



4 players ~10 minutes

You are the crew of the HMS Moon Yeti. One of you is planning a mutiny. The Mutineer's goal: to survive while the others attempt to discover you.

Setup:

Deal 1 card face-down to each player. This card represents the player's role in the game. Each role can perform certain actions during the game. Each card also contains 15 numbers, which are used to determine which player is the mutineer.

Look at a clock and declare the current time. The player whose card displays the minutes portion of the time is the Mutineer. (Ex: at 10:32 AM, the player with '32' on his card is the Mutineer.)

Each player's role and actions are public information, but the numbers on the card and identity of the Mutineer are secret.

Gameplay:

Play proceeds in 2 rounds.

Round 1: Looking for evidence:

Round 1 consists of a period of discussion, followed by a vote to declare one player innocent of mutiny. Players discuss, trying to figure out who the mutineer is. Players can accuse each other, with or without reason. Players can deny, lie, shout, threaten, and make wild accusations. Any discussion is fair game, but players cannot show their cards to other players unless an action requires them to do so.

Each player has an action #1 printed on their card that they can choose to take during the first round. The Boatswain and Chaplain take their actions during the discussion, while the Navigator and Helmsman take their actions during the vote. All actions are optional.

Boatswain ***Cabin Search:*** Look at another player's card to determine if they are the mutineer.

Chaplain ***Confession:*** All players will close their eyes. The Chaplain will choose another player, who must silently indicate whether they are the mutineer or not. If the target is the mutineer, the Chaplain shares their fate.

Helmsman ***Trust:*** During the vote, the Helmsman may vote twice. The votes can be the same or different, but must be cast simultaneously with the rest of the players.

Navigator ***Dead Reckoning:*** After the vote the Navigator can change any vote that was cast. This can be any player's vote, including the navigator, but the vote must be moved to a non-Navigator player.

Innocence Vote:

After a few minutes of discussion and actions, players will cast a vote of innocence. Players vote to declare one crew member INNOCENT of mutiny. Players simultaneously reveal their votes by pointing at a player they think is NOT the Mutineer (players cannot vote for themselves). The player with the most votes is declared innocent. If the Mutineer is declared innocent, he immediately wins. If the vote ends tied, nobody is declared innocent.

Round 2: The Trial:

Round 2 starts with a continuation of the discussion, using information learned during the first round discussion and voting. Players again discuss, speculate, accuse and deny. As in Round 1, any discussion is allowed, short of actually showing the face of a card.

Guilt Vote:

After a few minutes of discussion, a second vote is cast to declare one player GUILTY of mutiny. Players cannot vote for the innocent player from Round 1, and cannot vote for themselves. Players reveal their votes simultaneously (unless an action states otherwise). Each player has an optional Round 2 action they can use to affect the vote. The Helmsman must take his/her action before the vote. The other actions are after the initial votes are cast, in the order listed below.

- Helmsman** **Condemn:** Before voting, the Helmsman may choose another player to receive an extra vote. That player may cast two votes, for the same or different players.
- Boatswain** **Bosun Knows Best:** Wait until all other players have cast their votes before casting your own vote.
- Chaplain** **Forgiveness:** The Chaplain may choose to take one vote away from one player and onto him/her self. The Chaplain may not choose to change his/her own vote.
- Navigator** **Change Course:** The Navigator may choose one player that did not vote for the Navigator. That player **MUST** change his/her vote.

After any actions are performed, the player with the most votes is declared GUILTY. If the final vote is a tie, nobody is guilty, and the Mutineer goes free.

Game End:

After voting, the Mutineer is revealed. If the Mutineer is Guilty, the other players share a win. If the Mutineer is not Guilty, the Mutineer wins.

If the Chaplain selected and received a confession from the mutineer in the first round, then the Chaplain is on the side of the mutineer. If the mutineer survives the vote, the Chaplain wins. This is true even if the Chaplain is voted guilty. If the mutineer loses, the Chaplain loses as well. Alternately, If the Chaplain chose a non-mutineer player or elected not to use the confession, then the Chaplain is on the side of the innocent crewmates and shares a fate with the other players.

Voting: A player can never vote for him/her self. This is true in both votes. Any action that changes votes cannot be used to force a player to vote for him/her self. In the same way, second round votes can never be cast for the player declared innocent in round 1.

Tips for a better experience:

- While it's possible to memorize the numbers on each card, you'll have more fun if you don't.
- If players begin to remember the numbers on the cards, take the 4 aces from a poker deck, deal 1 to each player. The ace of spades is the mutineer.
- Mutiny is a social game. Heated discussions, wild accusations, and bald-faced lies are all part of the game. Use them to your advantage.
- Often, discussion starts with a baseless indictment. If players hesitate to accuse others, you can designate the Helmsman to make the first accusation.
- Pay attention to facial expressions and reactions to accusation. It may be the only information you get.
- The order of second round actions matters. Refer to the quick guide for the correct sequence of actions.

Quick Guide:

1. Deal Cards.
2. Players Announce Roles.
3. Declare time. All players look at numbers to determine if they are Mutineer.
4. Round 1: Looking for Evidence.
 - A. Discussion, accusation, denial.
 - B. In any order: Boatswain looks at 1 card and/or Chaplain receives confession. (optional)
5. Innocence Vote: Vote to declare one player innocent. Cannot vote for self.
 - A. Helmsman may cast 2 votes. (optional)
 - B. Navigator may change 1 vote. (optional)
6. Round 2: The Trial.
 - A. Discussion, accusation, denial.
 - B. Helmsman designates another player to cast an extra vote. (optional)
7. Guilt Vote: Vote to declare one player guilty.
 - A. Boatswain waits until votes are revealed before casting vote. (optional)
 - B. Chaplain takes 1 vote. (optional)
 - C. Navigator forces 1 player to change 1 vote. (optional)
8. Reveal Mutineer.

5 and 6 (or more) player variant:

Choose 4 players to play the roles. The players who do not take roles will be the jury.

- ◇ The jury can participate in discussion, but have no actions to take.
- ◇ The jury should not see the numbers on any cards.
- ◇ The jury must close their eyes if the Chaplain is receiving a confession.
- ◇ The jury will participate in both votes, with one vote each.
- ◇ Since jury members cannot be the mutineer, they cannot receive votes in either round.

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