

# 'TIS MUTINY!

## A VOYAGE OF CUTTHROAT COOPERATION

'Tis Mutiny is a semi co-operative game set in a fictionalized golden age of piracy for three to six players. Each player must find their own path to victory through social cooperation, scheming, or conflict of arms.

Some, none, or all players can win.

### Gameplay: Overview

In the world of 'Tis Mutiny, you are a pirate! Your pirate crew has set sail on a voyage of profit and adventure. Hopefully you'll make it back alive.

Each player begins the game with unique goals, called **Aspirations**, that represent what 'winning at piracy' means to them. Some want fame, some want fortune, and some just want to watch the world burn.

The game takes place on the players' pirate ship and the surrounding **Horizon**, represented by ten cards. Each round four of these cards are face up around the ship, and six are face down in the Horizon deck and may be visible in future turns. Each round the players collectively pick a card to encounter from the Horizon - either to **Raid a Ship or Port** for valuable **Cargo**, or to explore a **Legend** like Treasure Island or Pirate's Cove. As each card is encountered, it is removed from the game and replaced with a deadly **Hazard**, making each turn more dangerous and less profitable than the previous one.

Each round begins with a **Loyalty** phase, which determines whether crew members remain loyal to the Captain and follow orders, or decide to **Mutiny** against them. Mutiny begins with drinking and ends with violence, and potentially a new Captain. Once resolved, the chosen action is performed, then the **Captain, Quartermaster, Boatswain, Crow**, and **Swab** each take their own phase, before returning to the Loyalty phase at the start of the next round.

Play proceeds through multiple rounds until the ship **Lands** safely at a Port, until the ship is surrounded with nowhere to go, or until one player betrays the rest of the crew and wins the game on their own. If the ship Lands at Port, all players who have completed the objectives on at least one of their Aspiration cards win.

It is possible for some, all, or no players to win together.

*The day is bright and full of promise. Up in the Crow's Nest, Chase Newcastle looks out on the horizon and shouts to the crew "I see two ships, the HMS Victoria to the east and the Notre Dame to the north! I can see my home town of Finisterre to the south. And a barren island off to the west."*

*Captain Byron Herrington thinks to himself "Ah Finisterre, time for retribution!" His thoughts return to the day, not long ago, that Finisterre pirates raided his village and plundered his life savings. He announces "My crew! At break of dawn we raid Finisterre! Plunder! Gold! Revenge!" This decision is met with less enthusiasm than he had hoped, but he is the Captain after all. Surely they will follow his lead.*

*After he retires to his cabin for the night, the restless crew gets to drinking and talk turns to rebellion. The Captain wakes to the sound of cutlasses being drawn. "So... 'Tis Mutiny!" he spits. After a brief scuffle, Byron is subdued and Chase dons the trifold cap. "All hail Captain Chase! Tomorrow we raid the Victoria!"*

*In the morning the crew surprises and easily overwhelms the Victoria and plunders its cargo of Rum, Weapons, and Treasure. As Captain, Chase distributes the plunder to the crew, before assigning Byron to be their Quartermaster. "Keep your enemies close" they think to themselves. Byron hands out the day's pay to the crew, keeping a lovely golden trinket for himself, then chooses Jonas Timbers to be his Boatswain. Jonas sails the ship away from Finisterre, putting it out of danger for the next day, thinking "Out of sight, out of mind, Byron. Let's have some peace tonight". Jonas chooses Bella to be the Crow. From the Crow's Nest she sees Pirate Hunters approaching from the east, so directs Jonas to sail west, towards Tungstall Bay. Last, and not least, Bella chooses Tsuriko to swab the deck. Tsuriko grumbles, "just you wait 'til I get my turn!"*

*With all the day's duties performed it is now Chase's turn to plan tomorrow's action. Will the crew support them or will they face a Mutiny of their own?*

## Aspirations - How to Win at Piracy

Each player begins the game with two **Aspirations** that represent their pirate's dreams of fame, fortune, adventure or infamy. Players win by completing at least one of their Aspirations. Some, none, or all players can win - One can achieve their dreams of fortune while another achieves their dream of fame, and others find love, revenge, or perform feats of daring that go down in history.

The game begins soon after the players leave Port and ends as soon as they Land at Port. All players that have completed their Aspirations and Land at the right Port win together.

