

# Mutiny Anyone?

## Objective

The goal is earn 10 victory points (VP) through sailing to islands, appeasing crew, and drawing action cards. Dialogue and deal-making is highly advised.

2-4 players      30 minutes      ages 6 and up

## Setup

Shuffle the Character Cards (Green) and deal one randomly to each player.

Roll to decide who goes first. Give that player the gold doubloon token to indicate they are the current captain.

Divide the cards into the following decks:

- **Captain's Actions** (Purple) – Give these to the first player.
- **Crew Actions** (Yellow) – Divide these so all other players receive one copy of each card.
- **Sea Cards** (Blue) – Shuffle and place on table face down.
- **Extra Actions** (Red) – Shuffle and place next to Sea Cards.
- **Counters** (Black) – Place the Food, Mutiny, and Ship Damage cards in the middle of the table. Place a marker on 10 Food, 1 Mutiny, and 0 Ship Damage.

**Markers** – Players place the victory point (VP) chart in the middle of the table and place each player's chosen color cube token on it to track victory points. Start at 0 with the cubes off the chart.

## Card Types

**Captain's Actions** – The captain must choose between rewarding the crew for their help and moving the ship forward in hopes of finding lands that provide VP. When **Move** is on an action card the captain turns over the next Sea Card.

**Crew Actions** – Crew may choose between helping the captain in hopes that they are repaid with future Captain Actions or playing cards that reduce the food supply, increase the chance of mutiny, or causes mutiny.

**Extra Actions** – Players may choose to draw from the Extra Action card deck using the **Plot** Crew Action. Players may hold a maximum of 1 extra action card at a time. If they draw a 2<sup>nd</sup>, they must choose 1 to discard. Extra Action cards may be played at any time as long as the requirements listed on the card are met.

**Sea Cards** – Whenever the captain or crew **Move** the ship the next Sea Card is flipped over. Sea cards with VP are awarded to only the captain. Sea cards may also affect mutiny points, food supply, and ship damage. If the pile runs out of cards, reshuffle all Sea Cards.

**Character cards** – Each character card has a special ability. The text of the ability specifies when and how often it can be used.

## Counters

**Mutiny Board** – This board shows the lowest number a player must roll with the 20-sided die (d20) to become the next captain. The board is moved up 1 each round (2 if food is 0) and can also increase when crew **Grumble** or from certain Sea Cards.

When a crew plays the **Overthrow** card they roll the d20, if the number is less than or equal to the board number, then he/she become the new captain. The new captain gets the doubloon token and now plays the Captain Action cards. When a new player becomes captain return the board to 1.

**Ship Damage** – Damage done by Sea Cards may move the Ship Condition up by 1 or more spaces. When the Ship Condition reaches 3, players may not "move forward". To repair the ship, crew and certain Sea Cards may move the Ship Condition marker down. Ship Damage may never go below 0 or above 3.

**Food Supply** – Each turn the food supply is moved down by 1. If the food supply is at 0 then the food supply increases by 2 each turn. Food supply may never go below 0 or above 10. Some cards increase food while others decrease food.

## Order of Play

### Each Round

Move the board up by one. Two if the food supply is 0.

Move the food down one.

- Each player selects 1 action card and places it face down in front of them.
- All players reveal their card simultaneously.
- Starting with the current captain and moving clockwise, each player takes their turn corresponding to the action shown on their card.
  - It's important that the actions be played out in order as read left to right. For example, a Captain may play **Rally** and move twice then add 1 to Ship Damage. However, if the first Sea Card they flip over is **Rock** then the Ship Damage becomes 3 and the second **Move** cannot be taken.
- If a crew plays **Overthrow** and is successful at mutiny, the remaining Crew Cards are played and at the beginning of the next round the new captain takes control of the ship.
  - board returns to 1 while food and food supply stay the same.
  - If more than one Crew succeed at **Overthrow** in the same round, the player that had the highest roll without going over the Mutiny Points is the new captain. Players have a roll off if tied.

All players pick their card up and place it back in their hand.

Start a new round following the same steps as before.

## Victory

If at any time a player has 10 VP, the game ends and he/she is the winner and an awesome pirate!

**2-Player Version** – Remove *To the Brig*

## Effects Legend

Cards may contain the following effects:

-  Move the token up 1 on Mutiny Board for each indicating the crew is becoming unhappy.
-  Move the token down 1 on Mutiny Board for each indicating the crew is more content.
-  Move the token up 1 on Food Supply for each indicating the food is restocked.
-  Move the token down 1 on Food Supply for each indicating the food is dwindling.
-  Move the token down 1 on Ship Condition for each indicating the ship has been repaired.
-  Move the token up 1 on Ship Condition for each indicating the ship has taken damage.
-  Move the token up 1 on the player's Victory Point chart as they progress to the goal of 10.

## Sample Rounds

All players roll the d20 to see who is Captain first.

The First Mate rolled the highest and is the new Captain. He/She receives the doubloon. Purple Captain Action cards are handed to the First Mate to play instead of orange Crew Action cards.

### Round 1

The Mutiny token is moved up from 1 to 2 and the Food Supply moves down from 10 to 9.

All players choose a card and place it face down in front of them.

All players flip over their chosen card.

- The First Mate (as Captain) played *Pacify* so each of the crew gain 1 Victory Point and place their cube marker on 1.
- Moving Clockwise the Stow-Away is next and played *Grumble*. The Mutiny token is moved to 3.
- Next the Cook played *Plot* and draws an Extra Action Card.
- Last, the Prisoner played *Row* so the First Mate (as Captain) flips over the next Sea Card from the deck, revealing a "C" *Monster*. Applying the text of the card moves the Mutiny token to 4 and the Ship Damage to 2.

End round, all players pick their card back up and place it in their hand.

### Round 2

The Mutiny token is moved up to 5 and the Food Supply moves down to 8.

All players choose a card and place it face down in front of them.

All players flip over their chosen card.

- The First Mate (as Captain) played *Rally*. The First Mate gets to flip over 2 Sea Cards and then move the Mutiny token up to 7 because of the card effect. The Sea Cards are:
  - First is *Spice Island* so the First Mate moves their Victory Points up to 1.
  - Second is *Shallow Water* so the Ship Damage is moved to 3. The ship cannot move at 3 and so anytime a card says "Move" it is ignored.
- The Stow-Away played *Overthrow*. The Stow-Away rolls the die and gets a 4, because this is less than the Mutiny token (at 7) the Stow-Away may become Captain if no one else succeeds at Mutiny with a higher score.
- The Cook played *Indulge* and moves the Food token down to 6.
- The Prisoner also played *Overthrow* and rolls a 7. The Prisoner will be the new captain next turn, because this is equal to the Mutiny token (at 7) and higher than the Stow-Away Mutiny roll.
- The Cook also plays their Extra Action card, which can be played at any time. The card is *Salvage the Ship*. Because the Ship Damage token is at 3, the Cook gains 1 Victory Point and is now at 2.

End round, all players pick their card back up and place it in their hand. Because the Prisoner is the new Captain the First Mate hands the purple Captain Action cards to the Prisoner and resets the Mutiny token to 1 on the chart.

## Variations

### Want More Mutiny?

Each player gains a VP when successfully causing a mutiny.

Or

Use two six-sided dice instead of the d20.

### Want Less Mutiny?

Players lose a VP when unsuccessfully rolling for a mutiny.

