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GAME 601
Midterm Game
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Scallywag

Scallywag is a social deduction game where players play as a member of a pirate crew. Most of the crew are trying to navigate from island to island to collect the lost Pieces of Eight from the Captain's secret hoard. However, as they island hop, one member of the crew, the Scallywag, is secretly recruiting mutineers to overthrow the current leadership on board. Will the pirates recover their lost treasure or fall victim to the mutiny?

Beginning the game

Materials

- Game board
- Island tiles
- Voyage Markers
- Role Cards
- Carousing Cards
- Grog Tokens
- 1-minute hourglass

Set up

- Lay the island tiles down randomly in their corresponding spots on the game board face down.
- Turn over the island tiles to reveal the distribution of grog on the map.
- Each player picks up 3 Carousing Cards. These should be kept secret.
- From all of the available Role Cards, pull out as many as there are players. Make sure to include one Captain and one Scallywag. No player should see the maps on either the Captain or the Scallywag cards until the game begins.
- Distribute one Role Card to each player. These should also be kept secret.
- The player who has most recently been on a watercraft receives the hourglass. They will be the game's first Night Watch (see Gameplay below).

The Goal of the Game

2 of the role cards determine the possible win-conditions for the game: the Captain and the Scallywag.

Both of these role cards feature a miniature map showing the location of some additional resources.

The Captain's map contains the secret location of the Lost Pieces of Eight. If the crew manages to complete a route connecting the Pirates' Base (start) to the islands where the four Pieces of Eight are hidden, all crewmates loyal to the Captain win the game.

Pieces of Eight
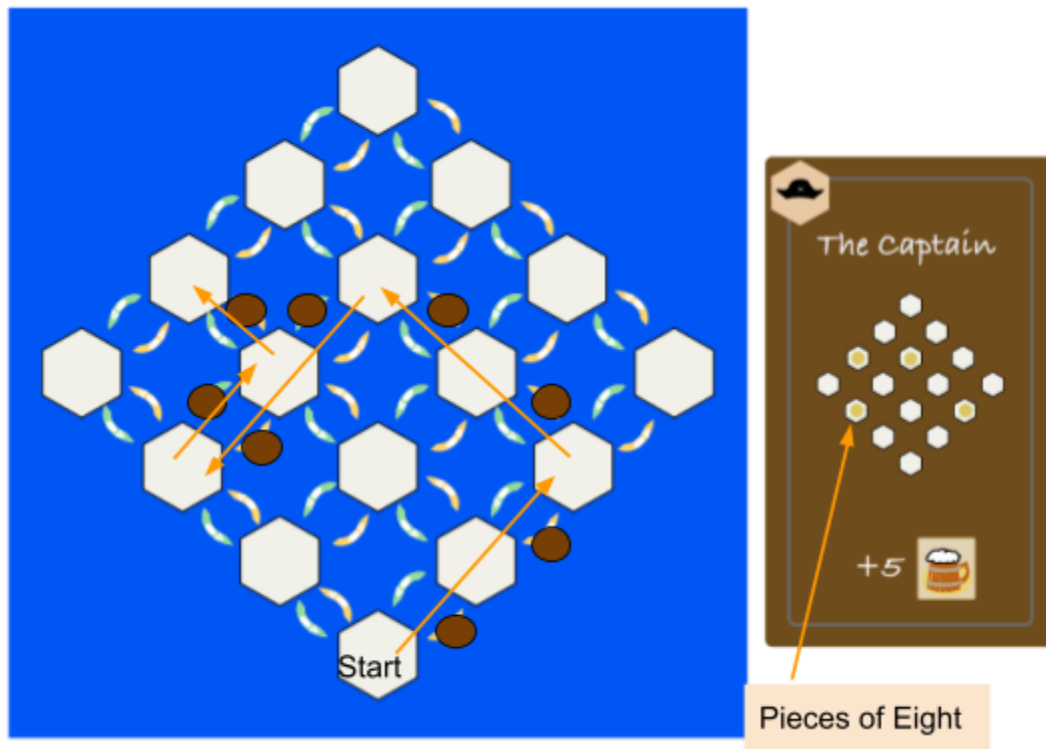
The Scallywag's map contains the secret locations of four possible allies to aid in their mutiny. If the crew manages to complete a route connecting the Pirates' Base (start) to at least three islands where the Scallywag's allies are hidden, all crewmates loyal to the Scallywag win.