Aspiration cards come in four varieties:

- **Prosperous**
- **Notorious**
- **Adventurous**
- **Desperate**

All Prosperous and most Notorious Aspirations are tied to a particular **Faction**. There are three Factions, each with one Ship and one Port, representing three nations. These Aspirations require players to Land at a specific Port. If they Land at a Port that does not match their Faction, their Aspiration cannot be used to win the game.

Adventurous Aspirations can be fulfilled by Landing at any Port.

The game can end without Landing at Port. Players can betray the crew and end the game at sea, by completing a Desperate Aspiration. The game can also end with no winners at all if the ship is surrounded at sea and the players have nowhere to go.

If two Ports have been raided, players are not allowed to raid the third Port, unless they have a Desperate Aspiration that says they can do so.

As the game goes on, some Aspirations will no longer be able to be completed. In addition to allowing players to draw Mischief cards, **Opportunity** Cargo cards can be exchanged for new Aspirations. Aspiration cards can also be used as Weapons during Mutiny.



**Prosperous** Aspirations are fulfilled by acquiring two Treasure, then returning to a specific Port.

*Growing up on the streets of Tungstall Bay, a young Byron Herrington looked up at the grand plantation houses. His lifelong Aspiration is to acquire a small fortune and return home to Tungstall Bay to buy one of those fine houses for his ailing mother.*

Most **Notorious** Aspirations are fulfilled by raiding the Ship and Port of one Faction, ensuring that a second Faction's ship is NOT Raided, then Landing at that second Faction's Port.

*Chase grew up in Finisterre reading tales of swashbuckling pirates and their daring escapades. Their Aspiration is to sail out and become infamous by raiding Finisterre's bitter enemy Tungstall Bay and their flagship HMS Victoria, then land in Finisterre to a hero's welcome. They must take care not to raid the San Felipe, or Chase will become an outcast instead of a hero.*



**Adventurous** Aspirations are fulfilled by convincing the crew to encounter a Legend (and then dealing with the consequences), and then Landing at ANY Port.

*Tsuruko has a secret - a moldy old treasure map she won in a poker game in Côte du Maillard. Her goal is to join a pirate crew and convince them to anchor at the island shown on the map so she can dig up the pirate hoard buried there. With that much treasure she could retire to a life of leisure in Tungstall Bay, Finisterre, or Cote du Maillard, so as long as she has enough weapons to defend it.*



**Desperate** Aspirations are fulfilled by taking command at a moment of weakness and sailing the rest of the crew to their doom. Players completing Desperate Aspirations do not need to return to Port.

*Bella also has a secret. She has a treasure map, but one that she wrote herself. If she can convince the crew to follow her, she will maroon them on the beach and then steal the ship and all its plunder for herself.*



While Aspirations are unique to each player, all pirates love **Treasure**. If one player Lands at any Port with more Treasure than any other player (no ties!) they also win.

*Jonas' dreams were all dashed as the crew burned his home town to the ground. He'll have to comfort himself with his massive pile of gold and silver.*

# Aspirations: In Depth

- 1 Card Name
- 2 **Story Pack** Icon, indentifying the base game or one of the three Story Packs used in each game:
  - ✕ Base Game (include in every game)
  - 🐙 Coral Shoals
  - 🐳 The White Whale
  - 🏴 Treasure Island
  - 📏 Longitude 51
  - 🏴 Pirate's Cove
- 3 Aspiration type (Prosperous, Notorious, Adventurous, Desperate)
- 4 All Aspiration cards can be used as if they were Weapons 🗡️
- 5 Key Icon 🗡️. Reveal this aspiration to unlock the action **⚔ Dig** at Treasure Island. Locked actions may not be proposed by any player until they are unlocked.
- 6 Objective: This is what must be accomplished while at sea to fulfill this Aspiration and win the game:
  - **Prosperous:** Acquire two Treasure 🗡️🗡️
  - **Notorious:** Raid the Ship and Port of a specific Faction, and Don't Raid the Ship of a specific Faction
  - **Adventurous:** The crew must successfully take this specific action (e.g. Dig) at this Legend (e.g. Treasure Island)
  - **Desperate:** The player must successfully take this specific action (e.g. Maroon) to betray the crew and win on their own
- 7 Aftermath: All adventurous Aspirations (and some desperate ones) **Introduce** a specific, narratively related Hazard as a consequence of taking that action, and may have a specific cost that must be paid by that player immediately. This Hazard stays in the game, even if the Aspiration card is discarded.
- 8 Victory: How a player ends and wins the game, after completing their objective. Most Aspirations require Landing at a specific Port, or at 'any Port', and usually have additional requirements such as having two treasure or successfully raiding certain ships and Ports. Desperate Aspirations generally end with victory immediately after completing the objective.
- 9 Flavor text
- 0 Place an **Aspiration Token** on the card when the objective has been completed.