## Special Thanks to

JESHIELDS <http://www.jeshields.com/> for illustrations (all artwork is solely for the use of this game and may not be copied)

TheDiceHaveIt <http://thedicehaveit.com/> for playtesting and feedback

# Mutiny Anyone?

## Print and Play (PnP) Instructions

1. Print pages 1-2 of this booklet for the rules and examples of play.
2. Print pages 4-19 in color or black and white (if saving ink) preferably on Card Stock quality paper.

Note cards are slightly smaller than poker sized in order to fit 6 to page.

3. If desired, separate the page by type of card and reinsert into your printer so that the blank side is set to print on. Select Print and choose to print only the page with the corresponding Back image from pages 20-25.

Note that printer alignment and settings may affect the quality which would impact the game play if players can identify specific cards based on errors in the back finish.

To limit the size of this document there are not equal number of front and back pages. Re-use the back page templates as needed when printing.

An easier but slightly more expensive option, is to use Card Stock with Printed Designs already on the back.

4. Cut between each card and separate into the corresponding deck.
5. Tokens cannot be not provided with Print and Play, so players must substitute with their own tokens, coins, or other items. Items to represent the following tokens are required:



Represents the player that is currently captain of the ship.



Placed on the Mutiny Tally card to indicate the mutiny number players must roll less than or equal to when using the *Overthrow* crew action card.



Placed on the Food Tally card to track the ship's food supply.

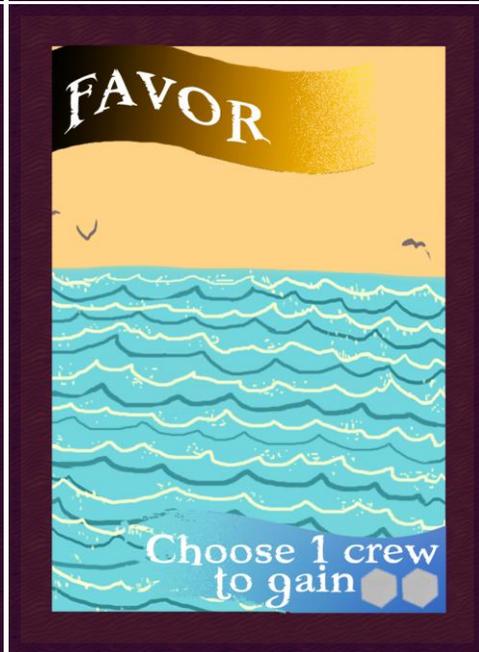
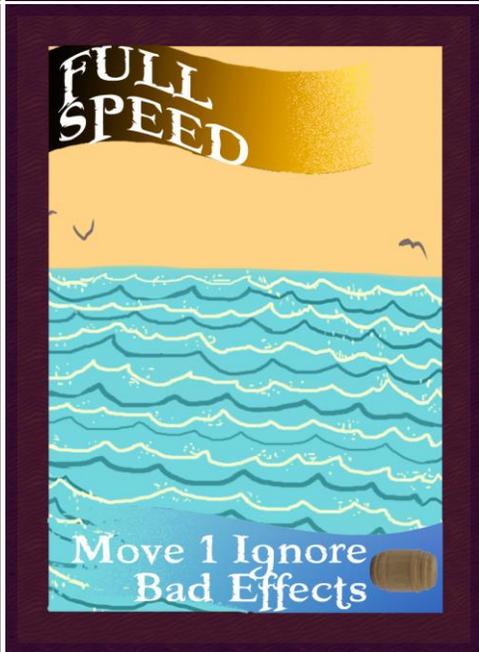
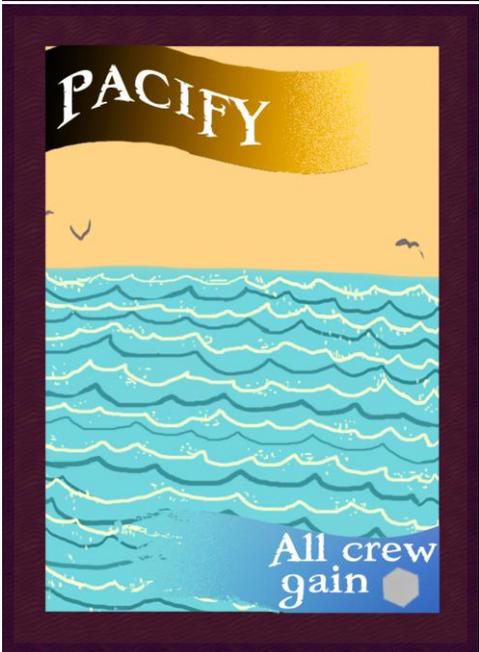
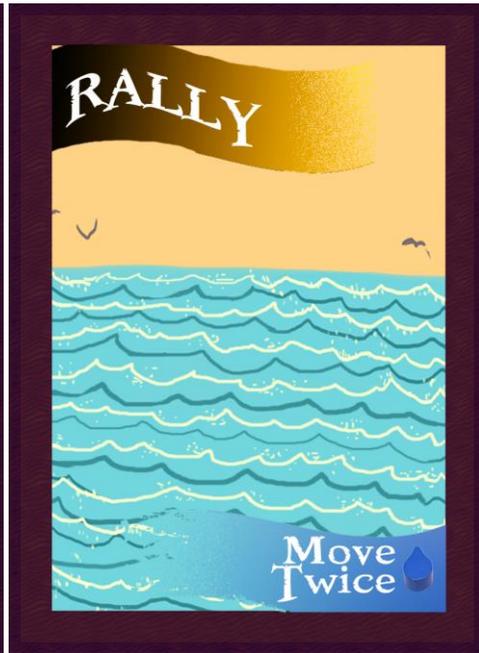
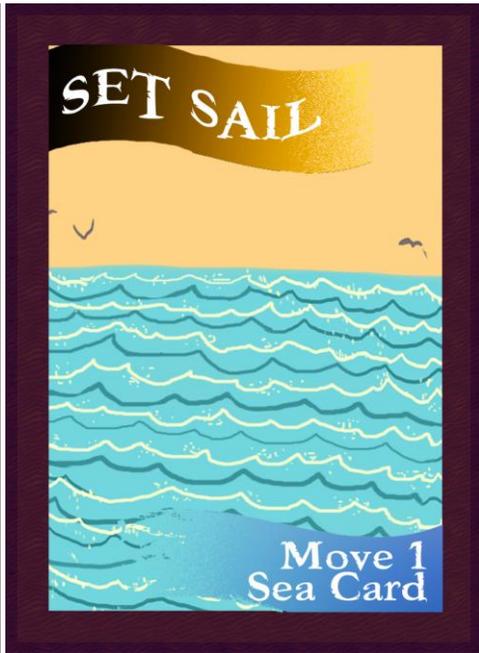


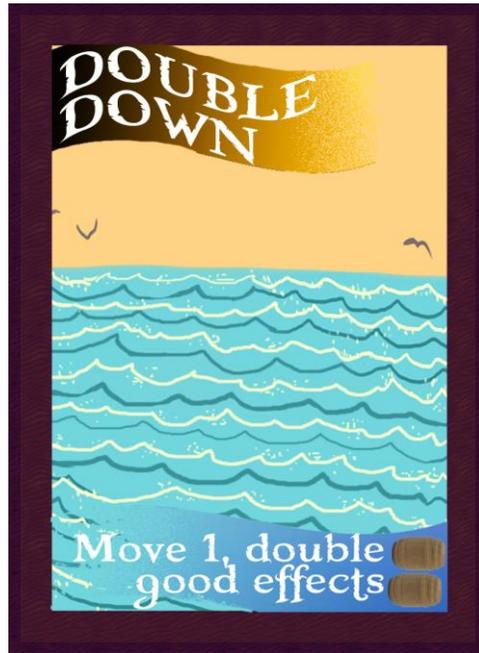
Placed on the Ship Condition card to indicate the ship's durability and whether it can continue to sail.