Scallywag's allies
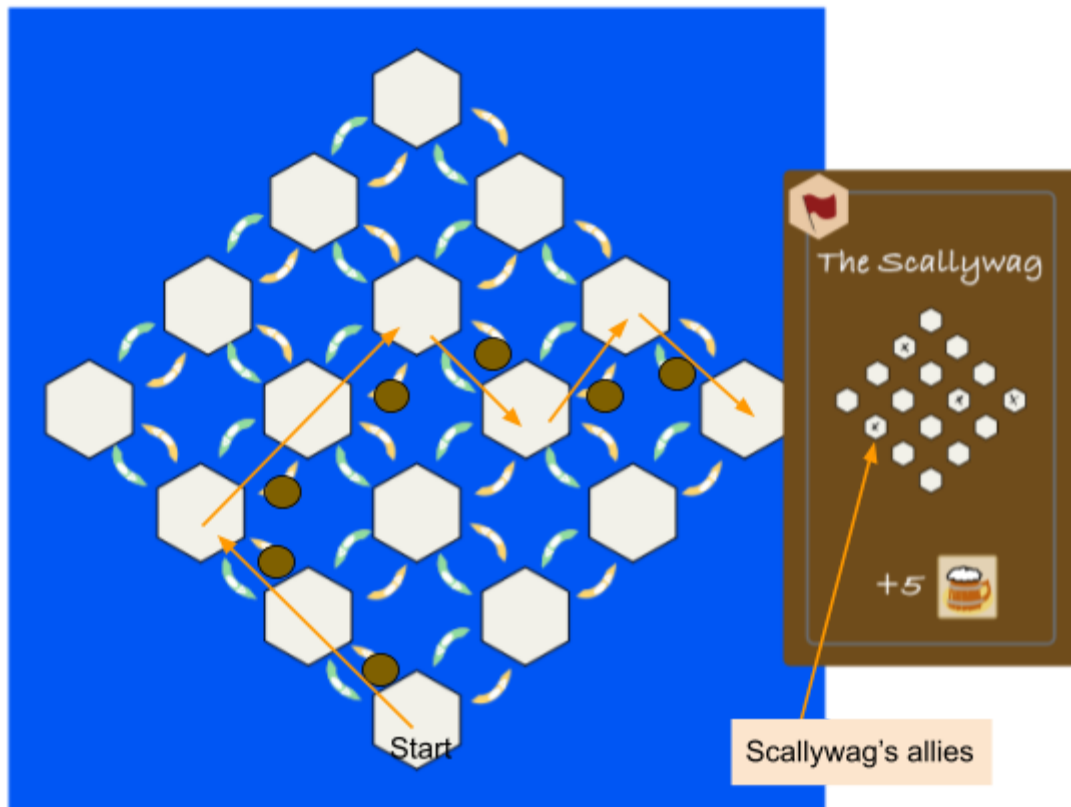
Carousing and Inebriation

The Carousing Cards as well as some of the Role Cards contribute to a given pirate's alcohol tolerance.

For example, after drawing three carousing cards, this player, playing as the Captain, has a total tolerance of **10**.

The Captain, the Scallywag, and the Cook will typically have the highest tolerance in the game, because they each have **+5** 🍺 on their role cards.

On a given turn, the pirate crew might elect to sail to a boisterous and hedonistic port. These ports are marked with **+** 🏺 on the island tile. After making landfall on such an island, each player must take the corresponding number of **Grog Tokens** and place them on the table in front of them. Any player with **Grog Tokens** is considered inebriated. Alcohol will affect crew members differently. After collecting **Grog Tokens**, players should mentally calculate their sobriety level, which is simply the difference between their tolerance and the total number of grog tokens in front of them.

In the example above, the player's sobriety level is 3 (**6** 🍺 **- 3** 🏺).

There are also more calm and restorative islands on the board. After landing on an island with a **+** 🍺 , players may return the corresponding number of **Grog Tokens**, consequently raising their sobriety level. If a player is ever made to return more **Grog Tokens** than they have in front of them, they may draw one additional Carousing Card, thereby raising their overall tolerance. Some islands are relatively deserted, in which case players neither take or return **Grog Tokens**.