## Horizon deck



The **Horizon** deck is a small deck of ten cards that contains locations that are seen on the Horizon.

- Ships (3)
- Ports (3)
- Legends (3)
- Hurricane (1)



As the game progresses, cards in the Horizon deck are moved to the **Ship's Log** and are replaced with unencounterable **Hazards**, making the ship's voyage more perilous.

## Cargo deck



The **Cargo** deck contains the cargo that is plundered from Ships and Ports.

- Rum (20)
- Treasure (10)
- Weapon (30)
- Opportunity (10)



Rum: Used during **Loyalty** to Mutiny or to support the Captain.  
Treasure: Used to help Win the Game, or to fulfill some Aspirations.  
Weapons: Used to fight during Mutiny, or to fulfill some Aspirations.  
Opportunity: Exchanged for new Aspiration or Mischief Cards.

## Aspiration deck



The **Aspiration** deck contains unique ways to win for each pirate.

- Prosperous (3)
- Notorious (7)
- Adventurous (3)
- Desperate (4)



Adventurous and Desperate Aspirations will vary each game based on which **Story Packs** are picked each game.

## Hazards

After a Ship, Port or Legend is encountered, it is replaced by a **Hazard**. Raided Ships and Ports are replaced by Pirate Hunters, while Legends are replaced by unique Hazards based on the Aspiration card used.



After a Horizon card is encountered, it is removed and placed in the **Ship's Log**. The Hazard is then **Introduced** by placing it face down on the empty Horizon spot on the board. Hazards cannot be encountered; they lead to certain death and other unpleasant ends.

The Horizon deck begins with one special Hazard, the **Hurricane**, which will **Churn** the Horizon when revealed. Churn the Horizon by setting aside the Hurricane, gathering up all cards on the Horizon, shuffling them with the Horizon deck, and placing the Hurricane on the bottom of the Horizon deck. Then **Fill** the Horizon by dealing out the top four cards to the empty spots on the Horizon. The Hurricane is one of the few rare times the Horizon deck should be shuffled.

After 9 turns, the Horizon will be nothing but Hazards. Players should be looking for a safe place to Land by turn 6 or 7.

The **Mischief** deck contains cards to swing the game in a player's favor. They can be acquired during the Swab Phase or by trading in **Opportunity** cards.

- Mischief (36)



The **Fate** deck contains cards that give pirates a fitting end should the player not win.

- Fate (10)



## Ship's Log

After cards are encountered they are removed from the Horizon and added to the **Ship's Log**. The log is the 'story' of this game; it shows where the ship went on previous turns and lets players know what cards are left in the Horizon deck.



## Aspiration Tokens

Aspiration Tokens are placed on Adventurous Aspirations to indicate that the objective on the card has been completed.



## Characters

**Characters** are represented by cards which remain face up in front of each player, and matching tokens which are used to indicate each player's actions. Players should choose the character that represents them the best!

- Characters (12)
- Tokens (12)



## Story Packs

At the start of each game of 'Tis Mutiny the Horizon deck contains three legends. Each Legend has three unique Aspirations and multiple related Hazards.



**Treasure Island** is a desolate patch of sand in the wide sea, with a few drooping coconut and breadfruit trees huddled in the middle. Not worth a second thought. But one pirate may have found a treasure map leading to that remote island. Another pirate may see that island as the safe place to bury their own treasure, a perfect retirement plan. And a third may see an opportunity to get rid of the more mutinous crew members by marooning them there, under the guise of 'digging for buried treasure'.

