

A GAME BY
WOODY HUTSELL & ADAM CHUNN

PLUNDERBUND



HUTCHU
GAMES

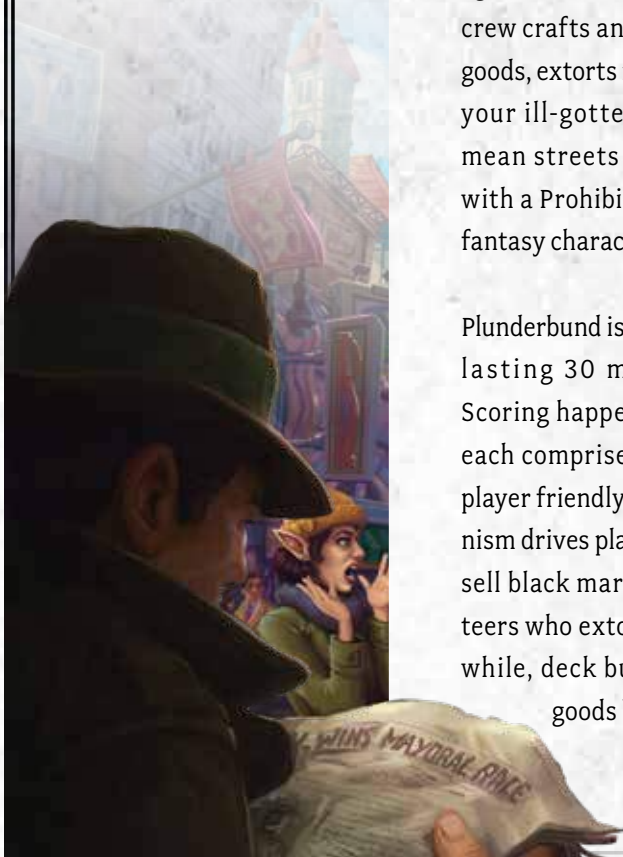
INTRODUCTION

It's a back alley business and your guild is recruiting an unsavory mix of orcs, elves, wizards, agents and racketeers. This unlikely crew crafts and steals black-market goods, extorts merchants, and moves your ill-gotten gains through the mean streets of the Sprawl, a city with a Prohibition era feel and high fantasy characters.

Plunderbund is a game for 2-5 players lasting 30 minutes per player. Scoring happens over four seasons each comprised of three months. A player friendly deck building mechanism drives placement of agents who sell black market goods and racketeers who extort merchants. All the while, deck building improves the goods brought to market.

A surprisingly sophisticated, yet simple, emerging market simulation takes over as the competitiveness of black market goods brings in more customers. Guilds build reputation (score points) when racketeers extort merchants, and agents sell their ill-gotten goods. After four scoring periods your score is augmented by a Turf War, rewarding regional domination. Getting all of this work done means taking favors, because in the back alley your word is everything. Fail to payback a favor by the end of the game and your score decreases. At the end of the game, the player with the highest score wins Plunderbund.

Do you have what it takes to rule the Sprawl and claim possession of the mantle of boss of bosses?



How to Play Videos:



<http://bit.ly/HGXYouTube>

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COMPONENTS



TWO-SIDED GAME BOARD



PLAYER MATS
(1 DOUBLE SIDED MAT / PLAYER)



TUCK BOXES
(2 CARD BOXES)



SUPPLY CUBES
(100 WOODEN CUBES)



START PLAYER TOKENS
(4 CARDBOARD TOKENS)



CLOSED MERCHANTS
(10 CARDBOARD CHITS)



TURN TRACKER
(1 ACRYLIC GEM)



DEMAND COINS
(100 CARDBOARD CHITS)



CLOTH BAG



AGENT FIGURES
(8 WOODEN FIGURES / PLAYER)



RACKETEER FIGURES
(5 WOODEN FIGURES / PLAYER)



PLAYER CUBES
(7 WOOD CUBES / PLAYER)



STARTER DECK
(8 CARDS / PLAYER)



FAVOR DECK
(80 CARDS)



AGENT DECK
(12 CARDS)



RECRUIT DECK
(39 CARDS)

1. GAME BOARD

Place two-sided **Game Board** based on number of players. The 2-3 player side has three columns for each competition track and the 4-5 player side has five columns for each competition track.

2. PLACE AGENTS

Starting with the player with the cheapest looking shirt, **Place Agents** one at a time on one of the available **Starting Merchants**.

(Refer to table below)

3. CLOSED MERCHANTS

Place Closed Merchant Tokens on the Game Board.

(Refer to table below)

4. RECRUIT DECK

Form then shuffle the **Recruit Deck** and place face down.

(Refer to table below)

5. AGENT CARDS

Create three face up piles with each **Agent Recruit Card** (*Prospector, Trusted Advisor and Huckster*).

6. REPUTATION TRACK

Place a **Player Cube** on the **Reputation Track** for each player.

7. COMPETITION TRACKS

Place a **Player Cube** on each **Competition Track** for each player

8. TURN TRACKER

Place the **Turn Tracker Gem** on JAN.

9. DEMAND POOL

Form the **Demand Pool** by filling the cloth bag with **Demand Coins**.

(Refer to table below)

10. GOODS, FAVORS & COINS

Place **Supply Cubes** in a pile to form the General Supply, **Favor Cards** in stacks, and **Unused/Generic Demand Coins** within reach of players.

11. START PLAYER

Determine **Start Player** by distributing **Start Player Tokens**.

