

# RATTLE, BATTLE, GRAB THE LOOT

Take to the high seas as the captain of your very own pirate ship. Seek out valuable merchant ships and raid them for their goods! Hire new crew, upgrade your ship, and give your treasure to the Pirate King for fame and glory!

**RATTLE, BATTLE, GRAB THE LOOT** takes the fun of rolling dice and combines it with a rich scenario deck to make each game play differently. Each round, the players battle it out with merchant vessels and other ships, trying to grab as much loot as possible. One player takes dice from all the players, rattles them in their hand, then tosses them into the game box to resolve the battle. Where your dice land in the box, in addition to the symbols rolled, determines the results of the battle, then players claim their loot. Players may now return to port to upgrade their ship, hire new crew, or give their goods to the Pirate King for his favor.



38 custom dice



5 pirate ships



37 coins



20 upgrade tiles



- **NEW GAME BY IGNACY TRZEWICZEK,**
- **NEW INNOVATIVE MECHANIC,**
- **CRAZY FUN FOR THE WHOLE FAMILY.**

Box size: 295x295x70mm

Weight: TBD

Quantity/Case: 6

No. of players: 2-5

Playing time: 45-90 min.

Min. age: 8+

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Graphics: Roman Kucharski, Anastasia Meilous, Max Banshchikov, Anthony Cournoyer, Marek Roliński, Rafał Szyma, Grzegorz Bobrowski

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## Box content:

119 cards	1 ruler
43 custom dice	11 ocean tiles
35 metal coins	1 market tiles
5 ship tiles	6 port boards
45 part tiles	1 loot bag
20 upgrades tiles	1 scenario order board
64 loot tiles	1 sea box
5 captain tiles	
1 wanted tiles	



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