

Mutiny

Created by a group of MIT students.

Arrrgh, Matey! Welcome t' Mutiny, a 4-player game of backstabbin', power-grabbin', and treasure takin'. Take control of yer own pirate vessel and convince t' other scallywags to follow **you** into battle for booty, so you can become the most infamous pirate captain of all time! Aye, but you must be clever - if ya don't make the rest of the crew happy, they'll surely mutiny and someone else will take your spot in history!

Materials

- 1 Map of the Caribbean
- 1 Loot Distribution Mat
- 4 Player Mats: Purple, Red, Blue, Brown
- 4 Dice Cups
- Role Cards: Captain, First Mate, Quarter Master, Scout
- 8 Red Crew Dice
- 10 Green Crew Dice
- 1 Quartermaster 8-sided Die
- 33 Rum Pieces (Brown)
- 12 Island Cards (White)
- 26 Mystery Cards (Purple)
 - 13 Cannon cards
 - 3 Buried Treasure cards
 - 3 Drunken Madness cards
 - 2 Quick Reload cards
 - 2 Stow-away cards
 - 1 Exceptionally Fine Peg-Leg card
 - 1 Press-gang card
 - 1 The Perfect Storm card
- 100 Loot Cubes:
 - 25 Sugar (White)
 - 25 Orange (Orange)
 - 25 Gold (Yellow)
 - 25 Plantain (Green)

Setup

Each player gets 1 Player Mat and 1 Dice Cup. They also get 2 Red Crew Member dice and 2 Rum Pieces to start.

The Loot Distribution Mat is placed in the center of the map. The white Island Cards are put face-down on the spaces marked for Islands on the map. The Loot cubes are placed in the four corners of the map. The Rum, Crew, and Mystery Cards are placed on the side of the board.



Map of the Caribbean, with Loot Distribution Mat in the center, loot cubes in the corners, and Player Mats at the 4 sides. The outlined spaces on the map are where the Islands are placed (not shown). Rum, Mystery Cards, and green Crew Dice not shown.

Finally, all players roll their dice in their cups and reveal them. The player who rolls the highest is the first Captain.

Gameplay

Game Pieces

Role Cards - These cards give each player a special ability. These can be redistributed by the Captain at the start of each round. The Captain Role Card goes to the highest roller of a successful mutiny.

Loot - Plundering loot is the pirate way. You and your fellow pirates raid Islands to get loot - Sugar, Oranges, Gold, and Plantains- which can then be used to purchase additional Rum, Crew Members, and Mystery Cards. Store your loot on your Player Mat.

Rum - If you want to keep your crew happy, you'd better keep the Rum flowing. In order to hire more Crew Members, you must have more Rum than Crew Members. There is a limit of 33 Rum available for purchase between all players.

Note that some Mystery Cards grant Crew Members. These can be used even if you do not have enough Rum to support buying a Crew Member.

Mystery Cards - Sometimes pirates need a little luck; Mystery Cards are exactly that. These can provide the player with additional loot, bonus victory points, or special abilities to turn the tide in battle.

Crew - What's a captain without a crew? Hire additional Crew Members - represented by green dice - to increase your attack power. Having the most Crew doesn't guarantee your victory, but it's a good start!

Rounds

In each round, there are a number of phases that progress in this order:

1. Assign Roles
2. Pick an Island
3. Divide Loot
4. Rally Crew
5. Decide Mutiny or Defend
6. Resolve Battle
7. Buying

1. Assign Roles

At the start of each round, the Captain assigns the roles of First Mate, Quarter Master, and Scout by handing players the corresponding Role Card. The Captain role cannot be assigned to another player.

Each role is defined by a special ability:

The **Scout** picks which Island the players will get loot, takes one loot from that Island, and has the option to change their mutiny-or-defend decision after everyone else decides.

The **Quarter Master** gets an eight-sided die (the d8) to roll during the battle.

The **First Mate** may peek at one player's dice roll before deciding to mutiny.

The **Captain** divides the loot, assigns the roles, and earns a victory point for each island conquered.

2. Pick an Island

The Scout looks at 2 of the face-down Islands, and decides which one the pirate fleet will conquer. The chosen Island is turned face-up on the table, and all of the loot shown is placed onto the Island. The Scout then takes 1 piece of loot from the Island and puts it onto his ship.



Island Cards. The squares indicate the amount of loot located on the Island. Each white square represents one Sugar, orange squares represent Orange, yellow squares represent Gold, and green squares represent Plantain.

3. Divide Loot

The Captain now takes it upon himself to divide the loot up between the four players, placing each player's share in the correspondingly colored square of the Loot Distribution Mat. There are no rules regarding how the captain divides up the loot. They could divide the loot fairly, or take it all for themselves, or give it all to one player to curry their favor.

4. Rally Crew

All players put their Crew Member dice (for the Quarter Master this includes their d8) in their cup. Shake the cup to randomize your dice, then slam the mouth of the cup down on your Player Mat. Keep the cup over the dice so no one else but you can see your dice roll. The First Mate may peek at one other player's dice roll at this time.

5. Decide to Mutiny or Defend

Players take turns deciding to **Mutiny** against the Captain, or **Defend** the Captain. Decisions are made in order by role: first Scout, then Quarter Master, then First Mate,

and then the Scout may change their vote. The Captain always votes to defend himself. Talking is encouraged, but players cannot say what numbers were rolled. Whenever you decide to Mutiny, you must give a hearty “Yarr!”.

