



# Oh Captain!

## The theme

Our intrepid adventurers sailed for a journey. They have found the hidden cave of a mythic monster. There are so many strange things there.

The Captain allows the crew to search through the place and to bring back to him what they have found... By bluffing the Captain, you'll try to keep the best part of the loot for you.

## The Mechanics

**An asymmetrical and turning role, The Captain:** He decides if the crew members can keep the loot or not. He also can't be attacked by the objects. But this role can be claimed by any adventurer who is richer than the Captain.

**The adventurers' turn:** An adventurer has to offer the Loot cards he draws to the Captain first, telling what it is but often lying. Indeed, there are some cursed objects the adventurers can't even speak about. If the Captain doesn't buy it, then the adventurer can use the object against another adventurer. The latter can manage him if he thinks he is lying. He wins or loses a coin depending on who is right.

When the whole loot is shared, the adventurers sum up the value of their items. Beware, the Eggs make you loose money. The richest adventurer is the winner at the end.



**3-6 players 8 years old and up**



**20 min.**

## A game by Florian Sirieix

**Category:** bluffing game

**Theme:** Sharing loot

**Size:** 20x15x10 cm

7.9x5.9x3.9 inches

### Components:

- 30 golden coins
- 6 Adventurer boards
- 35 playing cards
- 1 bottle with a message
- 1 card dispenser
- 1 rules booklet

**Languages:** localized version



## Selling points

- Easy to learn rules
- Fast pacing game
- Very interactive gameplay

Legends Of  
**LUMA**™

The games of Legends of Luma range take place in the original science fantasy world of Luma. A team of adventurers have been sent to this world for mysterious reasons. Each game tells an episode of their adventure. Each game of the range is stand alone and independant from the others. But an amazing story is the thread between them.