

The mutiny on Little Blue

- A game about trust and lies

Contents:

25 Island cards	<i>Shows the name of an island, and what treasures that may be acquired there for the captain and each of the other crew members</i>
1 Gameboard	<i>With dedicated spaces for 16 Island cards.</i>
Treasures	<i>In three colours: Red (rubies), blue (diamonds) and yellow (gold).</i>
1 Ship	<i>This is the ship Little Blue – on which the players are all aboard.</i>
1 Wind tile	<i>Is to be flipped into the air; The colour which comes up indicates which way the ship will sail.</i>
6 Character tiles	<i>Albert, Skytter (Gunner), Graver (Digger), Matros (Boatsman) and two Mytterists (Mutineers)</i>
1 Captain tile	<i>Shows who is the captain.</i>
1 Key tile	<i>The captain gives the key tile to another player to show that a deal has been made.</i>
1 Cloth bag	<i>The character tiles are drawn from this bag.</i>

The story:

The ship "Little Blue" is sailing from island to island, on a hunt for treasures and riches. There are 7 persons on board: The captain himself, the captain's close friend Albert, the digger who will dig for the treasures, the gunner who will keep the natives on an arm's reach from the adventurers, the untrustworthy boatsman, and – of course – two mutineers who are just waiting for the right moment to grab the command of the ship..

Every time the ship reaches a new island, the captain must choose one other crew member to take with him ashore to find treasures – the others must wait behind and watch the ship. The

captain, however, is a very old and senile man, his sight is bad, and on top of this it is a very foggy and dark night, so it is very difficult for the captain to know who is who among the crew members. To get ashore with the captain – and get a fair (?) share of the treasures -, the crew members are willing to do whatever it takes to fool the poor captain: Both lying, tricking and conspiring.

The game in short – an introduction to new players:

The Ship 'Little Blue' has a central position in the game. All the players are on board this ship, which is travelling from island to island somewhere in the Pacific ocean. At all times, one player will be the captain on board. A player will continue to be the captain until a mutiny finds place. The captain always have the captain tile and the key tile. The other players are different crew members on the ship. Each round of the game, they will each draw one character tile at random from the bag; So they will be either Albert, the gunner, the digger, the boatsman or one of the two mutineers. The tile you draw is to be kept secret! Then a negotiating round will begin; now the crew members try to convince the captain to cooperate with them - so that they will follow the captain ashore and get hold of some treasures.

The gameboard shows a part of the Pacific ocean with several islands. Before the game starts, the island cards are to be shuffled and 16 of them must be laid down on the board – face up on the defined spaces. These are the places that the ship may visit during the game (all places are called 'Islands' in the rules). Between these islands there are dark and blue arrows painted on the board. Each round the captain will toss the wind tile – and this will show which arrow the ship will follow to the next island; either the dark or the light arrow.

On each island the captain has to cooperate with one of the other players to find treasures. At the end of the game, the players get points for the treasures they have collected, and most points you

score by balancing the amount of the different kinds of treasures: diamonds, rubies, and gold.

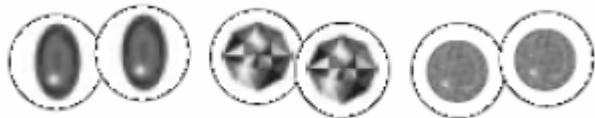
In addition to these 16 islands, there are two islands printed on the board: Pitcairn Island and Port San Julian. On these islands there are no treasures. If Little Blue sails here, a mutiny finds place automatically. Mutinies can also happen at other islands if a player who has drawn a mutineer character tile manages to lure the captain to cooperate with her.

Right by Pitcairn Island there are a sea monster painted on the game board. It's only function is as a start/goal line. Each time the ship passes the sea monster or arrives at Pitcairn Island, the ship has sailed one lap around the board. Before the game starts, the players must agree on how many laps they want to play; usually from 1 to 3.

Preparations:

The game board is put in the middle of the table. The ship Little Blue is placed on "Pitcairn Island". The island cards are shuffled, and 16 cards are placed face up on the marked spaces on the game board. The rest of the cards can be put back in the game box. They are not needed.

All the treasures are put in a pile next to the game board. Each player take two treasures of each colour.



The players agree on how many laps around the Pacific islands they will play; 2 laps is suggested for a normal length game.

Then the players decide who will start the game as the captain. This player takes the captain tile and the key tile, and puts her two red treasures back in the treasure pile next to the

game board. (i.e; the captain starts the game with only 2 yellow and 2 blue treasures).

The character tiles are put in the cloth bag and mixed.