6. Resolve Battle

If all players vote to defend, then there is no battle and players do not need to show their dice roll to anyone else. Each player takes their share of the loot. Play proceeds to the buy phase.

If at least one player votes to mutiny, everyone reveals their dice. Anyone who voted for Mutiny is on the Mutineers’ side, and anyone who voted for Defend is on the Captain’s side.

Add up the values shown on the dice for each side. Whichever side has the higher total wins the battle. In the event of a tie, all players re-roll their dice and count again. Players may play Mystery Cards at this time, which can re-roll dice or make players lose or gain dice. After players are done using Mystery Cards and any ties have been re-rolled, the side with the highest total number wins.

Depending on which side wins, do the following:

Mutineers win: The mutineer who rolled the highest individually is the new Captain. If multiple players tie for this, they should each roll one d6, with the highest roller becoming Captain. They get the Captain Role Card and the Island Card.

To distribute loot, put it all into a cup, and have the Mutineers take turns (starting with the new captain) removing one piece of loot from the cup.

Captain’s side wins: If the Captain’s side wins, the Captain remains in power and gets the Island Card for himself.

Each defender gets the loot originally distributed to them. The loot originally distributed to the mutineers is then randomly distributed among the defenders using a cup and taking turns removing one piece of loot.

7. Buying

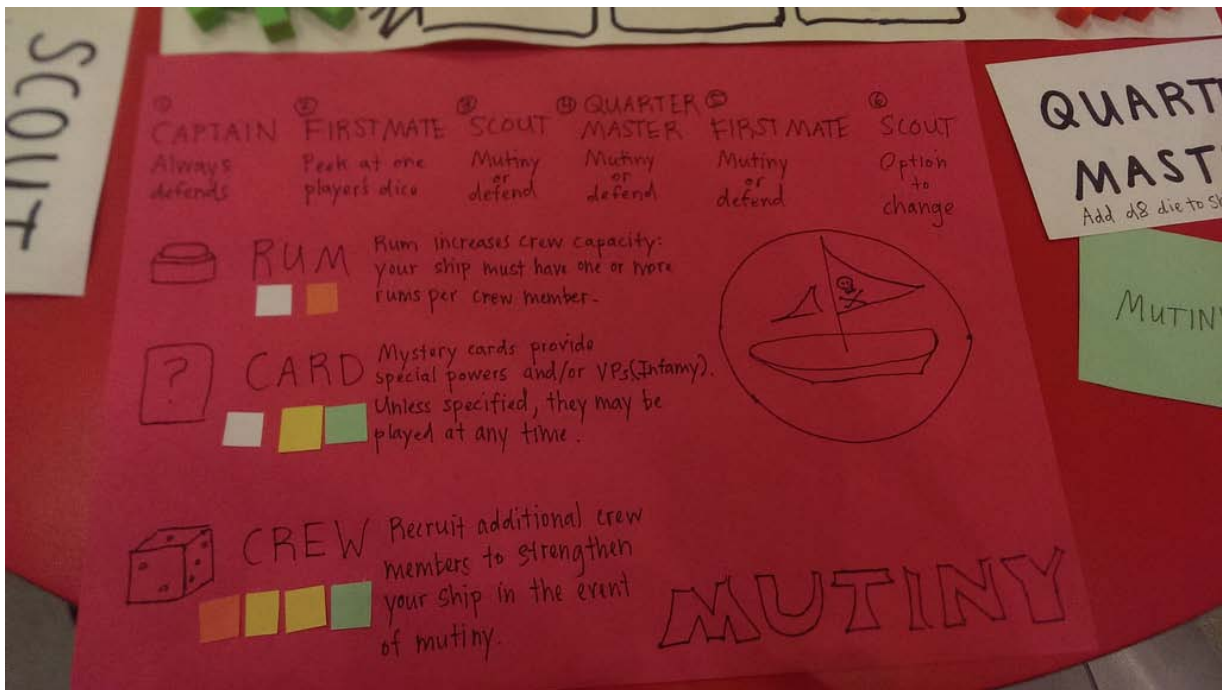
After the battle is over and players receive their loot, it is time to buy. Players take turns spending their loot to buy things, always starting with the Captain (or new Captain in the event of a mutiny), and going clockwise.

Resources may be purchased at the following prices:

- 1 Rum = 1 Sugar + 1 Orange
- 1 Crew = 1 Orange + 2 Gold + 1 Plantain
- 1 Mystery Card = 1 Sugar + 1 Gold + 1 Plantain

In addition, players may exchange 3 pieces of loot for 1 piece of loot from the bank. The 3 pieces of loot do not need to be the same kind.

After buying, the next round starts with the Captain assigning the roles as they see fit.



Player Mat. Voting order is listed across the top, resource prices and descriptions on the left. Circular area is for dice rolling.

Game End

The game ends after the buying phase after the last Island has been conquered.

Scoring

-Each Island that a Captain has conquered is worth 1 Infamy.

-**Fierceness in Battle:** The player who has played the most Cannons gets 3 Infamy. In the event of a tie, each tying player gets 1 victory point.

-**Notorious Drunk:** The player with the most Rum gets 2 Infamy. In the event of a tie, each tying player gets 1 victory point.

-Some Mystery Cards give the player Infamy under certain circumstances. Keep these cards face-up in front of you after you've played them, and add them to your total at the end of the game.

The player with the most Infamy is the winner. In the event of a tie, players celebrate in their shared victory.

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