



## LIBERTALIA

CAPTAIN SWALLOW HAS ALWAYS DREAMED OF POKETING A LARGE NEST EGG IN ORDER TO RETIRE ON A REMOTE ISLAND — BUT HE NEVER COUNTED ON STIFF COMPETITION FROM CAPTAINS STANLEY RACKUM, DIRK CHIVERS AND OTHERS, GREEDY AND CRUEL ENEMIES WHO ALWAYS MANAGE TO ATTACK THE SAME SHIPS AS HIM. IF HE WANTS TO FINALLY SINK BACK AND ENJOY PEACEFUL DAYS IN THE SUN, HE MUST BECOME THE MOST CUNNING PIRATE!

IN LIBERTALIA, YOU MUST THWART THE PLANS OF COMPETITIVE PIRATES OVER THE COURSE OF THREE ROUNDS WHILE USING CARDS THAT SHOW THE SAME CREW MEMBERS AS YOUR PIRATIONAL COMRADES-IN-ARMS. YES, NOT ONLY DO THEY ATTACK THE SAME SHIPS, BUT THEY EMPLOY THE SAME TYPE OF RAVENOUS SCUM THAT YOU DO! CAN YOU TAKE ADVANTAGE OF THE POWERS OF YOUR CHARACTERS AT THE RIGHT TIME? WILL YOU BE OUTDONE BY A PIRATE SMARTER THAN YOU? JUMP INTO THE WATER AND PROVE YOUR TACTICAL SKILLS!

PLAYERS: 2-6 • LENGTH: 1 HOUR • GENRE: PIRATES • DESIGNER: PAOLO MORI • RELEASED: 2012  
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## OUR GAME REVIEW RATING SYSTEM:



### WRETCHED

BEST STORED, NOT ON A GAME SHELF, BUT ON THE BOTTOM OF YOUR GUINEA PIG CAGE.



### WEAK SAUCE

PLAY IT ONCE AND IT'S UP FOR AUCTION OR HEADED TO UNCLE LARRY'S BASEMENT.



### EH

NOT BAD, BUT NOT GREAT EITHER. IF YOU LOVE THE THEME IT MIGHT MAKE IT TO THE TABLE AGAIN.



### PRETTY GOOD

NOW YOU'RE TALKING. A SOLID GAME WITH REPLAY VALUE. MOST OF OUR GAMES FALL RIGHT HERE.



### EXCELLENT

THE WHOLE PACKAGE RANKS HIGH; TOP-NOTCH GAME MECHANICS, AWESOME THEME, GREAT COMPONENTS.



### THE BEST

RESERVED FOR THE BEST GAME IN A CATEGORY. *SHADOWS OVER CAMELOT*, FOR EXAMPLE, IS THE BEST COOPERATIVE GAME AROUND.



### PETE'S RATING



### MIKE'S RATING



### JOHN'S RATING



### DAVE'S RATING



### JEFF'S RATING



"HOW CAN I NOT LIKE A GAME WHERE I KICKED EVERYONE'S ASS??? I HAD A LITTLE TROUBLE WITH IT STARTING OUT BUT IT STARTED TO ROLL ONCE THE MECHANICS BECAME CLEAR. BEST THING I CAN SAY ABOUT A GAME IS THAT I'D PLAY IT AGAIN. THANKS FOR CRACKING IT OPEN DAVE!"

"BEST PIRATE GAME I'VE PLAYED. PERIOD. I HATE HAVING MY PIRATE SHIP BLOWN APART BY A RANDOM CANNONBALL OR CAPTURED BY SOME SOUPED-UP, UNSTOPPABLE BRITISH WARSHIP THAT WANTS THE BOUNTY ON MY HEAD. YOU HAVE ALMOST TOTAL CONTROL OF YOUR STRATEGY IN THIS GAME."

"GOOD THEME TO SURROUND THE MECHANICS OF THE GAME, ALTHOUGH I CAN'T SAY I EVER FELT LIKE A PIRATE. PIRATES DON'T PLAY STRATEGY CARD GAMES, THEY ROLL BONES. EVERYONE KNOWS THAT."

"HAS A UNIQUE ROLE SELECTION MECHANIC THAT OFFERS LOTS OF REPLAY VALUE. LOTS OF TACTICAL DECISION MAKING AND A BIT OF STRATEGIC DECISION MAKING AS WELL... REALLY ENJOY THIS GAME!"

"IT'S A SOLID, ENJOYABLE GAME THAT I'D PROBABLY NEVER TURN DOWN, THOUGH THE RANDOMNESS REALLY PLAYS INTO WHAT SORT OF MOOD YOU'RE IN FOR THAT EVENING. SIX WAS A BIT TOO CHAOTIC, THREE TOO CALCULATING; MY FAVORITE PLAY SO FAR WAS WITH FIVE, THOUGH I'D ALSO HAVE TO TRY IT WITH FOUR TO SEE HOW THAT WORKS OUT."

**FINAL SCORE: 5.0 RATING**