Aspiration cards provide the motivation to encounter those Legends, so they are locked **0** and cannot be encountered unless a player reveals a matching Aspiration with a matching key **0**. Aspirations revealed in this way stay face up on the table and may not be used as a weapon, even if they can no longer be fulfilled. The three different Aspirations for any Legend are in conflict; at most, one can be completed. When encountering Treasure Island the crew can only **Dig** or **Bury** or **Maroon**. Once Treasure Island is encountered and moved to the Ship's Log the other two Aspirations can no longer be completed.

It is recommended that first time players choose Treasure Island, The White Whale, and Coral Shoals as the three Legends to add to the deck. In future games players may use any 3 Legends to create a unique mix of stories.



*My faithful crew. It looks like our time together is at an end. In every direction, north, south, east and west we are surrounded, with no hope of escape. Well, except for me... I've made a deal with these pirate hunters, to hand you over and collect the bounty on each of your heads!*



*Captain, that's no ordinary whale you see out there! For 3 generations that whale has pursued my family. My father, and my father's father before both lost their lives running from that foul beast. Well I'm not running anymore! We must Confront the beast!*

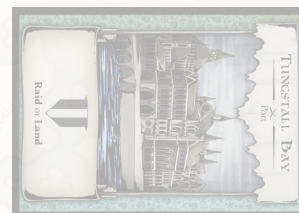
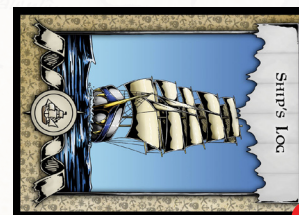
*Captain, why should we waste our time chasing scraps on empty sloops, when all the real treasure in this god-forsaken sea is already plundered and piled high in Pirate's Cove. I say we plunder Pirate's Cove!*



## Game Preparation

Select exactly three **Story Packs** (👤 🐉 🏴‍☠️). Each Story Pack will have one Legend, several Hazards, and three Aspirations. Return the other Story Packs to the game box.

- 1 Collect all **Hazards** (except the **Hurricane**) in a face up pile to the right side of the board. The Hazards should include five Pirate Hunters and any Story Pack Hazards. Hazards should be visible to all players, who can look through these cards at any time.
  - 2 Set aside the Hurricane, then shuffle the remaining nine Horizon cards together: three Ships, three Ports, and three Legends. Add the Hurricane to the bottom of this deck and place it face down on the game board. These ten cards form the **Horizon deck**. Be careful not to shuffle the Horizon deck until told to do so. (e.g. when the Hurricane is revealed)
  - 3 Shuffle all the Aspiration cards together into the **Aspiration deck**, and place it face down at the right side of the board.
  - 4 Shuffle the **Mischief deck**, and place it face down to the right side of the board.
  - 5 Place the **Ship's Log** to the left side the board, leaving space for encountered cards to be placed to its right.
  - 6 Give each player one **Weapon** 🗡️ and one **Rum** 🍷 Cargo card face down.
  - 7 Shuffle the **Cargo deck** and place it face down at the side of the board.
  - 8 Deal four cards from the Horizon deck face up onto the empty Horizon spaces.
  - 9 Shuffle the **Fate deck**, and place it face down on the left side of the board for the end of the game.
- A Each player chooses a **Character Card** and matching **Character Token**, placing their Character Card face up in front of them.
- B Randomly place Character Tokens on the role spaces in the middle of the board, starting at the left with the Captain and proceeding to the right.
- C Deal each player two cards from the Aspiration deck, face down.



As the game progresses, encountered Horizon cards are placed to the right of the Ship's Log to track the crew's voyage.



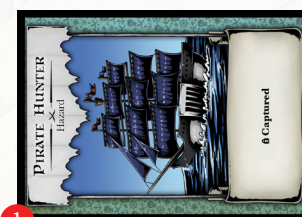
Character cards are placed face up in front of each player



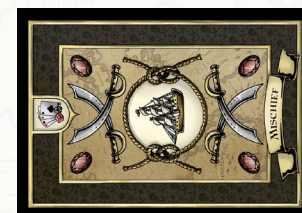
Each player's private hand starts with one Weapon 🗡️, one Rum 🍷, and two random Aspirations

Fate Cards  
(for the end of the game)

