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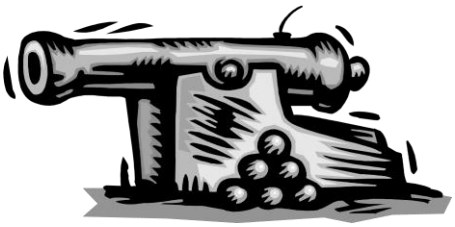

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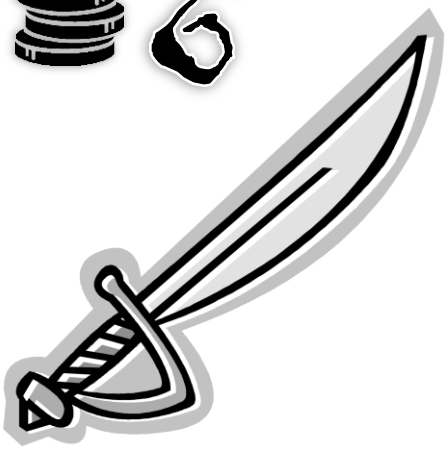

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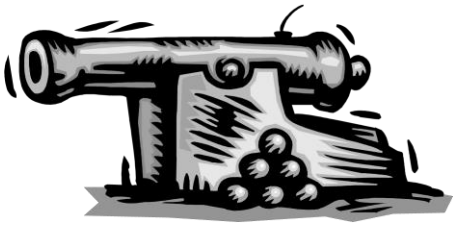

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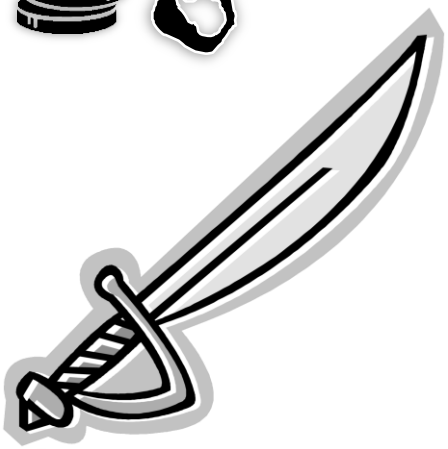

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Setup: Deal 1 cards to each player and 2 face-up (the Loot). Players draw one card, pass one card, keep the rest, repeat until players each have 4 cards. Dealer decides High or Low for remaining card.

The Loot: The two face-up cards represent the Loot at stake. The Loot Value is one of two values created by using the two cards in a mathematical formula that uses the card values and displayed operators.

Game Play: Players choose 3 cards from their hands and create a mathematical equation with the cards, adding in +, -, x, ÷, parentheses, exponents, or any other mathematical operators as needed in an attempt to get their Crew Value (the result of the equation) to be as close to a possible Loot Value as feasible. The winner is the player with the closest Crew Value to a Loot Value. Ties go to the player with the highest Crew Value, high or low remaining card according to the dealer's choice, remainder card that matches a suit of a Loot card, else the win goes to both players.

Scoring: The winner gets Gold equal to the Sum of the Loot cards. Each player loses the difference between their Crew Value and the nearest Loot Value. The player with the highest or lowest remaining card, as per the dealer's choice, gets 1 Gold bonus. Each player gets 1 Gold bonus for the number of digits in their Crew Value.

Winning: The first player to 29 Gold wins.

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