(Refer to table below)

	2 PLAYER	3 PLAYER	4 PLAYER	5 PLAYER
A. STARTING MERCHANTS	8 or 14	3 or 8 or 14	2 or 6 or 13 or 17	2 or 6 or 11 or 13 or 17
B. CLOSED MERCHANTS	Place all	2-3p, 2-4p, 2-5p	2-4p, 2-5p	2-5p
C. FORM RECRUIT DECK	Cards labeled 2-5p	Cards labeled 2-5p	Cards labeled 2-5p and 4-5p	Cards labeled 2-5p and 4-5p
D. FORM DEMAND POOL	2-5p coins	2-5p and 3-5p coins	2-5p, 3-5p, and 4-5p coins	2-5p, 3-5p, 4-5p, and 5p coins
E. DETERMINE START PLAYER	Each player takes two tokens randomly from the four Start Player tokens.	Each player takes one token randomly from the Spring, Summer and Fall tokens. The Winter start player token is given to the player with the cheapest looking shirt.	Each player takes one token randomly from the four Start player tokens.	Each player takes one token from the four Start Player tokens and the Gain 2 Reputation token.



PLAYER AREA

12. PLAYER MAT, FIGURES & PLAYER CUBES

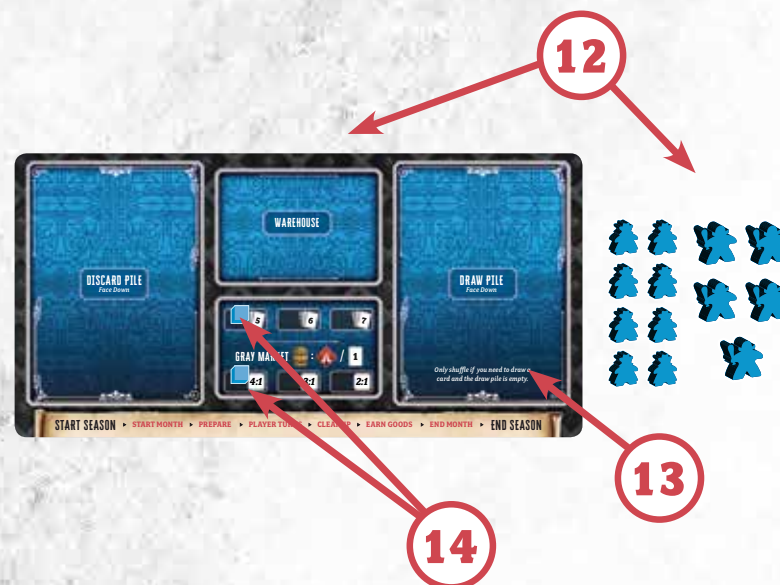
Each player receives a two-sided **Player Mat** and a set of matching **Figures** and remaining **Player Cubes**.

13. STARTER DECK

Each places shuffled **Starter Deck** cards in Draw pile area.

14. SETUP PLAYER MAT

- Place a **Player Cube** on the starting **Gray Market Ratio** (4:1).
- Place a **Player Cube** on **Starting Hand Draw Limit** (5).



START SEASON

Play advances through 4 seasons, each containing 3 months. Each season has an assigned start player.

The start player is the player holding the current season's start player token. In January, the start player has the Winter start player token and will be the first to take his/her card actions. In subsequent seasons, the start player will begin both the recruiting and take action phases.



START PLAYER TOKEN



START MONTH

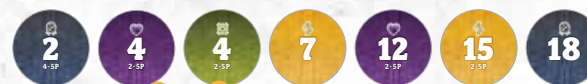
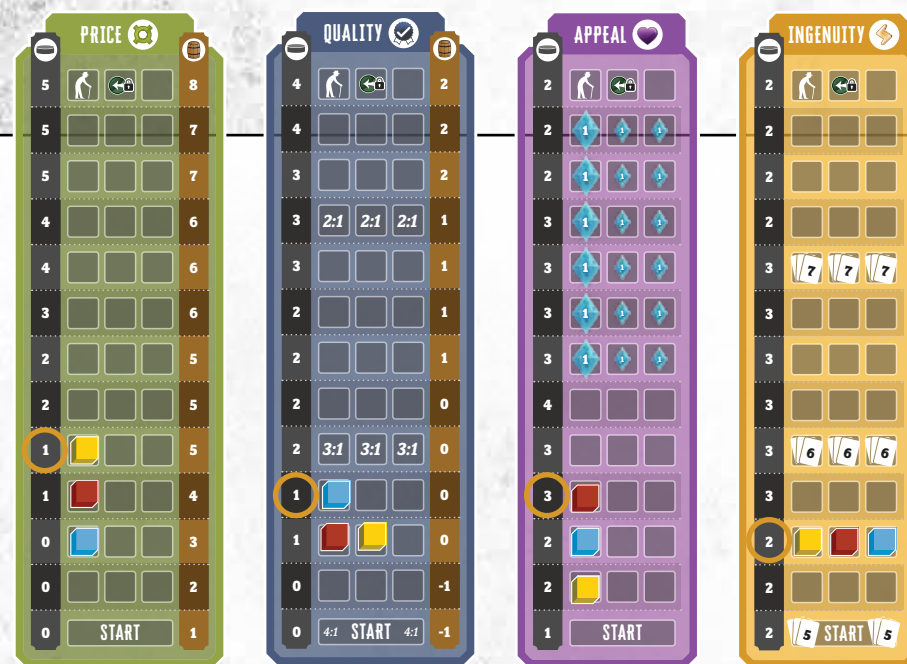
Generate Demand

You begin each month by placing demand coins on merchants. Calculate demand from the four competition tracks. On each competition track note the demand value for the highest Player Cube.