The game begins:

Each round goes like this:

- Distribute character tiles
- The ship sails on
- Negotiations
- Receive treasures / Mutiny
- Collect all character tiles

Distribute character tiles

The captain let each of the other players (hereafter referred to as the crew members) draw one character tile at random from the cloth bag. The character tile you draw is to be kept secret from all the other players.



The ship sails on

And now the ship sails on to the next harbour. The captain tosses the wind tile such that it lands with a random side up. The colour of this side indicates whether the ship should follow the dark or the light arrow to the next harbour on the game board, and the captain moves the ship accordingly (The first game round is an exception from this: The captain do not need to toss the wind tile, as there are only one arrow leaving Pitcairn Island – The ship simply follows this arrow onward to the next harbour).



The wind tile is tossed and the ship follows the blue line



Negotiations

Now the negotiations begin, and the crew members will try to convince the captain to cooperate with them – mostly by lying about who they are. There are no set order in the negotiation phase; the players are free to discuss openly, and they may make as many offers as they like to the captain. The captain may make offers of agreement as well. The crew members are trying to get to an agreement of cooperation with the captain. The captain may only agree to cooperate with *one* of the crew members. An agreement can either be *conditionless cooperation*, or it can comprise that *one of the two players give the other player treasures*. No other deals are allowed, and an agreement may only include treasures currently belonging to the players.

The colours of the treasures, however, may very well be a part of the agreement.

Some examples on agreements: *"I will cooperate with you if you give me 1 diamond and two rubies"*, *"I will give you two gold if you cooperate with me."*, or: *"I will cooperate with you for free."*

The crew members may refuse to cooperate with the captain. When the captain has come to an agreement with one of the crew members, eventual treasures are exchanged between the captain and the crew member according to the agreement. Then the captain give the key tile to the crew member as a sign of that the deal is closed. Now (and not sooner) the crew member shows his character tile (and who she *really* is). Now treasures are paid out to the captain and the crew member according to the values on the current island card.

Note that the captain *has* to cooperate with one player at each island, except if all the players demand treasures for the cooperation. In that case, the captain is not forced to cooperate with anyone, and if no agreements are made, the character tiles will be collected and redistributed, and the ship will sail on to the next island.

Receive treasures

If the crew member has shown to be Albert, Skytter (the Gunner), Graver (the Digger) or Matros (the Boatsman), find this name on the island card. The treasures are then paid out like this: The crew member receives as many treasures as shown in the first column (the player takes that many treasures - of the indicated colour – from the pile of treasures next to the game board). How many treasures – and of which colour – the

captain will receive, is shown in the second column (The second column is marked 'K' for 'kaptein' (= 'captain')). Note that the treasures that are received depend on which character the crew member actually *was*, and not which character the crew member has *claimed to be*. The players may – and probably should – keep their treasures hidden from the other players.



The gunner receives two blue treasures, and the captain receives 4 blue treasures.

Mutiny

If the player with whom the captain cooperates shows to be Mytterist (a Mutineer) no treasures are received from this island. Instead, a mutiny finds place, and the mutineer becomes the new captain, and takes the captain tile from the former captain. Then she starts the next round by collecting all the character tiles in the cloth bag.



Next round

When the treasures are received, or a mutiny has found place, the next round starts: Each of the crew members put

their character tiles back in the cloth bag. The character tiles are mixed, and then the captain lets each of the other players draw one character tile at random from the cloth bag. Then the wind tile is tossed, and the ship sails on.

"Pitcairn Island" and "Port San Julian"



If the ship sails to one of these islands, a mutiny automatically finds place. If one of the players have a Mutineer-tile, this player becomes the new captain, and takes over the captain tile and the key tile. If none of the players have got a Mutineer-tile, nothing happens and the ship sails on. If two players have both got a Mutineer tile, those players choose one side of the wind tile each. The wind tile is tossed, and the Mutineer whose side came up becomes the new captain.

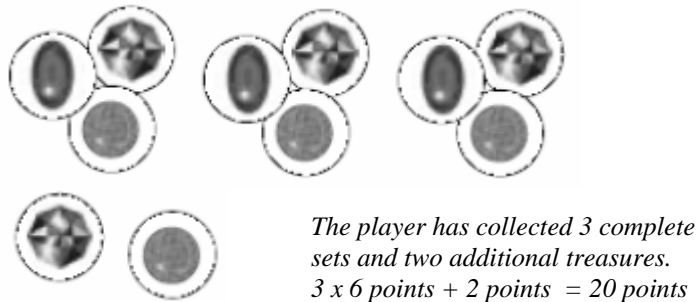
Then all the character tiles are put in the cloth bag, and the next round starts. Note that there are only one arrow leaving both Pitcairn Island and Port San Julian, so there is no need to toss the wind tile when travelling from these islands.