Gameplay

The game is played in rounds. Each round consists of two phases, the day, during which all players vote on where to go next, and the night, during which the Night Watch can covertly determine everyone's level of inebriation.

Day

At the start of the round, the previous round's Night's Watch passes the hourglass to the player on their left. That player becomes the new Night's Watch for the current round. The new Night's Watch flips the hourglass over, and the deliberations begin. Players now have a minute to decide which route to take next.

Between every island are two routes. In the example below, the gold route allows the pirates to sail from Tortuga to Nassau, and the green route grants them passage from Nassau to Tortuga.
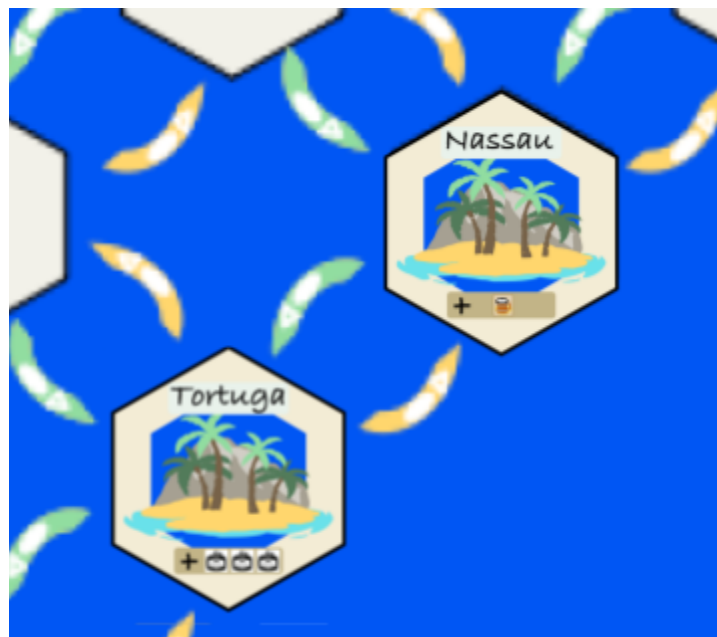

Players must spend the minute discussing which direction to travel. Whenever the players are ready to vote, or the hourglass runs out of time, all players vote on a direction to take. Players then place a route marker on the route they will take to their next destination. Once a route has been taken, it cannot be retaken. In the event of a tie during voting, the current Night Watch acts as a tiebreaker.

Once the players arrive at a new island, all players follow the directions on that island tile: either taking Grog tokens, returning grog tokens, or doing nothing.