Add the demand from the leader of all four tracks to determine the total demand. Demand is in the column under the gray disc for every track.

Draw demand coins equal to the calculated demand from the draw bag. Place each demand coin on its corresponding merchant as indicated by the number on the demand coin. This is the only purpose for the number on the demand coin. It is only there to assist players placing demand coins.

Merchants may accumulate multiple demand coins. It is possible for guilds to exhaust the supply of demand coins. In this case, additional demand is not placed on the map until the start of the next month.



Example: The Demand from the Price track is 1, 1 from the Quality track, Appeal track is 3, and 2 from the Ingenuity track. The total Demand is 7.

Draw 7 demand coins from the cloth bag and place them on their corresponding merchant.



PREPARE**A. Draw Cards**

All players simultaneously draw their hand of cards from their draw pile and reveal them face up in their play area. In the first month each player draws 5 cards, or in later months, as shown on the player board.

If you would ever draw a card from an empty draw pile, then and only then immediately shuffle your discard pile to recreate your draw pile, then continue drawing cards. It is possible though improbable, late in the game, for you to run out of cards to draw. In this case, you simply do not draw any more cards.

B. Repay Favors

Any Favors drawn are immediately returned to a pile of Favor cards. The favor has been repaid permanently. You will not draw any Favor cards from your draw pile during January as you have not added favors to your discard pile.

**C. May Fire a Guild Member**

If you draw four or more Favor cards on your initial card draw, you may choose to lose 1 Reputation and Fire a Guild Member. Search your cards for any 1 guild member card and remove it from the game. Reshuffle the draw pile if you looked through it.

D. Plan Actions

All players decide which cards/actions they will take and identify how they will pay for those actions.

- You may play your guild members in any order. Order can matter.
- You may choose to skip any guild member and play none of its actions.
- If a guild member has multiple actions, such as the Footpad, you may only take one of those actions. Visually, actions are separated by lines with an associated favor cost.

D.1 Assign Favors

After choosing the cards and actions, decide how to pay the favor cost by assigning favors, by using the gray market to avoid taking favors, or with Synergy bonuses that help you avoid paying favors for Starter cards. It is possible to pay for a single action with a mixture of favors and the gray market.

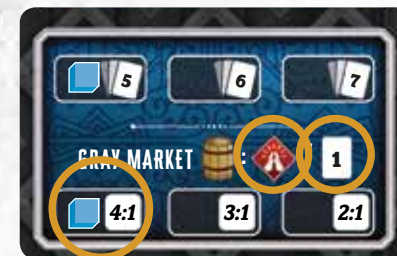


To pay a guild member's favor cost, take Favor cards from the Favor pile equal to the cost, and place them face-up with that guild member.

D.2 Use Gray Market

With your Gray Market section of your player board, you may exchange goods for Actions.

- You may exchange goods to avoid taking favors. No limit per month.
- You may exchange goods in order to draw one and only one card and place it in your play area. This card draw does not count toward your ability to Fire a Guild Member. If you draw a Favor card, you immediately repay it to the Favor pile.

**TRADE:**

Example: A player can trade in goods to avoid taking favors or draw a single card at the Gray Market rate as shown on the Player Board.

PLAYER TURNS

Player Turns go around the table in clockwise order, starting with the player who possesses the current start player token. Once a player completes their turn, the next player may proceed.

Once you have determined the cards and actions you want to play, implement those actions by following the card action text. These actions appear on Guild Member cards.

BASIC CARD ACTIONS

1. Competition Tracks pg 8-9
2. Place/Move Agent pg 10
3. Place/Move Racketeer pg 10

ADVANCED ACTIONS

4. Card Synergies pg 11
5. Retire pg 11

BASIC CARD ACTIONS

1. Improve Competition Tracks

One of the most important things you can do in Plunderbund is to improve your black market goods. You do this by playing a card that allows you to move up on the competition tracks. When you improve on a competition track, move your Player Cube up that many rows on the relevant competition track.