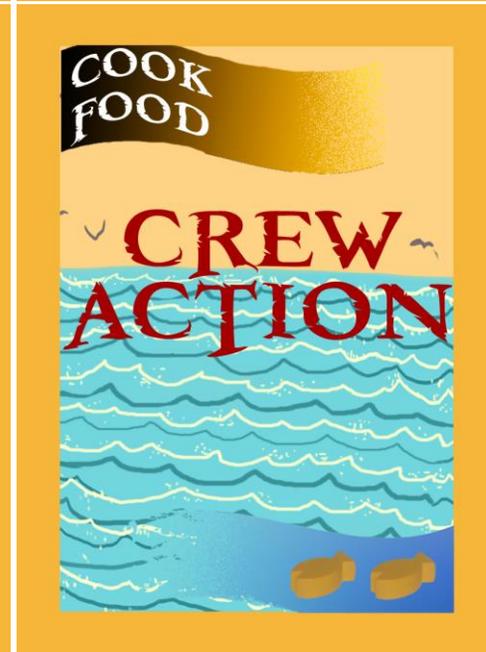
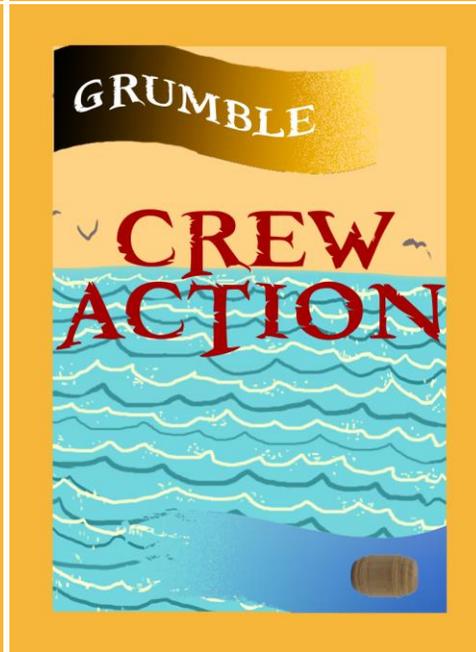
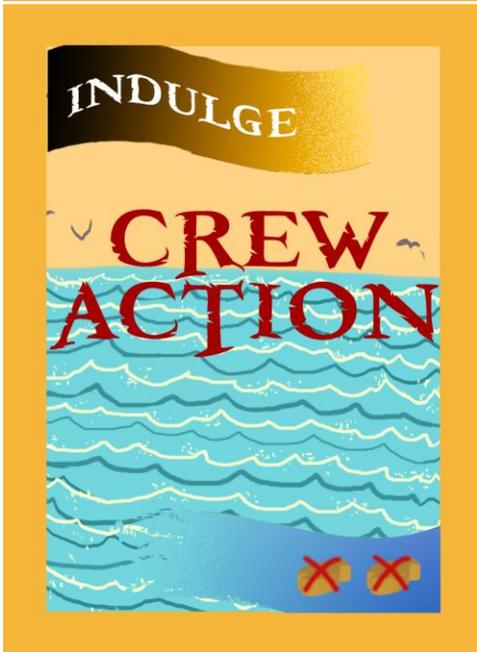
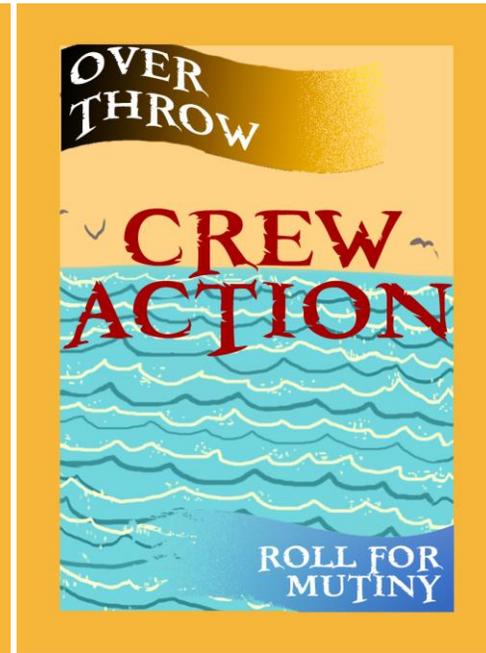
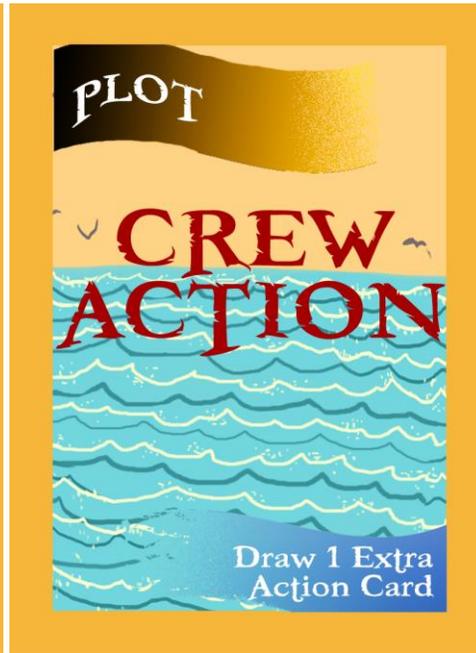
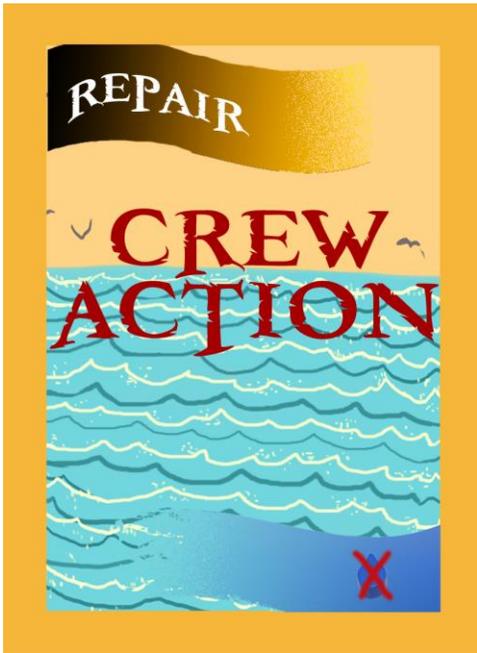