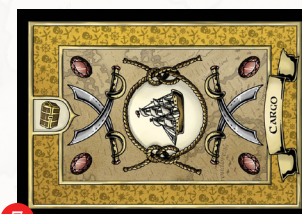




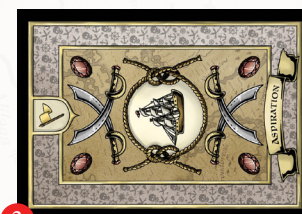
1 Hazard Cards  
(visible to all players)



4 Mischief deck



7 Cargo deck



3 Aspiration deck



D Discard Pile  
Will contain a mix of  
Cargo, Aspiration, and  
Mischief cards

# Gameplay: In Depth

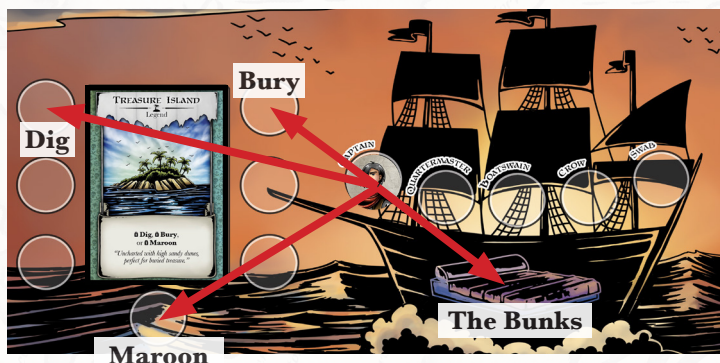
## Game Phases

'Tis Mutiny is played in rounds, and each round has seven phases:

- Loyalty Phase
- Mutiny Phase
- Captain Phase
- Quartermaster Phase
- Boatswain Phase
- Crow Phase
- Swab Phase

## Loyalty Phase

Each round begins with the **Loyalty** phase. In rank order (Captain, Quartermaster, Boatswain, Crow, Swab) players may propose that the ship encounter one of the four cards on the Horizon by moving their token to a circle to the left, right, or bottom of that card, representing the actions printed on the left, right, or bottom of the card. If there is only one action on the card (e.g. Raid), players place their tokens on the circle to the left. Otherwise they move their token to **The Bunks** to indicate they don't care about where the ship will go next turn, or are unable or unwilling to pay the Rum it may cost to propose an action.



Chase can move their token to the top circle to the left of the Horizon Card to indicate they want the crew to **Dig at Treasure Island**. They can similarly move their token to the top circle on the right of the card to indicate they want to **Bury at Treasure Island**, or move their token below the card to indicate they want to **Maroon at Treasure Island**. They can also move their token below deck to indicate they want to **Hit The Bunks**.

Players can similarly propose the ship sail to any of the other three Horizon Cards and perform actions there.

## Loyalty Phase (continued)

All actions at Legends and Hazards have locks (🔒) beside them, and can only be proposed after a player reveals an Adventurous or Desperate Aspiration with a matching key (🔑). For example, no one can propose to **Dig at Treasure Island** until someone has revealed the **Treasure Map** Aspiration. Players can reveal Aspirations at any time by placing the Aspiration card face up on the table in front of them. Once revealed, Aspirations remain face up on the table for the rest of the game and may not be used as a weapon.

If there is only one **Player Faction** (apart from crew in the bunks) then there is no Mutiny this round. The player who first proposed that action becomes the Captain. Move their token to the Captain Role space and return all other tokens to The Bunks. Play proceeds to the Captain Phase.

If at least one player has chosen a different action, then 'Tis Mutiny!

## Loyalty, Step by Step

- Players, in rank order, may propose an action by moving their token to the top space (to the left, right, or below) of that Horizon card. The first player to propose an action this round does so for free, but all other players must play a Rum 🍷 to do so. Players may also move their token to The Bunks at no cost. These players have **Hit The Bunks** and will have no say in what the ship does nor any say during a possible Mutiny.
- When proposing their action, players may play any **Mischief** cards that say **Reveal during Loyalty**.
- When a player proposes the same action at the same location as another player, their token is placed below of the previous token. These players are considered to be part of the same Player Faction and work as part of a team during Mutiny. Tokens placed earlier are considered of higher rank than those placed later.
- Actions unlocked by Desperate Aspirations may only be chosen by the player who has revealed that Aspiration.
- If all tokens are in The Bunks: See **Ending the Game**
- If all players outside of The Bunks have proposed the same action, the first player to propose that action is the new Captain. Move that player's token to the Captain Role space and other player tokens The Bunks. Play proceeds to the **Captain Phase**.
- If there is more than one Player Faction, **'TIS MUTINY!** Proceed to the **Mutiny Phase**.
- All cards played during Loyalty are discarded, except revealed Aspirations which remain face up on the table.