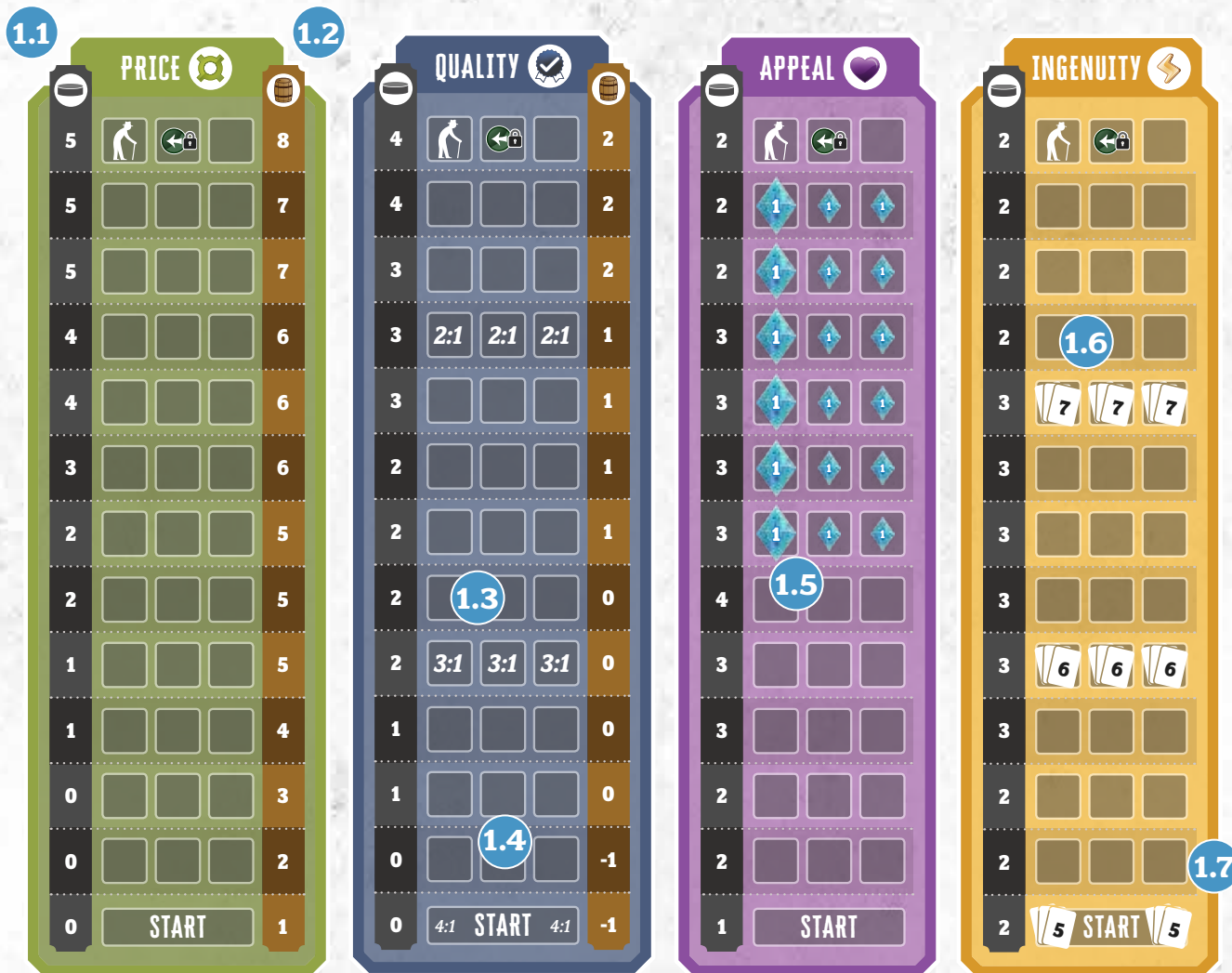
When you move your cube up, it is moved to the leftmost available space on the new row. This is called a First Move Advantage. The default for actions that affect the competition track is first move advantage.



Example: The Blue player uses the Craftsman card's ability to improve the Quality Track by 1. The card requires 1 Favor card, which is placed under the Craftsman card. The Blue player moves their cube up by one on the Quality Track.

Your position on the competition tracks directly impacts your ability to win sales during end of season scoring. Leftmost and highest Player Cubes win competitions.

See *End of Season* pg 14



- 1.1** Demand Generated
- 1.2** Goods Earned
- 1.3** **Quality Awards**
Modify player board when reached.
- 1.4** **Gray Market Start**
The Quality Track shows the Starting gray market ratio.
- 1.5** **Appeal Awards**
- 1.6** **Ingenuity Awards**
Modify player board when reached.
- 1.7** **Card Draw Start**
The Ingenuity Track shows the starting card draw size.

LAST MOVE ADVANTAGE

Some cards have the text Last Move Advantage. This means any of that card's actions move the cube up and to the start of the line and other Player Cubes on that row are moved to the right. Once you reach the top row your position is locked () and you cannot be affected by a Last Move Advantage.

COMPETITION TRACK BONUSES:

Most competition tracks provide a bonus based on your cube's row

INGENUITY AWARDS: Draw more cards at the start of each month. Once you've reached this award level, adjust the cube on your player board accordingly. This bonus takes effect on the next month.

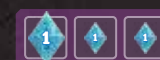


QUALITY AWARDS: Improve gray market ratio. Once you've reached this award level, adjust the cube on your player board accordingly. You may use the new ratio immediately.



Quality is the tie breaker for Turf War (end of game area control scoring)

APPEAL AWARDS: Add reputation (score points). Each player to land on or pass the award rows immediately scores on the reputation track one point per row. A player that reaches the final row will have scored a total of 6 reputation points from Appeal Awards.



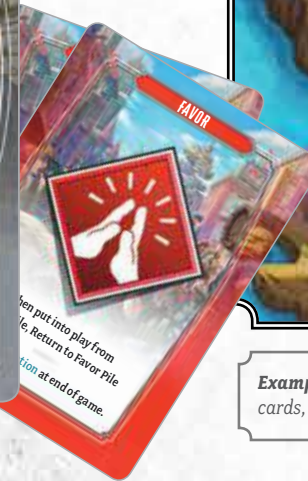
Appeal is the tie breaker after all end of game scoring is completed.

BASIC CARD ACTIONS

2. Place or Move Agent

To place an Agent, take an Agent Figure from your supply and place it on a merchant. To move an Agent, move one of your Agents from one merchant to another.

- You cannot have more than one of your own Agents on a merchant.
- You can place your Agent on a Merchant that has another player's Agent.
- You cannot have an Agent on a hangout or a closed merchant.
- You can place an Agent on a merchant that has any player's Racketeer, including your own.



Example: A Player chooses to "Compete" by taking 2 Favor cards, and placing their Agent on a Merchant Location.

BASIC CARD ACTIONS

3. Place or Move Racketeers

To place a Racketeer, take a Racketeer Figure from your supply and place it on an open merchant. To move a Racketeer, move one of your Racketeers from one merchant or hangout to another merchant.