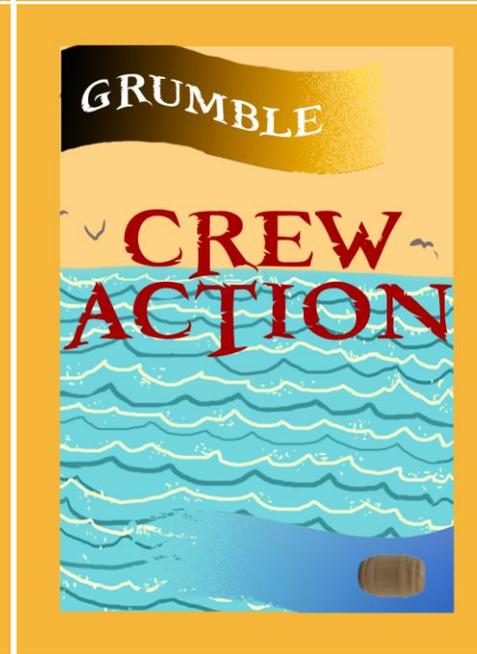
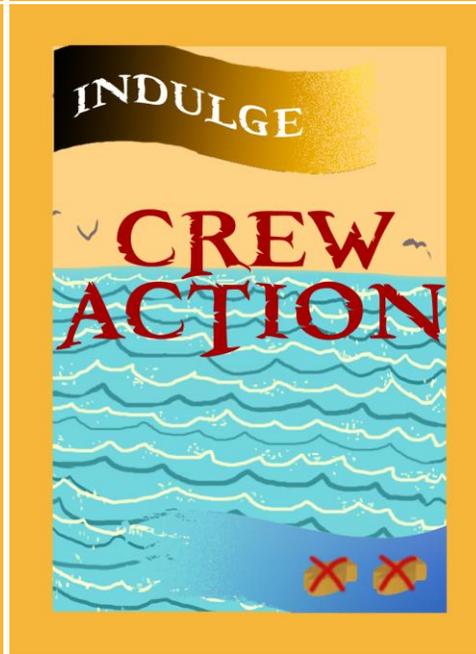
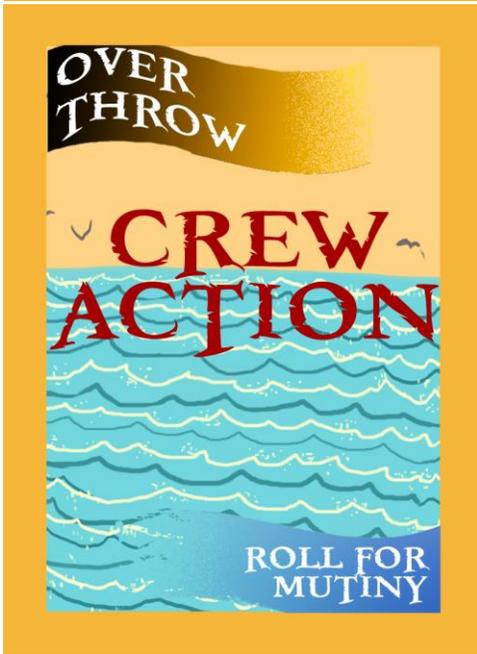
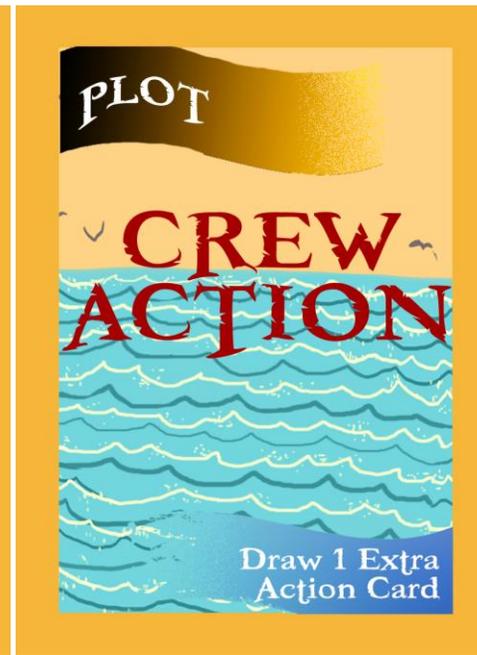
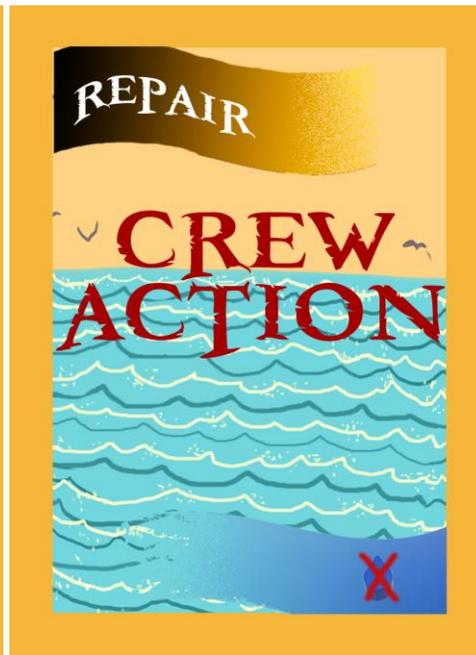
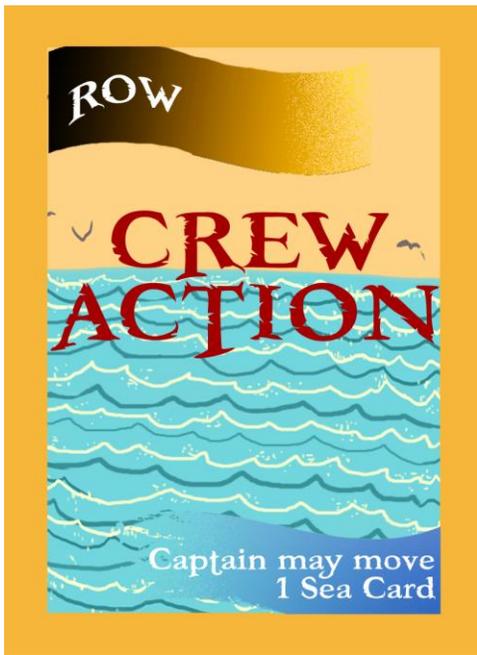
A different one for each player, placed on the Victory Point Tally card, to keep track of Victory Points.

