

# Turn This B.O.A.T Around

3-6 Players : 1 Island : 1.5-2.5 Hours

## Story:

After successfully constructing the boat and escaping the island, you and your crew are seaborne and free from the island. A sense of triumph and relief is felt among the crew, you have beaten the odds and in your possession is the greatest treasure in all the land: Vul Kar's gem. A discovery in the ship's haul forces the crew to return to the island. During this adventure, you and your team are trying to bring the gem up the mountain to destroy it in the volcano. But it will not prove to be an easy feat; those left behind on the island have made it their home; they believe that Vul Kar protects them.

The team that escaped on the boat is racing to the top of the volcano to destroy the gem. The route up the mountain leads them through unfamiliar territory, now inhabited by those left behind. The goal of the islanders is to obtain the gem before it is destroyed; they know the land, the fastest routes and may hold a grudge because they were left. The game ends when either the gem is destroyed by the crew, or the islanders bring the gem to their altar of Vul Kar. The islanders also win if they have the gem and all members from the sailor's team are incapacitated.

## Materials:

- Vul-kar's gem
  - Begins in the inventory of any one sailor. Acts as a major treasure

## Setup:

Setup:

- Islanders start are main treasure space (the place that the pirates need to drop the gem)
- Pirates start on the Boat some distance away (Probably about to make landfall)
  - Depending upon more playtesting, starting spaces can be moved depending upon the game balance of these locations.

## Flavor Text:

Flavor Text (Game Master)

- At the start of the game:
  - (sailors) ---With the island but a distance memory and home in view, crew members are settling in for their long journey, a sailor makes a chilling discovery. Etched in the wall at the back of the ship, written in blood is a message: *"this treasure is a curse, return it or suffer our fate."* Dread and fear wash over the group... some even believe the message to be false. Upon reading this message and taking a vote, you and your company come to the conclusion that the gem must be returned to the island.

- (Islanders)--- Several weeks or months have passed-- you have lost track of time in the fight for survival. Your team has explored every inch of the island, there is no escape. In your explorations, you have learned that the good fortune you have been blessed with is because of Vul Kar. Since being left on the island, you have been fairly blessed with good fortune: fresh food, supplies for huts, and no extreme weather. You must protect the gem from the sailors at all cost. Your final goal as an islander is to cast the gem into the sea and thus summon Vul Kar.
- Destroying the gem
  - You have made it to top of the volcano with the gem in your possessions. The heat brings beads of sweat to your forehead. You lift the gem over your head and throw it into the volcano. Your final task is to get back to the back to the ship in no more than 5 turns with your **entire** crew.
- Summoning Vul- Kar
  - You stole the gem and are at the sea. You take the gem and throw into the water, watching it sink. The water rises and dark clouds appear, Vul Kar has been summoned thanks to the return of his treasure. A dark storm passes over the island, killing the sailors but leaving those faithful to Vul Kar unharmed.

## Unique Roles:

### Sailor:

- Sailors gain an additional 3 movement points while moving on boats, as well as 1 additional altercation point while in water. When on land, however, they lose 1 movement point.

### Bandit:

- Upon performing a theft, bandits gain 5 additional movement points, and additionally not need to stop on unstable spaces (i.e. bridges and ladders). During altercations, bandits lose 2 points before the altercation is resolved.

### Brawler:

- Brawlers gain an additional altercation points during combat, but are incapable of performing ambushes. Brawlers also gain an additional inventory space.

### Islander/Castaway's

- This is the role given to those who are left behind/those who start on the island.
  - Islanders gain a permanent 3 additional movement points while moving on islands.
  - Islanders gain an additional 3 movement points if they successfully take Vul-kar's gem in a conflict (Conflict mechanics subject to default Archipelago rules)

## Special Rules:

- Start condition with players having played Chapter 1
  - If the players have finished Chapter 1 and have now started Chapter 2, the players who were on the boat during the end game retain their roles from Chapter 1.

Players who were stranded off of the boat during the end game now switch their role to the islander role.

- Start condition without players having played Chapter 1  
If the players have decided to play chapter 2 without first playing Chapter 1, the game master will split the players between islanders and non-islanders. The non-islanders can then pick between the three roles (sailor, brawler, bandit).
- End Game (win condition for Islanders)  
Any islander takes the gem and throws it into the open water
- End Game (win condition for pirates)  
Any pirate must bring the Gem to the major treasure space on the island. All pirates escape