- You can place or move a Racketeer to a merchant that has a rival's Racketeer on it. This chases the rival's Racketeer away. Place the rival Racketeer on the hangout in the same region.
- You cannot place or move a Racketeer to a merchant where you already have a Racketeer.
- Racketeers don't affect Agents on a merchant.
- You may have an Agent and a Racketeer on the same merchant.
- Racketeers on a hangout count toward the turf war bonus at end of game.
- You can move a Racketeer from a hangout to a merchant in any region.
- You cannot have a Racketeer on a closed merchant.



Example: A Player chooses to "Travel". No favors are required. The player moves a Racketeer from one Merchant to another.



ADVANCED ACTIONS

4. Take Advantage of Synergy

If a Recruit card has Synergy with a Starter card, play a single action from the starter card for no favors when both cards are in your play area. When claiming a synergy bonus, overlap the two cards to show that you have used this. A single Starter card cannot be used more than once for synergy per month.

The order that you use cards doesn't affect synergy. You ignore the favor cost whether you take the synergy card's action before or after the other card's action, or even if you don't take any of the synergy card's actions.

Eight of the twelve Recruit with Synergy cards improve your status on the competition tracks.

SYNERGY: MAD SCIENTIST



Example: The Recruit card, Enchanter, has synergy with the Starter Card, Mad Scientist. If both cards are drawn in a round, you may claim the +1 Ingenuity from the Mad Scientist without incurring the 1 Favor cost.



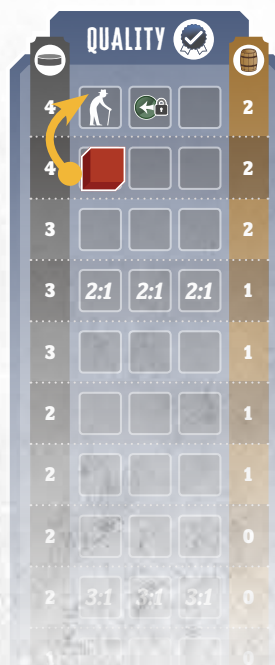
Example: The Recruit card, Guerrilla Marketer, has synergy with two Starter Cards - Copper Pincher and City Guard. If this Recruit card is drawn with either or both of those Starter cards, then you may play one or both of the drawn Starter card(s) without incurring the 1 favor cost.

ADVANCED ACTIONS

5. Retire

If you reach the top row of a Competition Track, you may retire guild members in your play area that impact that track. Cards are in play even if they have already been executed this month. Drawn cards are in play even if they have not been and will not be executed. Cards are in play if they are drawn but not kept (such as with the Guild Leader's Muster action).

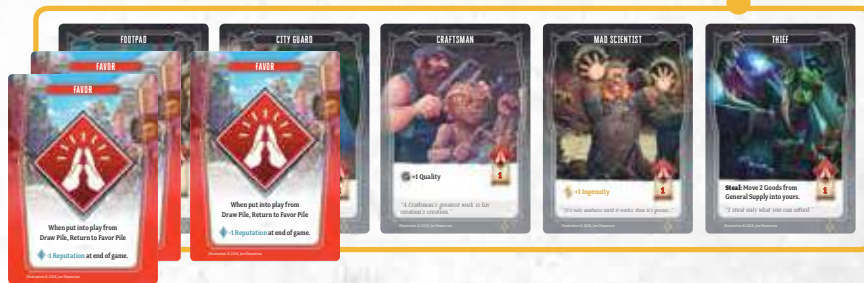
To retire a guild member remove it from the game and score +1 Reputation. In subsequent months, when a guild member that impacts that same track comes into your play area you may immediately retire them.



Example: The Diabolical Genius can be retired since it may affect the Quality Track.

CLEANUP

Once you have finished taking actions, place all cards from your play area onto your discard pile (the executed cards, unexecuted cards, and collected favors). Gray market goods used to avoid favors or draw a card are returned to the general supply.



EARN GOODS

At the end of each month, for each guild, calculate the number of goods to take. The price and the quality tracks have goods indicators. Sum the two values for each guild and then you take goods from the general supply based on your individual sum and place them in your warehouse.

QUALITY			PRICE		
4		2	5		8
4		2	5		7
3		2	5		7
3	2:1 2:1 2:1	1	4		6
3		1	4		6
2		1	3		6



Example: Blue earns 8 goods based on their position on the Price + Quality tracks.

END MONTH

Pass the current Season Start Player clockwise and advance the turn marker to the next space.



If the space is a Month then begin the Month phase again. **See Pg 6**



If the space reads “End Season”, begin the “End of Season Scoring” phase. **See Pg 14**



If the space reads ‘Spring- Recruit’, ‘Summer - Recruit’ or ‘Fall - Recruit’, begin the Recruit phase. **See Pg 16**



If the space reads “End Game”, begin the End of Game Scoring phase. **See Pg 17**

MONTH TRACK ANATOMY

TURN MARKER



START SEASON



START MONTH



END SEASON



END SEASON

1 Extort 2 Sell

At the end of the season, Extort and then Sell black market goods for demand coins.

1 Extort

In merchant order, go through each merchant in the Sprawl and allow the Racketeers that are present to remove a demand coin, if available, from their merchants. Racketeers in hangouts do not extort.

