

What Be This?

Blaggards be a parrrty game fer five to ten players. A band 'o pirates be attemptin' to open six locked chests. Th' chests can only be opened usin' a specific combination 'o keys, players gunna need to trust 'n co-operate each other to unlock them. What's th' catch ye ask? Thar be a hidden team 'o Blaggards! Th' Blaggards want nothin' but to ruin ye day 'n keep th' booty locked up. That it be.

There are two teams in play: The **Pirates**, whose goal is to unlock the treasure chests and receive gold coins - and The **Blaggards**, whose goal is to prevent the **Pirates** from winning by keeping the chests locked. However, the **Pirates** do not know who the **Blaggards** are. They must figure that out during the course of the game.

The game plays over five rounds. During each round a different player is the **Captain**. The **Captain** must assemble a **Band o' Pirates** to go on an **Expedition** to unlock a treasure chest. Each chest requires a specific combination of keys and each band member can only use a single key. The **Captain** must choose carefully and trust that the **Band o' Pirates** have the correct keys between them.

After five rounds the game ends. All the chests that remain locked, and the loot inside them, belong to the **Blaggards**. The team who has the most doubloons wins the game.

Th' Rules

DRAFT - 6th July 2018
(for prototype)

5 to 10 players

40-60 minutes

Components

3 double-sided treasure maps
1 Turn track
7 treasure chest tokens
20 punch tokens
1 black meeple (turn marker)
1 metal coin (expedition marker)

36 key cards
10 identity cards
10 character sheets
1 eye-patch

TODO: Include pictures of components.

Setup

1. Place the **Treasure Map** (game board) for the correct number of players on the table and place the **Meeple** (turn marker) on the sun spot on the turn track.

2. Shuffle the seven **Chest Tokens** and place six of them face-down on the map locations marked with a cross. Place the remaining Chest Token back in the box **without looking at it**.

3. Shuffle the **Deck of Keys**. If there are eight or more players, deal three keys to each player face-down, otherwise deal four keys each. **Players must not show their keys to other players**. Place the remaining Deck face-down on the table.

4. Use the chart below to determine the number of **Pirates** and **Blaggards** that will be in the game:

Players:	5	6	7	8	9	10
Pirates:	3	4	5	5	6	6
Blaggards:	2	2	2	3	3	4



5. Shuffle the appropriate number of **Identity** cards and deal one to each player face-down. **Each player secretly looks at their identity**.

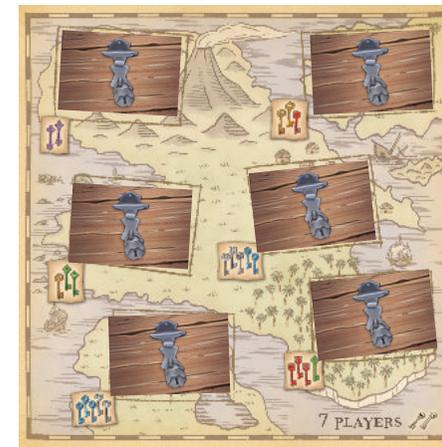


6. Place the **Punch Tokens** in a heap on the table.

7. Shuffle the **Characters** (the larger cards) and deal one to each player face-up (non-bruised side) in front of them.

8. Each character has a number on the lower-left. The player with the lowest number starts the game as **Captain**. The Captain takes the eye-patch.

9. If this is your first game, we recommend each player introduces their character and abilities.



Replace with more detailed example with labels.

Secret Meeting

Blaggards meet midst the shadows of the night.

After setup, the Captain should memorise the short script below. The Captain speaks aloud the script, making sure to also follow the orders. Players should hold their keys against their torso, so the Blaggards make less sound during the meeting when revealing their keys to other Blaggards.

Everyone close your eyes.

Blaggards open your eyes and reveal your keys.

3, 2, 1.

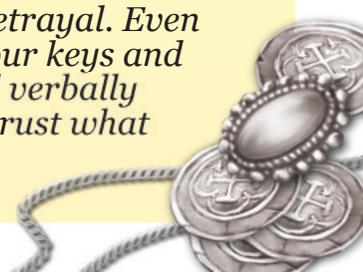
Blaggards hide your keys and close your eyes.