After raiding the HMS Victoria, Captain Chase has decided it's time to Raid Tungstall Bay, which will complete their notorious objective. They move their token to the upper left side of Tungstall Bay to indicate they want to raid this port. "Glory and revenge for Finisterre!" Chase does not play Rum because they were the first player to propose an action during this Loyalty Phase.

Quartermaster Byron is outraged! If they raid Tungstall Bay he can no longer land there to complete his Prosperous Aspiration. "My dear old mother! Mutiny!" Byron plays a Rum and moves his token beside the Notre Dame to raid it instead.

Boatswain Jonas has some extra Rum, so he plays one to support Chase, moving his token under theirs. Crow Bella considers revealing her Desperate Aspiration to maroon the crew at Treasure Island but decides this is not the time for treachery. "Best wait until tempers calm". She moves her token to The Bunks. Swab Tsuruko considers revealing her Adventurous Aspiration to Dig at Treasure Island, but decides to join Bella and moves her token to The Bunks.

Two different actions have been proposed: Raid Tungstall Bay and Raid the Notre Dame, which means Mutiny! Chase and Jonas form one Player Faction while Byron forms a second. Had Bella or Tsuruko decided to go to Treasure Island there could have been three or four factions, all fighting to determine where the ship goes in the morning.

## Mutiny Phase

Mutiny is a fight for control of the ship between two or more **Player Factions**, to decide which of the proposed actions will happen this round.

Mutiny takes place in turns, where players must either **Attack** or **Yield**, until all tokens left on the Horizon are in the same Player Faction. The player who proposed the first action this round takes the first turn and attacks a player in a different Faction, who then takes the next turn.

- **Attack:** A player can attack by playing a **Weapon** 🗡️ and naming or pointing at another player in a different Player Faction. It is now that player's turn.
- **Yield:** A player chooses not to attack and yields by **Hitting the Bunks** (moving their token to **The Bunks**). Play returns to the player who last played a weapon. That player attacks again for free, selecting a different player on an opposing Faction without playing a new weapon card.

During their turn, players may play any **Mischief** card that indicates "Reveal during Mutiny".

Should the player taking the first turn decide to yield immediately, the next turn is taken by next highest ranking player in that Faction. If all players from that Faction yield without playing a Weapon 🗡️ the last player to yield chooses the highest ranking player from another Faction to go first.

When only one Faction remains, the Mutiny is over. The highest ranking player left in that Faction is now the Captain. That player moves their token to the Captain Role space, and all other players Hit the Bunks. All cards played during this Mutiny (except revealed Aspirations) are discarded. Play proceeds to **Captain Phase**.

Chase was Captain and proposed the first action when they moved their token first during the Loyalty Phase, so they take the first turn during Mutiny. They need to force Byron to yield if they are going to remain as Captain and raid Tungstall Bay, so they play a Weapon and point to Byron.

Byron is outnumbered 2:1, but is determined to win. Byron plays a weapon and points to Jonas. Jonas decides he's not that interested in the outcome, so he yields and moves his token to the bunks. Since Jonas yielded, Byron can attack again for free without playing another weapon card. He attacks the only other player remaining, Chase.

Chase plays a weapon and points to Byron, who plays one more weapon back. Chase, sensing that Byron is prepared to fight to the end, decides to save their remaining weapons and yields. They move their token to The Bunks.

Byron's faction is the only one left. He has won the day, saved Tungstall Bay, and leads a Raid on the Notre Dame. "All hail Captain Byron!". He moves his token to the Captain Role space on the ship.

## Gameplay: In Depth (continued)

### Captain Phase

The Captain completes the action that was chosen during **Mutiny** (or during **Loyalty** if there was no Mutiny). The Captain removes the encountered card and places it in a sequence of cards to the right of the **Ship's Log** card, so that all players can see previously encountered cards.