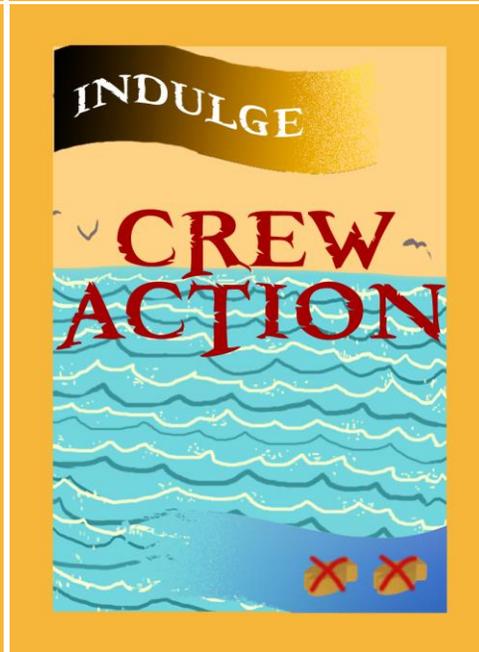
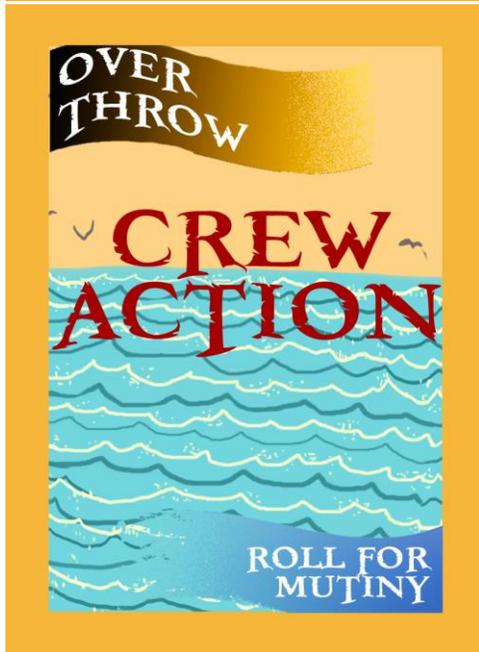
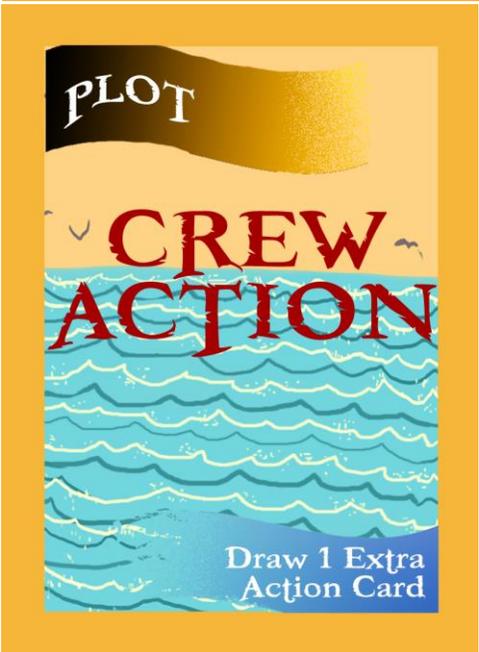
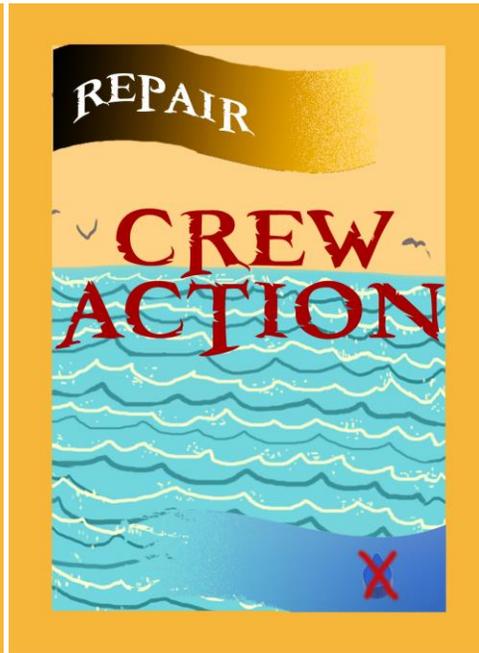
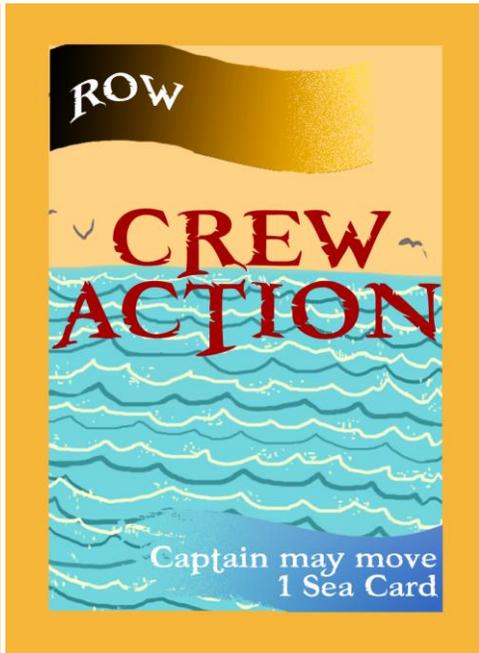
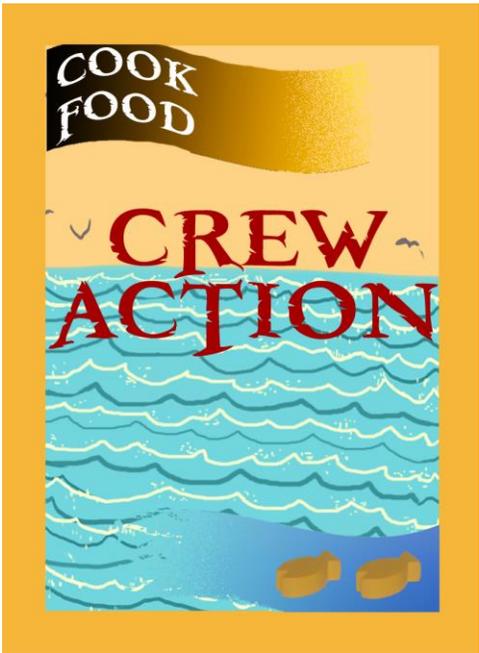
6. You're all set. **Play and Enjoy Matey!**

