

SCALLYWAGS

User Manual

Starting the Game

1. Each player chooses a character and gets one Camp and Inventory card
2. Shuffle all remaining cards in their respective decks
 - a. Number of each resource is equal to the number of players plus 2
3. Duel (Rock, Paper, Scissors) to see who goes first
4. Each player draws one objective card and two resource cards
5. Each player starts outside of camp

Basic rules

Exploring vs Returning to Camp

- Main Choice: At the beginning of your turn, you may choose to either explore by drawing a card from the event stack or you can go to camp and rearrange your inventory and camp stacks (see the stacking section for more info).
- Stacking: When in camp, you may choose to move one card from anywhere in your camp or inventory to anywhere else in you camp or inventory. Alternatively, you may move one card and all below it from your camp or inventory to the bottom of the other stack.

Plunder

- Steal one item from a player's camp if they aren't there or duel a player if they are.

Secrets

- Can be used anytime during your turn. Does not take up your turn. Defensive secrets can be activated any turn.

Player Encounter

- Trade for any agreed upon amount or duel with another player .

Dueling (Rock, Paper, Scissors)

- If you win a duel against an exploring player, you may only steal from their inventory.
- If you win a duel with a player at their camp, you can steal a resource from their camp or inventory.

Resource Shortage

- In the event you should collect a resource, but the resource pile is empty or out of that resource then you can instead duel another player for the resource. It does not matter where the resource is in their stacks.