



# Cheapass Games Presents CAPTAIN'S ORDERS

A New Pairs Game  
for 4 to 8 Players



**Story:** You are mutinous pirates trying to gather a crew and overthrow the Captain. But the Captain and his allies hide among you, and they aim to foil your plans!

**Captain's Orders** is a game of bluffing and deduction. It was designed for the *Pirate Deck*, but of course you can play with any **Pairs** deck. Be patient with this one! It can take a few rounds to figure out what you're doing.

**Players:** 4 to 8

**You Need:** A Pairs deck and a way to keep score.

**Definitions:** The **Captain** is a secret player, the person holding the **lowest ranked card**. The identity of Captain can change whenever cards are played and passed.

Sometimes there will be a tie for lowest card, so there may be more than one Captain.

All non-Captain players are **Mutineers**.

Mutineers can win the round either by discovering the Captain, or by accumulating the most points in their hands. (Cards are worth their face value in points.)

The Captain can win only by **running out of cards**.

**Each Round:** To begin the round, shuffle the deck and deal a hand of six cards to each player. Play begins on the dealer's left and proceeds clockwise. Pass the deal to the left after each round.

**On Your Turn:** Your options are different depending on whether there is an **Order** on the table.

**NO ORDER:** If there is no Order on the table, you must do one of the following: **play an Order**, **pass a card**, **ask for a card**, or **discover the Captain**.

**Play an Order:** Play a card face up in the middle of the table. This card becomes an Order and you are its **owner**.

**Pass a Card:** Pass a card from your hand to another player, face down. That player must then discard one card face down.

**Ask for a Card:** Ask another player to pass you a card from their hand, face down. Then you must discard one card face down.

**Discover the Captain:** If you think you know who the Captain is, you can accuse that player. This ends the round, and all players must immediately reveal their hands to find the true identity of the Captain(s).

If you are a Mutineer, and you correctly identify the Captain, you win the round. Otherwise, you can't win, and the other Mutineer with the most points wins the round.

**STANDING ORDER:** When an Order is on the table, your options are different. You must either **follow** or **belay** the Order, or **discover the Captain** as described above.

**Exception:** You do **not** respond to your own Order. If an Order has traveled all the way around the table, its owner simply discards it, and the turn passes to the left.

**Follow the Order:** Pass a card face down to the owner of the Order. The rank of the card you pass must be **equal to or higher than** the rank of the Order. (Note: there is no discard after this type of card pass.)

**Belay the Order:** Play a new Order of a **lower rank** than the current Order. The old Order is discarded, and the new one belongs to you.

**Ending the Round:** The round ends when any player runs out of cards, or tries to discover the Captain.

**Running out of Cards:** Whenever you empty your hand, either by passing a card or by playing an Order, you may reveal that card and declare that you are the Captain. This ends the round, and if you're right, you win. If you were passing that card away, and you are not the Captain, then the card passes into that player's hand for scoring.

**Ties for Captain:** If more than one player holds the lowest card, then either of them can win by running out of cards, and Mutineers can win by accusing either of them. However, one Captain **can't** win by identifying another one.

**Ties for Points:** If two or more Mutineers win with the same score, they each score a win for the round.

**Winning:** The first player to win three rounds wins the game.

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