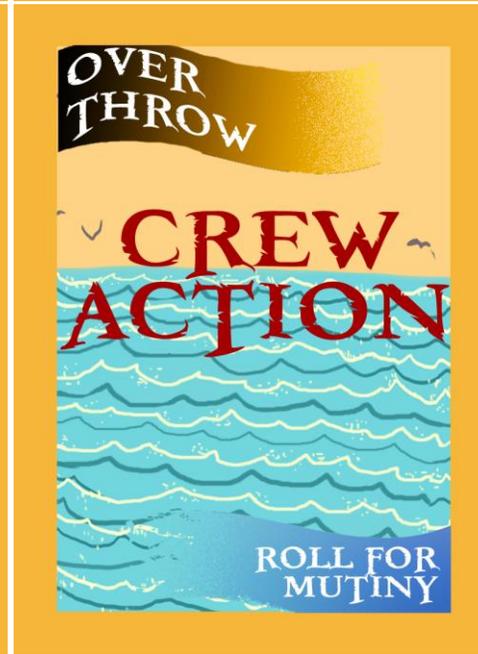
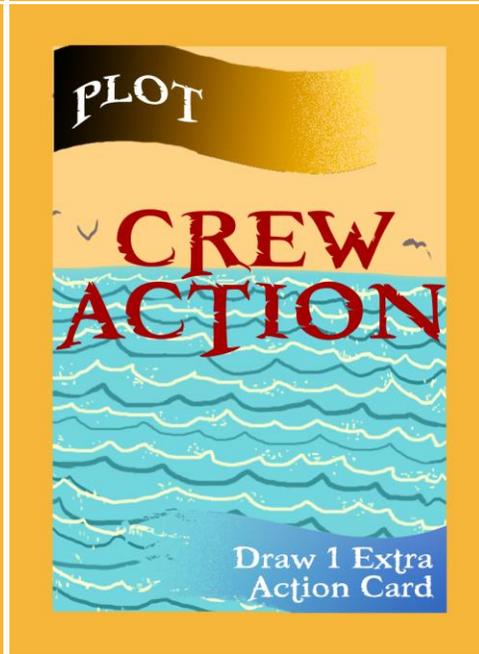
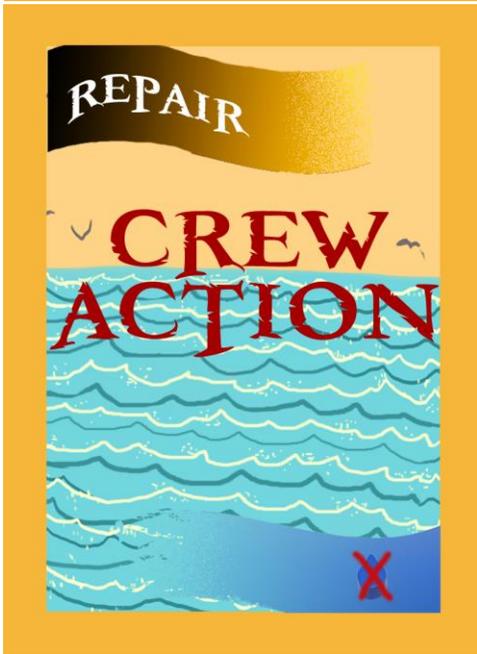
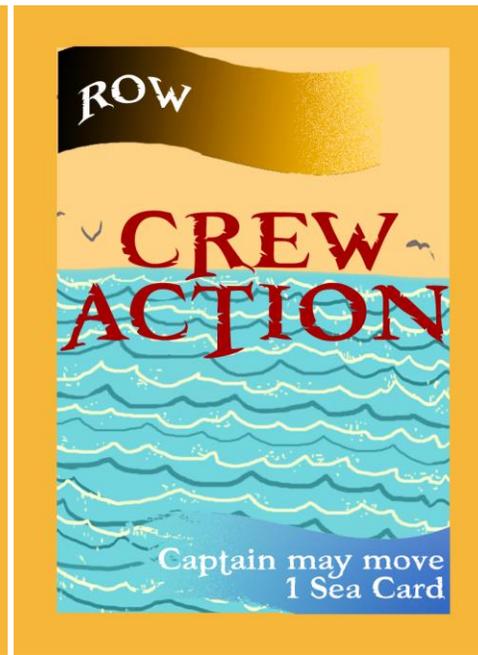
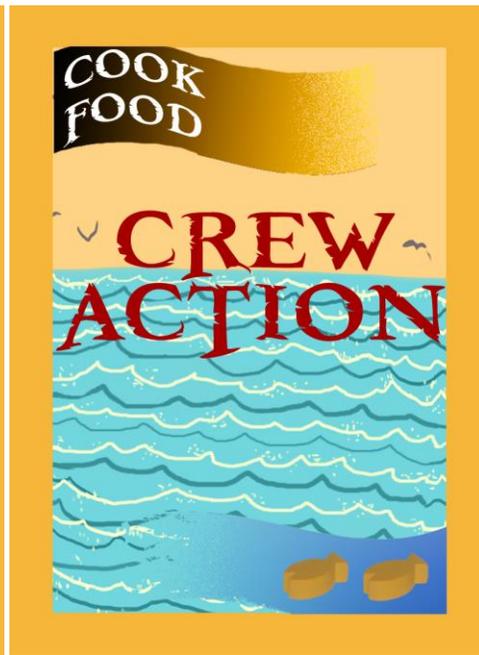
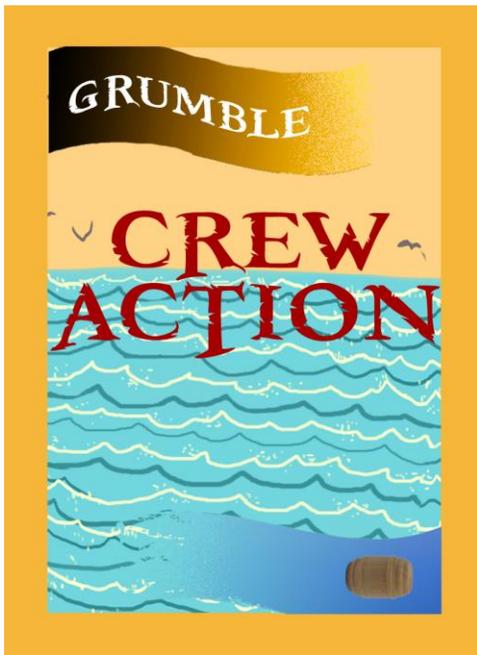


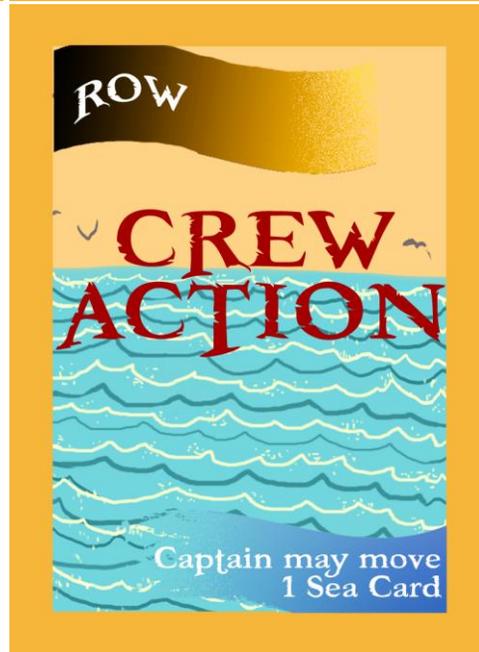
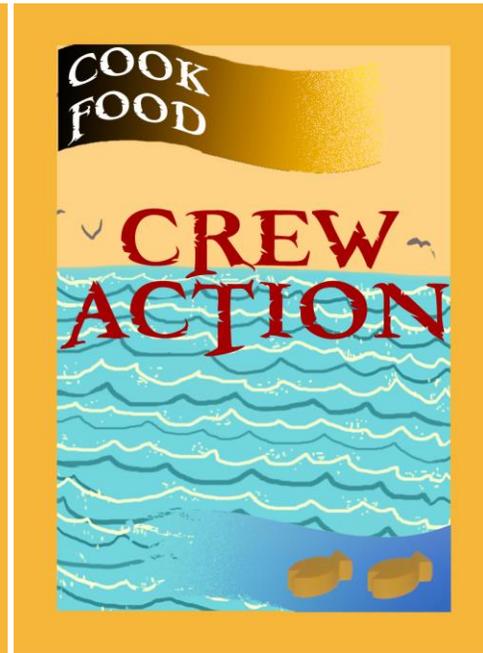
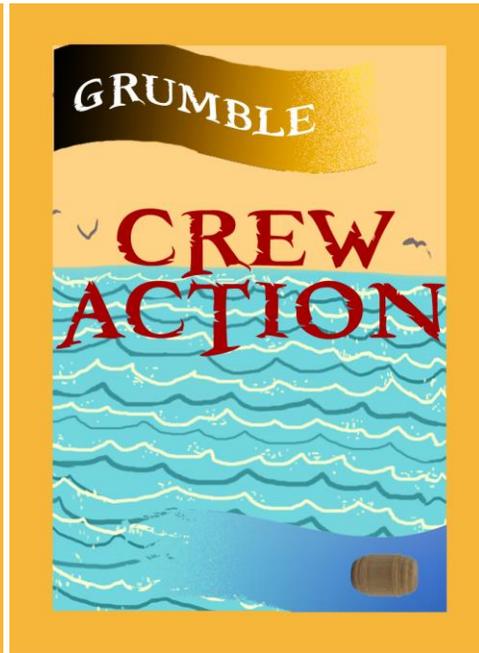
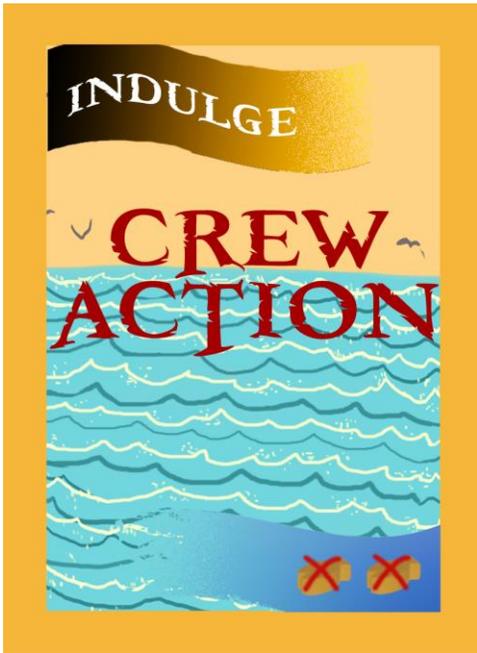