The Captain now follows through on their proposed action:

- **Raid:** Raiding a Ship or Port gives Cargo to the crew! The Captain draws one **Cargo Card** per player, lays them face up on the table, takes one for themselves, then publicly distributes one card of the Captain's choice to each other player. Players receive Cargo cards regardless of their actions during the Loyalty or Mutiny Phases, but it's the Captain's choice as to who gets the best plunder. Players who received an Opportunity Card may exchange them for either an Aspiration or Mischief Card. After the Cargo is distributed, **Introduce a Pirate Hunter** by taking a Pirate Hunter Hazard card and placing it face down on the empty Horizon space.
- **Legend Encounter** (e.g. **Dig**, **Bury**, or **Maroon**): Follow the directions on the matching Aspiration card (previously revealed to unlock this action). That Aspiration card will say a certain Hazard must be **Introduced**. Introduce the corresponding Hazard by placing it face down on the empty Horizon space. For Adventurous Aspirations, place an **Aspiration Token** on that Aspiration card to indicate that its conditions have been fulfilled.
- **Land:** Landing at Port **Ends the Game**.

During their phase, the Captain may play **Mischief Cards** that say "Reveal during your Phase".

The last duty of the Captain is to choose a Quartermaster. The Captain moves one Character token from The Bunks onto the Quartermaster role space. That player is the Quartermaster.

### Quartermaster Phase

The Quartermaster distributes daily wages from the Ship's Hold. The Quartermaster draws one **Cargo Card** per player, looks at them in secret, takes a card for themselves, then gives one of these Cargo cards to each other player without revealing it. Players receive Cargo cards regardless of their actions during the Loyalty or Mutiny Phases, but it's the Quartermaster's choice as to who gets the best plunder.

### Quartermaster Phase (continued)

Players who received an Opportunity Card may exchange them for either an Aspiration or Mischief Card.

During their phase, the Quartermaster may play **Mischief Cards** that say "Reveal during your Phase".

Lastly, the Quartermaster moves one token from the Bunks onto the Boatswain role space. That player is the Boatswain.

### Boatswain Phase

The Boatswain (pronounced "Bos'n") helps sail the ship away from danger. The Boatswain flips exactly one or two cards from the Horizon face down, then **Foreshadows** all face down cards by placing them on the bottom of the **Horizon deck** in any order. They may look at and conceal the order that they are placed from other players.

During their phase, the Boatswain may play **Mischief Cards** that say "Reveal during your Phase".

Lastly, the Boatswain moves one token from The Bunks onto the Crow role space. That player is the Crow.

### Crow Phase

The Crow looks out from their Crow's Nest to determine which direction is safe to sail. The Crow looks at the top two cards of the Horizon deck without revealing them to other players. They may choose to **Foreshadow** both cards, by placing them on the bottom of the Horizon deck in any order. Then, they **Fill** the Horizon by placing cards from the top of the Horizon deck onto empty Horizon spaces until they are all filled.

During their phase, the Crow may play **Mischief Cards** that say "Reveal during your Phase".

For games with five players, the Crow moves one token from The Bunks onto the Swab role space. That player is the Swab.

### Swab Phase (5 Players)

The Swab dreams of one day becoming the Captain, and until that day, they're feeling a little rebellious. The Swab draws one card from the Mischief deck.

During their phase, the Swab may play **Mischief Cards** that say "Reveal during your Phase".

## End of Round

Play returns to the **Loyalty Phase**, and another round begins.

## Ending the Game

The game may end in several ways:

- The ship **Lands** safely at a Port. Players may reveal Aspirations at this time. Players win if they have revealed an Aspiration and fulfilled the victory requirements on that card. Any and all players who complete an Aspiration win the game. **Adventurous** Aspirations are not completed unless they have an **Aspiration Token** on them. All players reveal their **Treasure** 📦 and count them. The player with more Treasure than any other player also wins. (No ties!)
- A player fulfills the requirements on a **Desperate** Aspiration. The game ends immediately, without Landing at a Port. In most cases that player wins and all other players lose.
- After the Loyalty Phase, all tokens are in **The Bunks**, with no player able or willing to propose any action. In this case all players lose the game, unless they have a Desperate Aspiration that allows them to win in this situation.

All players who ended the game without a completed Aspiration draw a card from the **Fate deck**.



The sea is a dangerous place, and as the game goes on the ship will be pursued by pirate hunters, storms, and vengeful sea creatures. If the ship becomes surrounded with nowhere to go, the game ends, and all players lose.