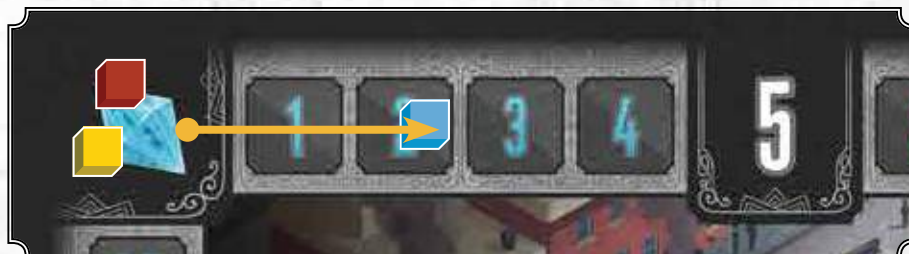
After completing this step, every guild sums up the demand coins won from protection rackets and immediately scores two points on the reputation point track for each extorted demand coin.

Demand coins earned in this way do not require a good to be supplied. These coins are returned to the cloth bag.



Example: The Blue Racketeer can pick between the ingenuity and quality demand coins as payoff for his protection racket.

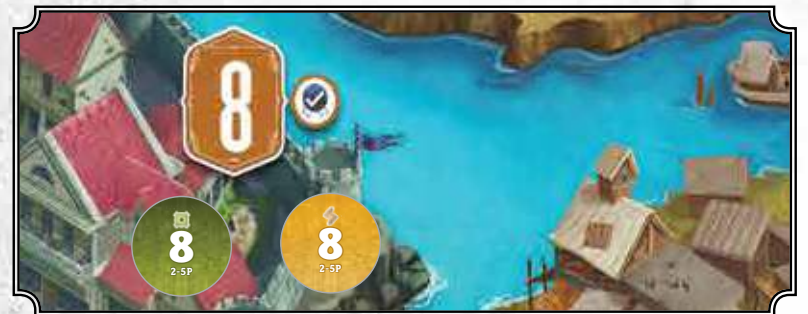
Example: Blue will earn 2 points on the Reputation track per demand coin extorted during the End Season Scoring.



2 Sell

There are three possible outcomes that will occur during the Sell phase.

A. If there are **no Agents** on a merchant, any demand coins remain.







Example: There are no Agents present on Merchant 8, therefore all demand coins remain.

B. If there is **only one Agent**, its guild wins all demand coins present that it is willing to supply goods for as long as they are above the START level of the competition track associated with that demand coin.



Example: There is a single Agent on Merchant 2, therefore all demand coins go to the Blue Player.

C. If there are **multiple Agents**, then there is competition for the demand. Each demand coin is associated with one of the competition tracks **APPEAL** , **INGENUITY** , **QUALITY** , or **PRICE** . Compare all rival players on the related competition track. If a player is higher on a competition track, they can decide to take the demand coins they are willing to fulfill. Otherwise, the competition passes to the remaining players in track order.

To accelerate game play, you may resolve competition first and then resolve the uncontested demand coins.



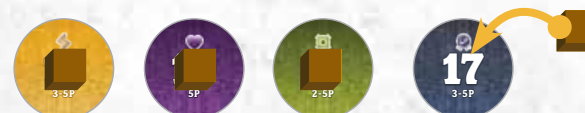
Example: Blue and Black compete. Between these players, the player with the highest Appeal can win the Purple demand coin. The player with the highest Ingenuity can win the yellow demand coin.

Black wins the Appeal coin and Blue wins the Ingenuity Coin.

A player must be above the START level of the competition track related to that demand coin. If no player claims a demand coin, it remains on the merchant.

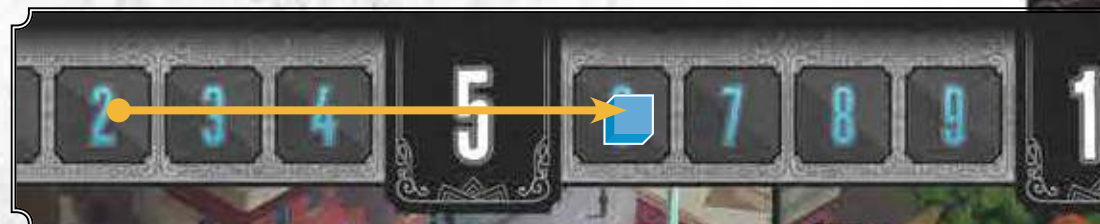


As you fulfill demand, take the demand coin and put it in front of you, place a good from your warehouse on top of it. This good is now sold. If you do not have any goods, you cannot claim demand coins. This process occurs at every merchant with demand coins.



Hint: If you know you are short of goods, decide early what demand you will leave so others can claim it.

When all merchant demand is resolved, you earn +1 reputation for each of your sold goods. Return all sold goods to the general supply. Return generic demand coins to the generic demand coin supply. Return all other demand coins to the bag.



RECRUIT

Summary:

At the beginning of Spring, Summer and Fall, all players may recruit two new guild members in the form of cards and place them on top of their draw pile. Recruiting happens in a snake draft format where players, starting clockwise from the first player, select one card – then the players, starting counterclockwise with the last player, select a second card. The players select cards first-to-last then last-to-first. After recruiting, all players will have two new cards added to the top of their draw pile to be drawn in the first month of the season.

A. FIRST RECRUITER: Recruiting happens at the beginning of Spring, Summer and Fall – please remove the old Season Start Player token from the game, it will not be used again. The player holding the current Season Start Player token is the first recruiter in the first phase of recruiting and the last recruiter in the second phase of recruiting.

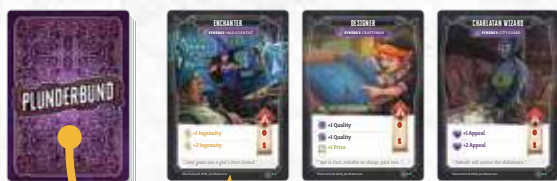


B. AGENTS: Form three piles, one pile for each Agent (Huckster, Trusted Advisor and Prospector). These are always available until the piles are depleted.