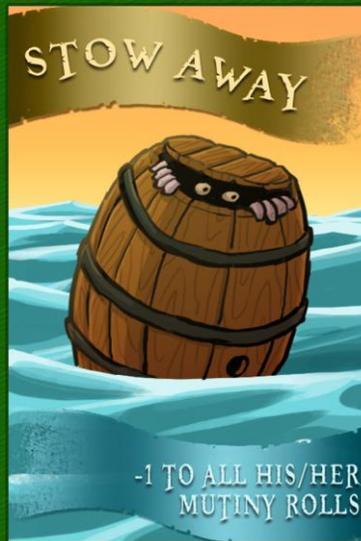












SHIP DAMAGE	
3	2
CAN'T MOVE	
1	0

MUTINY CHART	
1	6
2	7
3	8
4	9
5	10

FOOD CHART	
1	6
2	7
3	8
4	9
5	10

VICTORY POINTS	
1	6
2	7
3	8
4	9
5	10

**SECRET MEETING**



AT ANY TIME:  
-2 TO YOUR MUTINY ROLL

**SALVAGE THE SHIP**



AT ANY TIME:  
GAIN  IF  = 3

**PROGRESS**



ANY TIME, GAIN  IF SHIP  
MOVES TO 2 ISLANDS IN A ROW

**LUTE, THE ISLAND**



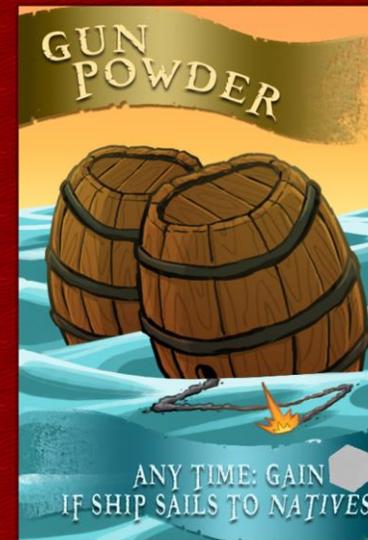
ANY TIME, GAIN  IF  
YOU MOVE TO GOLD ISLAND

**HARPOON**

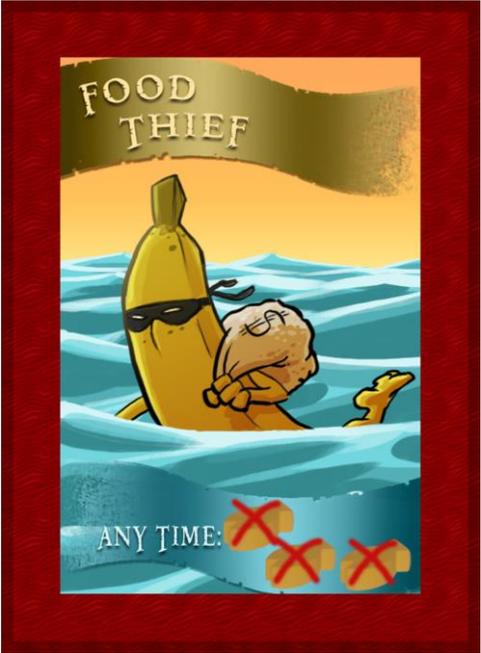


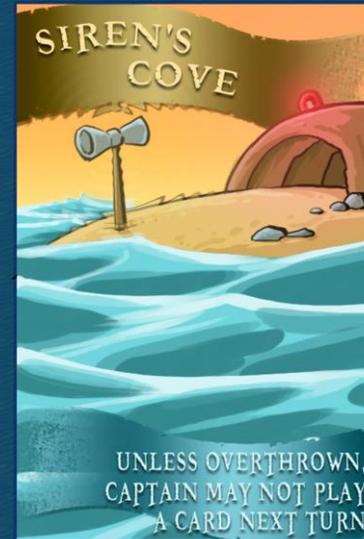
ANY TIME, GAIN   IF  
SHIP MOVES TO A MONSTER

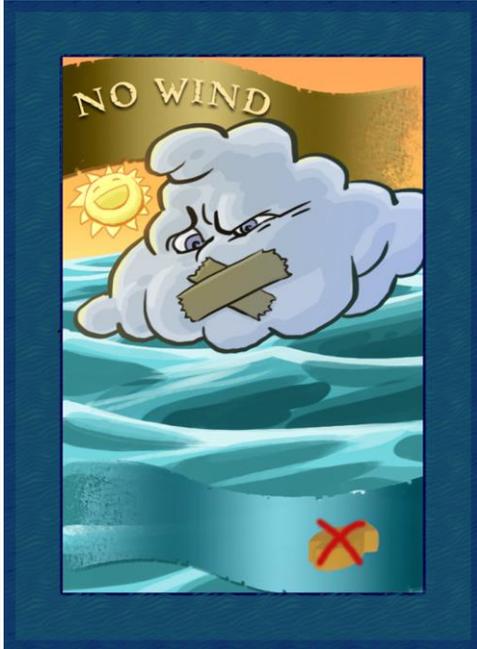
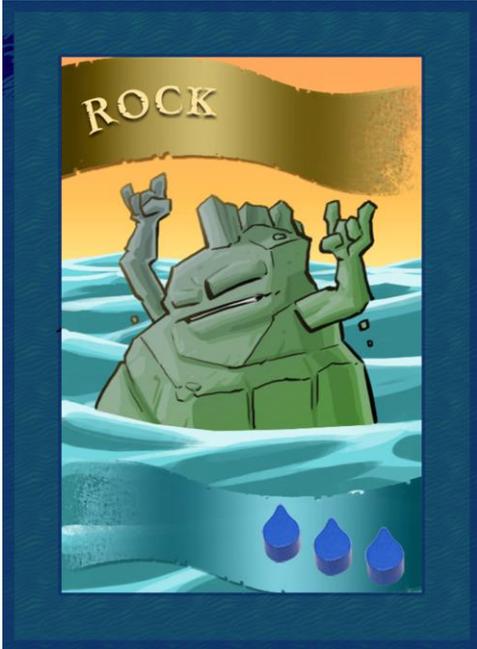
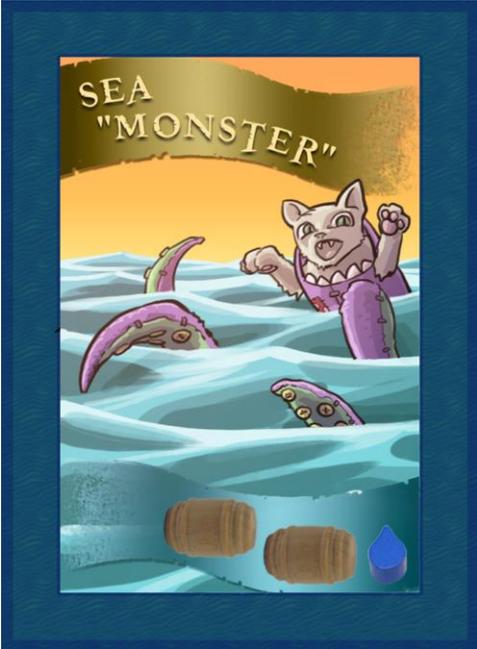
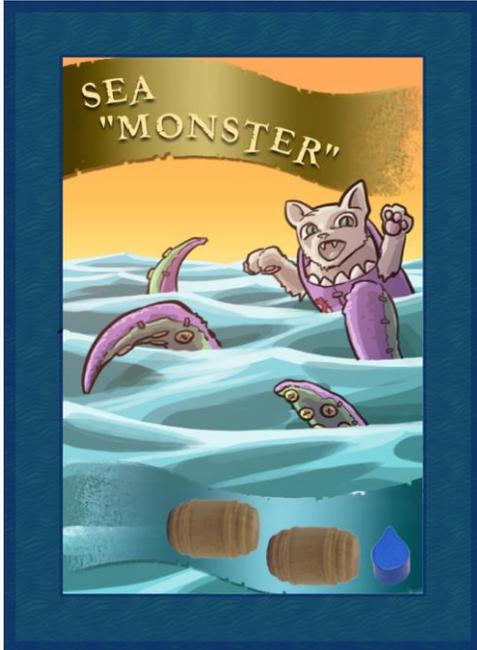
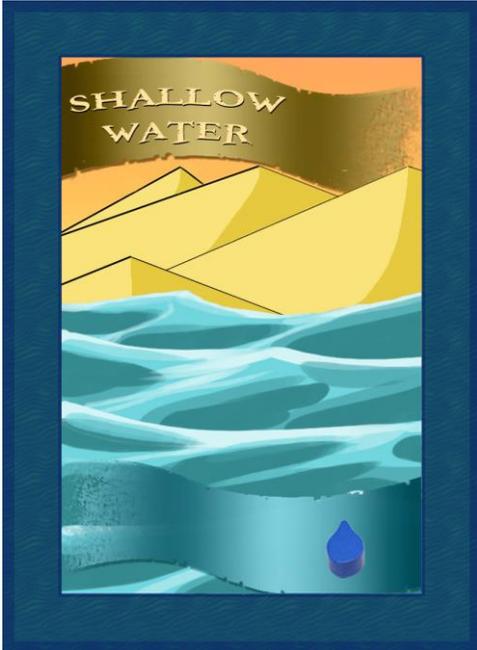
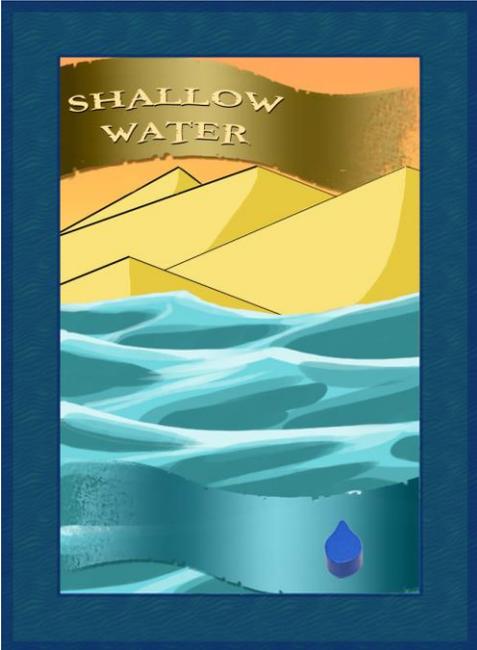
**GUN POWDER**