## Epilogue

At the end of the game, players take turns describing their character's epilogue - what did completing their Aspiration and winning the game mean for them?

Winning players may regale the table with tales of their pirate exploits. Prosperous players may talk about the glorious coffee plantations they purchased with their treasures, handed down from generation to generation to this very day. Notorious players might talk of the epic songs written about their pirate's wild adventures. Desperate players may tell how their pirate is the infamous villain of stories told around the campfire.

Not all players win, but all players have a story to tell. Players who did not win use their Fate card as the basis for their pirate's tale of woe, suffering, and ultimate relegation to the footnotes of history.

*After raiding their way across the sea, the crew lands at Tungstall Bay and make their way to the Salty Dog Tavern.*

*Byron reveals his prosperous Aspiration and two treasure. "Friends, I have all that I need. Enough to buy that Hacienda for my mother. I bid you well on your next voyage".*

*Tsuruko points to her Adventurous Aspiration "I too have all I need. The treasure we dug up will last many lifetimes! Now stay back!!" With a pistol in one hand and a sack full of gold she slowly backs out and is gone.*

*Chase takes a drink and smiles. "Enjoy it Bryon, while it lasts" they think, as they plot their next raid against Tungstall Bay with their new crew. Jonas and Bella likewise haven't completed their Aspirations so will join Chase on another voyage.*

*But destiny has other things in store for Chase, Jonas, and Bella. It was the last time they would ever sail safely into port again. Chase ends up as a Pauper on the streets of Tungstall Bay. Jonas got into a bar fight later that evening and was shot in a back alley. Bella's next venture was so unprofitable the ship couldn't afford to buy fruit and she later died of scurvy. These three pirates never completed their Aspirations, and their tombstones reveal their sad fate.*

## Clean up:

The discard pile will contain a mix of Cargo, Aspiration, and Mischief cards. Be sure to return these to their respective decks.

Take the cards from the Ship's Log and return them to the Horizon deck. Separate out Hazards from the starting Horizon deck.

Find each Story Pack's Legend, Horizon and Aspiration cards and return them to the box together. Or, to play with these same Story Packs next time, leave them shuffled into their respective decks.

## Additional Rules

### 3 Players

Setup for three players is identical to setup for 4 to 5 players. The three players "double up" their roles to also play as the Crow and two Swabs.

Play proceeds as normal for the Captain, Quartermaster, and Boatswain. The Boatswain picks any of the three players (themselves included) to perform the Crow phase, but no token is moved to the Crow role space. After the Crow phase is complete, the other two players take a Swab phase, drawing a Mischief card, and potentially playing it if they can do so.

To win, a player must complete two separate victory conditions, (e.g. two Aspirations, or one Aspiration and the most treasure) or a single desperate Aspiration.

### 6 Players

Setup for six players is identical to five players, except that the sixth player is a second Swab. When initially assigning roles, place the additional token to the right of the Swab role spot, to indicate a left to right ranking of Swabs.

Play proceeds as normal through the five roles. Each Swab takes their own Swab phase. The first Swab chooses the second Swab. All swabs draw a Mischief card as they are picked, and can play the Mischief card if they can. During Loyalty, swabs choose their action in this order.

Winning the game is the same as for five players.

If the Cargo deck runs out of cards, shuffle discarded cargo cards together to form a new Cargo deck. If there are not enough Cargo cards available to complete a step (e.g. there are not enough for the Quartermaster to distribute one to each player) then that action is skipped. If the Aspiration deck or Mischief deck run out of cards, they are not reshuffled.



*In troubling times, our values are important to us:*

*Every one of us deserves a world where we  
can enjoy playing games with one another.*

*A world we cannot wait to happen,  
but one we must forge for ourselves.*

*Trans rights are human rights*

*Black lives matter*

*Every child matters*

*Your body, your choice*

*Deeds, not words*

'Tis Mutiny was created by Bravely Told Games

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'Tis Mutiny was conceived and developed on the unceded traditional territories of the Coast Salish Nations of Skwxwú7mesh (Squamish), səliłwətał (Tsleil-Waututh), xʷməθkʷəy̓əm (Musqueam), and kʷikʷəłəm (Kwkwetlem) peoples.

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