



## Instructions

## Looter Cards

- Looter cards are wild and can be used in place of any other card.
  - They can be swapped out with a **pinch** play or a **snitch** play.
- (See the **special plays** section for details.)



## Scoring

- A round is over when a player can play all the cards in their hand. Player going out gets to take one Bag-O-Loot from any other player.
- A Bag-O-Loot is worth ten points. All cards in open sets are worth one point per card. Record the scores and the deal passes to the left.

## Object Of The Game

Earn the most points by creating, stealing, and completing sets of matching cards.

## Equipment

Deck consists of 85 cards. Five of each coin card and five looter cards.

## Game Play

- Game can be played with two or more players. For two players, remove four sets of cards (13s, 14s, 15s, and 16s) and two looters. For three players, remove two sets of cards (15s and 16s) and one looter. For four or more players, use all the cards.
- Decide how many rounds you will play or what time the game will end. (An average round takes 5 to 8 minutes to play.)
- Select a dealer to shuffle the deck and deal eight cards to each player. Remaining cards are left face down as a draw pile.
- Player to the left of the dealer goes first. Players take turns in a clockwise direction.

## Standard Plays

- **OPEN:** Opening is taking two, three, or four matching cards from your hand and starting a new set, face up in front of you. A set with less than five cards is an open set.
- **BUILD:** Building is adding a matching card to one of your open sets. An open set cannot contain more than four cards.
- **STEAL:** If you have a card that matches another player's open set, you can steal their set by adding your matching card.
- **BAG-O-LOOT:** Adding a fifth card to a set completes it and makes a Bag-O-Loot. Turn the set face down. When completing an opponent's set, it becomes yours.

## Advanced Play (optional)

Add an extra layer of excitement by adding a bluffing element to the game! In this version there are no **pinch** or **snitch** plays.

When making a Bag-O-Loot, play the last card face down while leaving a number card exposed.



**BLUFFING:** Because the last card goes face down when making a Bag-O-Loot, you have the opportunity to bluff.

If the fifth card matches the other four or the fifth card is a looter, the Bag-O-Loot is genuine. If the fifth card is a non-matching card it is a bluff.

**CHALLENGING:** If any player suspects that a Bag-O-Loot is a bluff, they can challenge. First person to yell out "Show me the loot!" is the challenger.

The player being challenged must hand the face down card to the challenger to verify the authenticity of the Bag-O-Loot.

If it was a bluff, the challenger wins the Bag-O-Loot. If it was genuine, the challenged player gets to take EITHER one Bag-O-Loot from the challenger OR all of the challenger's open sets.

*You cannot challenge if you don't have a Bag-O-Loot or any open sets.*

*A Bag-O-Loot cannot be challenged once the next player has drawn a card to start their turn.*

Because using wild cards can create 'orphaned' cards, (single cards that cannot be played) one additional play can be made during your turn:

- **DITCHING:** If you have a card that matches a Bag-O-Loot on the table, you can discard it and take a new card from the draw pile.

## Special Plays

- **PINCH:** If there is a looter card in an open set and you have a card that matches the set, swap the looter with your matching card and continue your turn.
- **SNITCH:** If you have a card in your hand that you think matches the cards in a Bag-O-Loot, show the card, point to the Bag-O-Loot, and say "Show me the loot!" If the Bag-O-Loot matches your card you swap your card for the looter. If you picked the wrong pile, you lose your turn. **A snitch play must be the first play of your turn.**
- **FORFEIT:** If you are unable or unwilling to make a play during your turn, you must let another player (your choice) pick a random card from your hand and add it to theirs. (If the player picking the card goes next they still draw before starting their turn.)

## Taking A Turn

- **DRAW:** As long as there are cards in the draw pile, you must always start your turn by drawing a card from the deck and adding it to your hand.
- **PLAY:** During your turn, you can open, build, steal, or pinch as many times as you would like. You are limited to one **snitch** play and one **Bag-O-Loot** play per turn.
- **KNOCK:** You must knock on the table or announce "done." to inform other players that you have completed your turn.