These three Agent cards are always available, until all have been taken.

C. REVEALING RECRUITS: Reveal cards from the Recruit Deck equal to the number of players + 1 and place face up for all players to see. These face up Recruits, along with the Agents, are available to be recruited.



In a 2 player game, three Recruit cards are available.

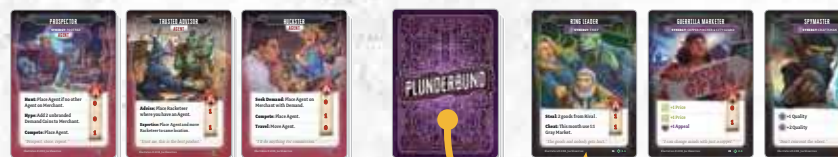
D. RECRUITING CLOCKWISE: Starting with the player with the Season Start Player token and going clockwise, each player may hire one Recruit or Agent, placing it on top of their draw pile.



E. REMOVE UNPICKED RECRUITS: All cards revealed that were not picked are removed from the game. Unpicked Agents remain, however.



F. REVEALING MORE RECRUITS: Reveal cards from the Recruit Deck equal to the number of players + 1 and place face up for all players to see. These face up Recruits, along with the Agents, are available to be recruited.



G. RECRUITING COUNTERCLOCKWISE:

Starting with the last player to recruit and going counterclockwise, repeat the recruit process. Each player may hire one Recruit or Agent by placing it on top of their draw pile.


H. REMOVE UNPICKED RECRUITS:

All cards revealed that were not selected are removed from the game. Unpicked Agents are put aside for recruiting in future seasons.

END OF GAME SCORING

After four seasons are completed, progress to end of game scoring.

1 Turf War:

Reputation Points  (5/3/1) are awarded for 1st, 2nd, and 3rd place based on the number of guild figures (Agents and Racketeers) in each region. Racketeers in hangouts still count in Turf War.

Guilds must have at least one guild figure in a region to score. If there is a tie in the number of guild figures in a region, rank the guilds based on their position on the Quality Track.



Example: Stacktown is being scored for a Turf War, which contains merchants 1, 2, 3, & 4 and the Hideaway all with dark red name plates. To score the Turf War count all figures in the region. Yellow has 5, Blue has 4, Black has 4 and White has 2. Yellow wins the region and scores 5 Reputation. Blue and Black tie, so they compare positions on the Quality track. Black is leading, so Black takes second place and scores 3 reputation. Blue takes third place and scores 1 reputation. White comes in fourth and scores no points.

2 Disfavor:

A Reputation point is taken away for each Favor card remaining in your deck (draw pile and discard pile).



Yellow Player:
8 Favor Cards =
-8 Favors




Blue Player:
1 Favor Card =
-1 Favor

Example: Yellow currently has 62 reputation and Blue 58. Both players gather up all the cards from their draw and discard piles. The Yellow Player finds 8 unpaid Favor cards in their deck. Each unpaid favor costs 1 reputation. Yellow adjusts their score, subtracting 8 point, to 54 reputation. Blue adjusts their score, subtracting 1 point, to 57 reputation. Blue wins the game!



3 Boss of Bosses:

The player with the highest reputation is announced the reigning guild of the Sprawl, the winner of Plunderbund, and wins the soul gem .

If necessary, the tiebreaker goes to the guild with the highest Appeal Track position. In the extremely unlikely event both players are on the START line of the Appeal track, the game ends in a tie.

ADDITIONAL CARD TEXT



GUILD LEADER

Bribe: Immediately move your Player Cube up two on the reputation track.

Muster: Draw 3 cards into your play area, repay favors, keep 1, discard the rest. Any favors drawn are immediately removed from the play area to the Favor pile. If you have 0 cards remaining after repaying favors, this action is complete. If you keep a card, you can choose to play it immediately. You may retire any card drawn provided it meets the retire conditions. All other cards are discarded.



HUCKSTER

Seek Demand: This lets you place an Agent on a merchant as long as it has at least one demand coin. Hint: Generate demand will happen at the start of the next month.



MOLL

Mollify: Draw 5 cards into your play area, repay favors, keep 1, discard the rest. Any favors drawn are immediately removed from the play area to the Favor pile. You may retire any card drawn provided it meets the retire conditions.



MONEY LAUNDERER

Fence: Open a closed merchant by removing the closed merchant token from the merchant. Remove this token from the game. Immediately score the competition track bonus or reputation gain based on the icon of the merchant you opened. Retrieve all demand coins for the opened merchant from the pool of demand coins on the side of the game board and place them on the merchant. Place your Agent on the merchant. All players may now use this open merchant.



PROSPECTOR

Hunt: This only lets you place an Agent on a merchant that has no other Agents.

Hype: Add two generic demand coins to any one merchant where you have an Agent. The demand coins can be of different types. You can run out of generic demand coins. Generic demand coins act the same as regular demand coins, but they don't have a merchant number. When you would place a generic coin in the draw bag, you instead return it to the generic demand coin supply.



THIEF

Steal: Immediately take two goods from the general supply into your warehouse. You cannot use the Thief to steal from a Rival.



RECRUITER

Mollify: Draw 3 cards into your play area, repay favors, keep 0, discard the rest. Any favors drawn are immediately removed from the play area to the Favor pile. You may retire any cards drawn provided it meets the retire conditions.