Night

Next, night falls onboard the ship. The Night Watch asks all other players to close their eyes. While the crew "sleeps," the Night watch can then ask how inebriated the players are. The Night Watch can only ask whether players are currently above or below a certain sobriety level. In the example below, the Night Watch could ask, "who is above a three?" in which case, only the Captain and the Scallywag would raise their hand.
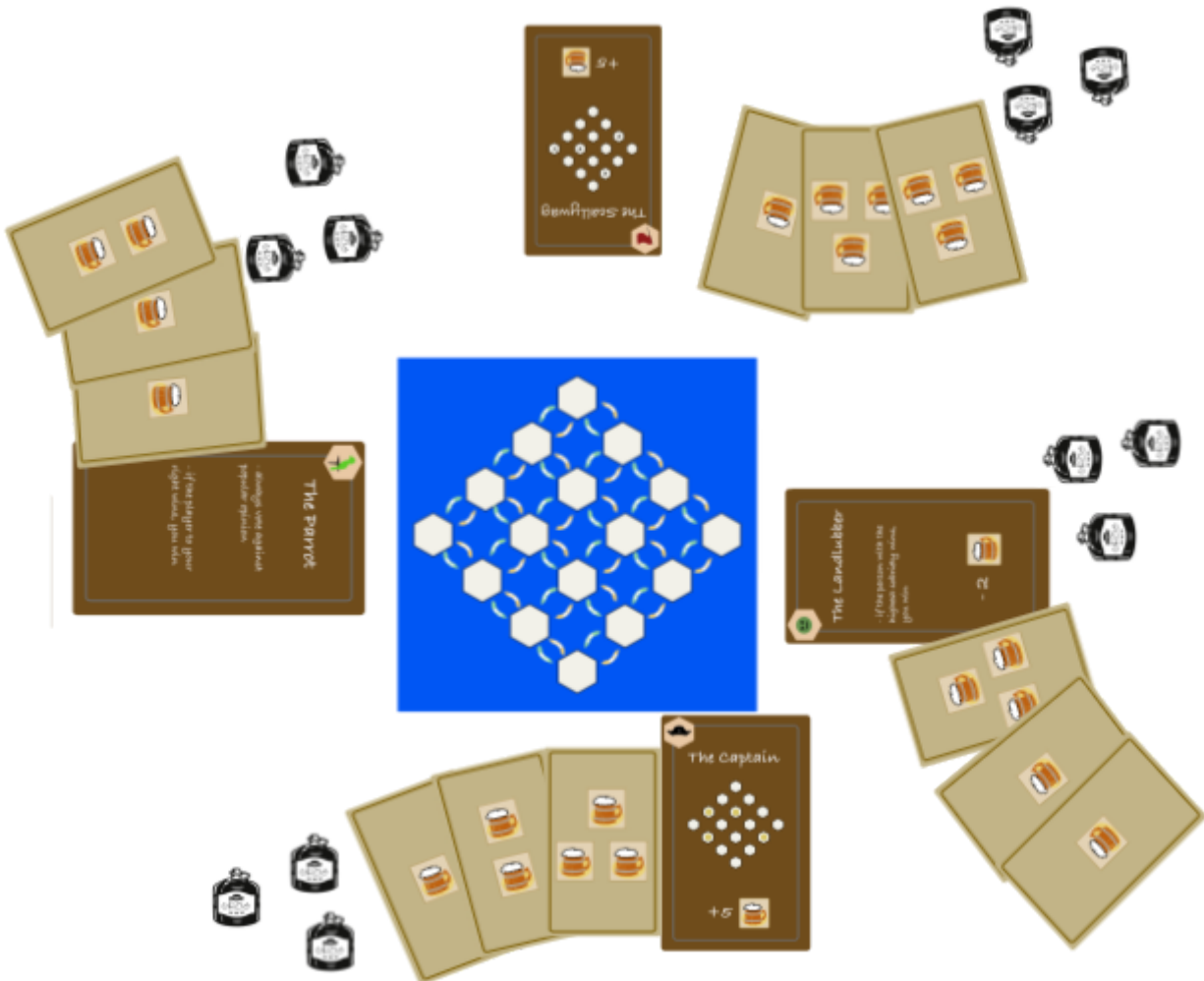
After inquiring about the players' sobriety, the Night Watch may have an action they can perform, depending on their Role Card. After completing their action, the Night Watch should tell players to put their hands down, even if no one has raised their hands, and then ask players to open their eyes. A new round then begins: the hourglass passes around the table, and voting begins again.

Intoxication and Revealing secrets

If ever a player's sobriety level drops to 0 or lower, they are "loaded to the gunwall,' a.k.a completely drunk, and have lost all faculty for subtlety. Players with a 0 sobriety level must

reveal their role card to the table before the end of the vote. They no longer collect **Grog Tokens** or Carousing Cards. If ever the Scallywag or the Captain is forced to reveal their roles in this manner, they lose the game.

Unrealized Assets

Islands

- La Havana **+ 3**
- San Juan **+ 2**
- George Town **+ 1**
- St. Thomas **+ 1**
- Falmouth **+ 3**
- Montego Bay **+ 2**
- Oranjestad **+ 1**
- St. Martin **+ 1**
- Freeport **+ 2**
- Fort-de-France **+ 2**
- Puerto Barrios
- Amber Cove
- Labadie

Role Cards

- 3-4 additional Captain cards with different placement of Pieces of Eight
- 3-4 additional Scallywag cards with different placement of Allies
- Cook **+ 5**
- Mutineer: if the scallywag wins, you win
- Lookout: sobriety > 0, switch two islands during the night when you are Night Watch; sobriety < 0,move a newly placed Voyager Marker to a different course