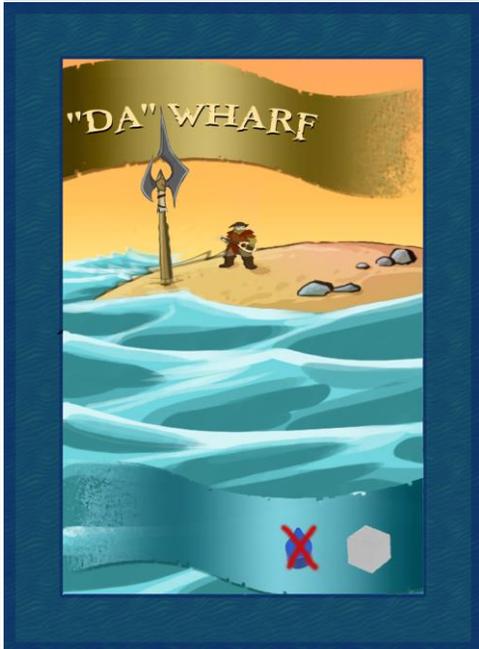
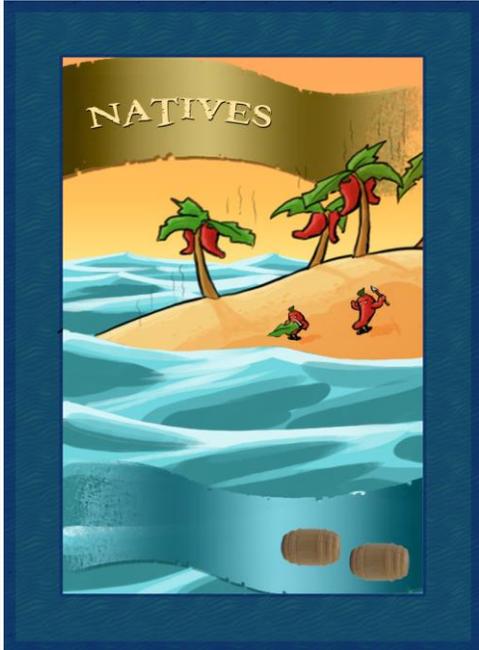
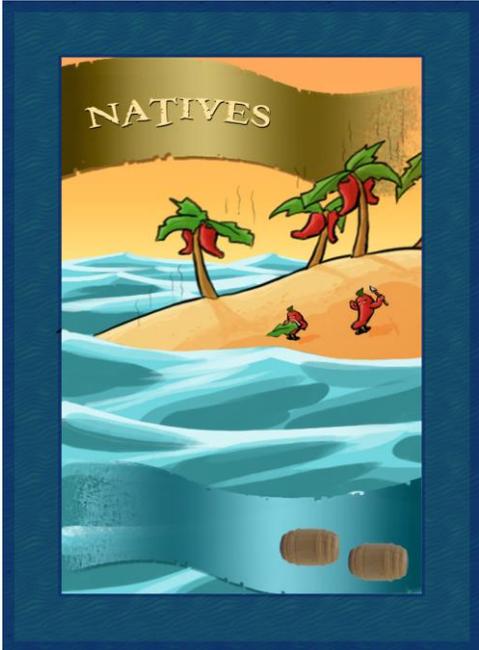


ANY TIME, GAIN  IF SHIP SAILS TO NATIVES

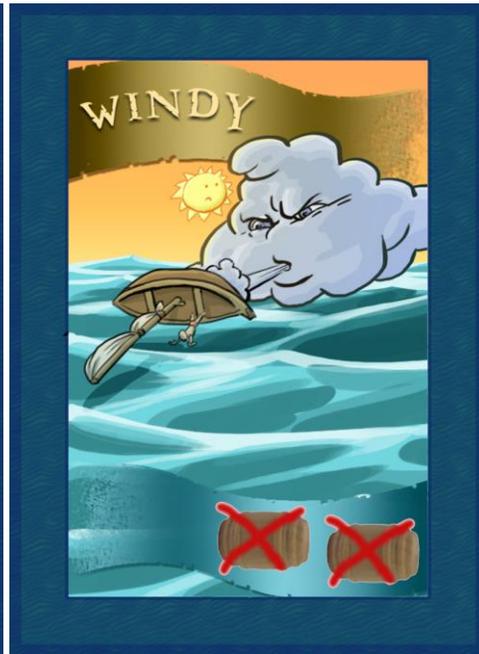












CAPTAIN  
CARD

CAPTAIN  
CARD

CAPTAIN  
CARD

CAPTAIN  
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EXTRA  
ACTION  
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