3, 2, 1.

Everyone open your eyes.

Communicate!

This is a game about co-operation and betrayal. Even though you are not allowed to reveal your keys and identity to other players you can still verbally communicate. Just remember not to trust what everyone says!



Turn O' Play

Each turn has two phases: **Actions Phase** and **Brawl Phase**. During the Actions Phase, the Captain must perform each of the actions on their Character in the order that they are printed. Once the Captain has completed all of their actions the Brawl phase begins. Common actions during the Actions Phase include:

Swap

Two players swap a key with each other. Both choose a key of their own to pass to the other player, face-down so that no other player sees what has been swapped.

Steal

The Captain takes a key from another player at random.

Discard

The Captain discards a key to the bottom of the Deck.

Expedition

The Captain decides on a chest to unlock and places the metal coin on it. The Captain then selects as many players as there are keys required to unlock it. These selected players are called the **Band o' Pirates**.

*For example,
if a chest requires two silver keys and one blue key,
the Captain selects exactly three people for the Expedition.
The Captain may include themselves as one of the three.*

Expedition Continued

Once the **Band o' Pirates** has been assembled, each member must place one key - *and only one key* - face-down in front of the Captain. The Captain shuffles these keys thoroughly and reveals them to everyone.

The chest is **Unlocked** if the keys match the colours required for that chest. If at least one of them is the wrong colour, the expedition has been sabotaged and the chest remains **Locked**.

Skeleton keys count as any colour.



When a chest is Unlocked the coins inside belongs to the team of Pirates. A chest can either contain one to three **Doubloons** or a **Cursed Skull**.

If a Cursed Skull is revealed everyone must discard one key to the bottom of the deck.

At the end of an Expedition, the Captain shuffles the used keys and discards them face-down to the bottom of the Deck. Then each of the Band o' Pirates draws one key from the top of the Deck.

*A 'Hand' refers only to a player's keys.
Make sure you never swap Identity cards!*

*If a rule on a character card
contradicts the rule-book, the
character card takes precedence.*



Th' Brawl

Blow the Man Down.

Skip this phase on the last turn. At the end of each turn, all players - **except the Captain** - participate in a **Brawl**. The brawl decides who will be the next Captain.

1. Each player, **except the Captain and anyone KO'd**, takes two Punch Tokens.
2. On the Captain's orders, the Brawl starts and players 'punch' each other by placing (*or throwing*) their Punch Tokens on one or two Character cards. Players cannot move Tokens off their own Character and cannot physically block other players from placing a Token. A player may punch themselves. **The Captain cannot punch nor be punched.**
3. On the **Captain's** orders, the Brawl ends.
4. The player who was punched the **most** is **KO'd**. They turn over their Character to the bruised side. **KO'd** players still participate in the game but cannot punch in future Brawls.
5. The player who was punched the **least** (*besides the Captain*) becomes Captain for the next turn.

The Captain breaks ties for most and least punched.

Beware, the Captain's powers may be abused by a Blaggard. Ties become more common in the last couple of turns and the Captain may choose to have a quick brawl in the hope that players will miss.

Brawl Continued

During the brawl the Captain acts as **Referee**. They decide how the Brawl starts and ends (i.e. start on the count of three and end on the count of five).

If a Punch Token is not touching a Character then it is counted as a miss. In the case that a Punch Token is partially touching a Character, the Captain decides if it counts as a hit or miss.

If a player is caught cheating - without a doubt - the Captain must turn over the cheating player's Character to the bruised side and restart the Brawl.

After the brawl, the **New Captain** takes the eye-patch, the turn marker moves one spot to the right and a new turn begins.

End Game

At the end of five rounds the game ends.

All player reveal their identity. Separate the chests into two piles: those that were unlocked and those still locked.

The **Unlocked** chests belong to the Pirates and the **Locked** chests belong to the Blaggards. The team with the most Doubloons - *Cursed Skulls do not count as any Doubloons* - win the game.

In the case of a tie, the team with the fewest KO'd players wins the game. If there is still a tie, the Blaggards win.

