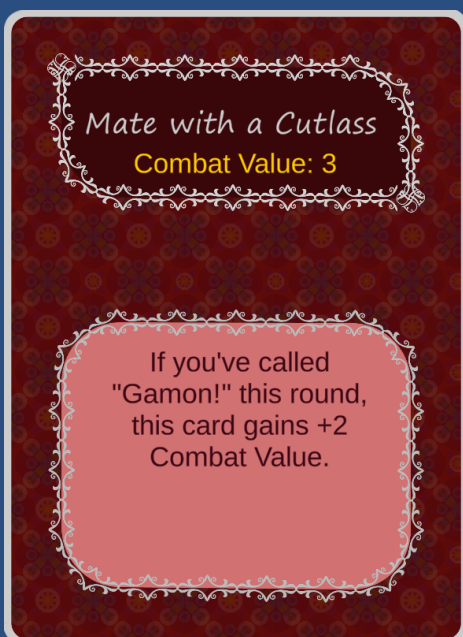
This repeats for one more Turn - unless both players each win one Turn, necessitating a **third tiebreaker Turn**. After which whichever player won best 2 out of 3 Turns wins the Round, and takes the Round's prize. All cards played within the Round are put into **two separate discard piles by deck type**.

## EXAMPLE

3!

GAMON!

4!



**Navy** called out a 4 when they played the "All Hands on Deck" card. **Pirate** called Gamon. Even though **Navy's** card effect states that it is equal to the value called out, they **lied about the flat combat value**.

Therefore **Pirate** wins this Turn and gets the prize money.

Continue playing until there are either no coins left or no cards left. The player with the most coins at the end wins!

Thank you for playing GAMON!



Team Orange, 2020  
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## PIRATE

Card Name	Number in Deck	Combat Value	Effect
All Hands Hoay!	3	0	This card's Combat Value is equal to the value you call out when you play it from your hand.
Polly the Parrot	3	1	If this card wins a battle, by Gamon or otherwise, take up to three gold coins from the opponent and add it to the Prize.
Deckhand	3	1	This card gains +1 Combat Value for each Gold Coin in the Prize (this effect cannot exceed +5 Combat Value).
Boatswain	3	2	This card gains +3 Combat Value for each Deckhand card you've played this round.
Gambling Drunk	2	2	You may take 1 of your Gold Coins and add it to the Prize. If you do, the next card you play this round gains +2 Combat Value.
Mate with a Cutlass	4	3	If you've called "Gamon!" this round, this card gains +2 Combat Value.
Hornswagging Seadog	3	3	If you called out a false combat value when you played this card, take one Gold Coin from the Prize.
Cannoneer	3	4	If this card wins a battle, increase the number of Gold Coins in the Prize by 1.
Singing Sirens	1	5	You must call out a false combat value when you play this card.
Captain Blackbrow	1	5	If this card wins a battle, double the amount of coins in the Prize.
The Kraken	1	5	If this card wins a battle, the next card your opponent plays this round suffers -2 Combat Value.
Queen Anne's Vengeance	1	6	If there are less than 4 Gold Coins in the prize, this card cannot be played.
The Flying Dutchman	1	6	This card can only be played if your opponent has more Gold Coins than you.



## NAVY

Card Name	Number in Deck	Combat Value	Effect
All Hands on Deck	3	0	This card's Combat Value is equal to the value you call out when you play it from your hand.
Cadet	3	1	If you've won a battle by calling "Gamon!" this round, take up to 3 gold coins from the opponent and add it to the Prize.
Petty Officer	3	1	If this card loses a battle, you may remove up to 2 Gold Coins from the Prize.
Midshipman	3	2	If your opponent has more Gold Coins than you, this card gains +3 Combat value.
Naval Spy	2	2	If your opponent has not called "Gamon!" this round, take one Gold Coin from the Prize.
Corsair	4	3	If you called out a false combat value when you played this card, this card gains +3 Combat Value.
High Officer	3	3	This card gains +2 Combat Value for each card you've played this round.
Gunner	3	4	If this card wins a battle, increase the number of Gold Coins in the Prize by 1.
Ship in the Fog	1	5	You must call out a false combat value when you play this card.
Captain Mayn	1	5	If this card wins a battle, increase the number of Gold Coins in the Prize by 1 for each card played this round by either player.
Dreadnought	1	5	If this card wins a battle, the next card your opponent plays this round suffers -2 Combat Value.
HMS Peril	1	6	If you have lost a battle this round, this card cannot be played.
Lord of the Seas	1	6	This card can only be played if your opponent has more Gold Coins than you.