Poach: Remove a rival's Agent if that rival has more Agents on the map than you do. The rival removes their Agent to their supply. You place an Agent from your supply onto any merchant.



UNDERBOSS

Reinforcements: Move all your Racketeers out of hangouts. They can be moved to a merchant as per Racketeer movement rules.

Whack: Remove a rival Agent from anywhere on the map and return the Agent to the rival's playing area.



RING LEADER

Steal: Immediately take two goods from a rival and place them into your warehouse.

Cheat: After taking one favor to pay for this action, all subsequent actions you take this month can be paid for with 1 good per favor avoided. If you have not done so already, you may draw one additional card this turn for one good.



TRUSTED ADVISOR

Expertise: You can place an Agent on any merchant you can move a Racketeer to and then move your Racketeer to that merchant. You cannot place an Agent on a merchant you already have a Racketeer.



CREDITS

Game Design: Woody Hutsell and Adam Chunn

Illustration: Joe Shawcross

Graphic Design, Website: Stevo Torres

Prototype Engineering: Rebecca Hutsell

3D Renders: Stevo Torres, Firescale.Studio

Rulebook Layout: Stevo Torres, Rebecca Hutsell

Rulebook Editing: Mack Hutsell, Bill Shirley,
Dean Ray Johnson

Playtesting: Kevin G. Nunn, Dean Ray Johnson, Len Stemberger, Luther Bell Hendricks V, David Debien, Josh Morris, Alex Fuxa, Razik Ahmed, Bill Shirley, Ken Scianna, Chris Dennett, Al Jameson, Adam Sheehan, Robert Lowther, Sharon Roy, Bryan Grandy, Paschalis Economou, Tyler Tinsley, Dale Ivan Smith, Dan Manfredini, Doug Wille, Jackie Mutschler, Debbie Jerolymack, Mack Hutsell, Emily Hutsell, Ryan Guerra, Dallas Kidd, Philip Clark, Philip Kelleher, Jake Miller, Austin Eberle, John Harris, Jacob Smalts, Federico Ramirez, Marco Symington, Bryan Slaughter, Emily Cyr, Joshua Hannan, Charles Washington, Trey Chambers, and many more...

Playtesting Organizations: Protospiel Houston, UnPub, Indie Game Alliance, First Exposure Playtest Hall - GenCon (Double Exposure)

FLAVOR Text: Johnny Yates (Footpad), Lilita Ludlow Lee (Craftsman), Daniel Edward Grimes (Mad Scientist), Timothy James Lewis (City Guard), Dustin Rhodes (Copper Pincher), Jacob Smalts (Guild Leader 1), Murrel I Sippy (Guild Leader 5), Robert Lowther (Guild Leader 4), Hayne & Katie Shumate (Guild Leader 3), Josh Morris (Guild Leader 2)

Merchant Renaming: Kelly Groff (Doc's Idea Garage)

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Questions? Email support@hutchu.com

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START SEASON

START MONTH

Generate Demand:

Add the demand from the leader of all four tracks to determine the total demand coins that will be placed on the board. Demand is in the column under the gray disc  for every track.

Draw demand coins equal to the calculated demand from the draw bag. Place each demand coin on its corresponding merchant as indicated by the number on the demand coin.

PREPARE

Draw Cards:

Draw cards from your player mat.

Repay Favors:

Return any Favor cards drawn to the community Favor pile.

May Fire Guild Member:

If you draw four or more Favor cards on your initial card draw, you may choose to lose 1 Reputation and Fire a Guild Member. Search your cards for any 1 guild member card and remove it from the game. Reshuffle the draw pile after firing.

Plan Actions

All players decide which cards/actions they will take and identify how they will pay for those actions.

Assign Favors

To pay a guild member's favor cost, take Favor cards from the Favor pile equal to the cost, and place them face-up with that guild member card.

Use Gray Market:

- You may exchange goods to avoid taking favors. No limit per month.
- You may exchange goods in order to draw one and only one card and place it in your play area. This card draw does not count toward your ability to Fire a Guild Member. If you draw a Favor card, you immediately repay it to the Favor pile.

PLAYER TURNS

Execute Actions

Player turns go around the table in clockwise order, starting with the player who possess the current start player token. Once a player completes their turn, the next player may proceed.

Competition Track

Use card abilities to increase the Competition Tracks.

Place / Move Agent or Racketeer

Use card abilities to Place / Move your Agents or Racketeers.

Take Advantage of Synergy

Some cards Synergize with other cards reducing the amount of favors taken.

Retire

If you reach the top row of a Competition Track you may retire guild members in your play area that impact that track. To retire a guild member remove it from the game and score +1 Reputation.

CLEANUP

Place all cards from your play area onto your discard pile.

EARN GOODS


At the end of each month, for each guild, calculate the number of goods to take. The price and the quality tracks have goods indicators. Sum the two values for each guild and then take goods from the general supply based on your individual sum and place them in your warehouse.

END MONTH


Pass the current Season Start Player token clockwise and advance the turn marker to the next space.

END SEASON

Extort:

In merchant order, go through each merchant in the Sprawl and allow the Racketeers that are present to remove a demand coin, if available, from their merchants. Racketeers in hangouts do not extort. Gain +2  for each Demand Coin.

Sell:

Go through each Merchant in the Sprawl and compete to sell goods. Gain +1  for each Demand Coin.

RECRUIT

Players recruit cards by selecting either Agents or Recruits and placing them on top of their deck. Using a snake draft, each player selects one card during his/her turn. In total, players will draft 2 cards each Recruit phase.