The game ends:

Each time the ship reaches Pitcairn Island or passes the sea monster, the ship has sailed one lap around the board. When the ship has sailed as many laps as agreed upon at the start of

the game, the game ends immediately, and the points are tallied.

The players separates their treasures into 'sets'. A *set* is one ruby, one diamond and one gold treasure. Each set is worth 6 points. All additional treasures which is not part of a set is worth 1 point each. The winner is the player who scores the most points.



Simplified version:

Before the game starts the players have to agree on whether they want to play a simplified version of the game or not. The simplified version is recommended to unexperienced players and if one plays with children. When playing the simplified version, the types of treasures do not matter – they are freely interchangeable, and at the end of the game, each treasure is simply worth 1 point.

When playing with 5-8 players:

When playing with 5-8 players, you should try out this 'Mate variant'. The Mate functions almost like another captain: At the beginning of the game, one player is assigned the role as 'The Mate'. He gets a character tile (just use a coin) and a key tile of his own (another coin). This player starts the game with only 2 yellow and 2 blue treasures (just like the captain).

Each round goes like this:

- All players except the captain and the mate draw one character tile from the cloth bag.
- The captain throws the wind tile and moves the ship.
- The negotiations goes like usual, but now both the captain and the mate can each cooperate with one of the other players. The mate and the captain can not cooperate with the same player. It is important that no one reveals their character tile before both the captain and the mate has made a deal with another player.

At Pitcairn Island and Port San Julian, the following happens:

If there are only one Mutineer among the crew, he may chose whether he wants to take over the role of the Captain or that of the Mate. If there are two Mutineers, they take over one role each.

An example of play:

Anne is the captain, and a new round is about to begin. Anne lets each of the other players, Bent, Clara, David og Eliza draw one random character tile from the cloth bag. Anne tosses the wind tile. The light arrow is face up, so Anne moves the ship along the light arrow to the next island: "Del Coco". The negotiations begin:

David: *"Okay, Anne. I am the Digger ("Graver") this round, so if you give me 2 diamonds and 1 gold, I will let you cooperate with me, and then you will get 6 diamonds from the treasure – doesn't that sound nice?"*

Clara: *"Bah! I am the Digger, and you can cooperate with me for two gold!"*

Bent: *"I am Albert, and I will give you one diamond if you cooperate with me."*

Anne (the captain): *"If I am to cooperate with you, Bent, I want 2 rubies from you. Or at least one ruby and one other treasure.."*

Bent: *"Never! Actually I have change my mind – I won't give you anything to cooperate with me, you'll have to do with the one diamond you get from the treasure."*

Eliza: *"Well, I am the Boatsman ("Matros") this round. I'll give you one treasure of your choice if you cooperate with me. Unfortunately there are no treasure for you on the island, but at least you are assured the one treasure you get from me. Because; if you cooperate with Clara or David, I am sure you'll end up with nothing – I am pretty sure that one of them is the Mutineer!"*

		K
Albert	4	1
Skytter	4	0
Graver	0	6
Matros	2	0

Anne: *"Hmm, I think I might want to cooperate with Clara. But I'd rather want to give you two diamonds for the cooperation instead of the gold, because I would end up with so much diamonds when I get the treasure. Is that OK with you, Clara?"*

Clara: *"Yeah, whatever..."*

Example 1: Captain Anne decides to cooperate with Clara, who has claimed to be the Digger. Clara agrees on the cooperation on the condition that Anne pays her 2 diamonds. Anne pays the diamonds according to the agreement, and gives her the key tile. Now Clara

shows her character tile. She was the Boatsman ("Matros"). Treasures are paid out according to the island card: Matros: 2 - 0. (Clara receives 2 rubies from the treasure – Anne gets nothing).

In total this round, Clara has earned 4 treasures; 2 diamonds and 2 rubies, while Anne has lost 2 diamonds. Anne continues as captain, collects all the character tiles in the cloth bag, and starts the next round by tossing the wind tile.

Example 2: If Clara has shown to be a Mutineer, Anne would have lost both the two diamonds and her captain status, while Clara would have earned both 2 diamonds and the captain role. Then Clara would have received the captain tile, collected all the character tiles in the cloth bag, and started the new round by tossing the wind tile.

A short summary

Preparations:

The players start with 2 of each treasure

The captain starts with 2 diamonds and 2 gold

Decide how many laps you want to play (1-3)

A new round:

The character tiles are shuffled and dealt out to the players.

The wind tile is tossed and the ship is moved.

Cooperation:

Only one player can give the other player treasures for the cooperation.

"Pitcairn Island" / "Port San Julian":

The Mutineer automatically becomes the new captain. When there are two mutineers: Toss the wind tile to decide.

At game end:

6 points for each set (1 gold, 1 diamond, 1 ruby)

1 point for each additional treasure.