

Scrubbudgetel

Created by Philip Young – © 2010

Object of the game

To find the treasure cave of Scrumbudgetel the Pirate King.

This achieved by following the trails and features on the Scrumbudgetel Island until the treasure cave is reached.

To follow the trails the players (Pirates) start at the landing site and spreading out across the island, they leave markers on the map as they go, defining the trails. Each marker is has value measured doubloons that are redeemed from the treasure when it is found, so the more effort a Pirate puts in (the more markers they place) the bigger share of the booty they get at the end of the game. For every marker belongs to another Pirate that they discover (I.e. pull from the Booty Bag) that and that they retain at the end of the search, they loose double the doubloons for. By marking a trail with another Pirates marker the owner of the marker receives the assigned value in doubloons.

The winner is the player with the most doubloons at the end of the game.

Playing pieces

There are five types of markers in four different shapes (Hexagons, Squares, Oblongs and Triangles) and in four colours.

All sides of every marker are the same length.

Each marker has a point value defined in Doubloons (dbls), used to determine the winner at the end of the game.

Landing / Start – hexagon x 1 - (Value not applicable)

Trail – oblongs x 192 (2dbls ea.)

Junction – triangles x 20 (1dbl ea.)

Destination – hexagons (6dbls ea.)

- Treasure cave x 1 - gold
- Village x 4 - 1 of each colour
- Graveyard x 1 - black
- Idol x 1 - purple
- Beach x 4 - 1 of each colour
- Signal Fire x 1 - orange

Obstacle – squares (1dbl ea.)

- Animal Pit x 4 - 1 of each colour
- River x 2 - sky blue
- Chasm x 1 - black
- Cliff x 4 - 1 of each colour
- Waterfall x 1 - sky blue

How to Play

Pirates (players) sit in a circle around the map area (Eg. Table or mat) that is designated as 'Scrubdugel Island'.

The players each roll the die. The highest roller is declared the Capt'n who becomes the purser (score keeper) and takes the first turn.

Each player is assigned the colour of one of the four sets of markers, (i.e. White, Red, Yellow or Blue)

Moving anti-clockwise around the circle, each player takes a turn to roll the die and draws from the Bounty Bag the number of markers rolled and places them face up in front of them.

Play then commences with the Capt'n and proceeds with players taking turns clockwise (moving to the left) around the circle.

A turn consists of:

1. Rolling a die and placing the number of markers rolled onto the island, edge-to-edge with previously played markers, to make a map of the trails and features of the island.
Note: Players must put down the number of markers rolled if they have them in their Stash, even if it means having to place an opponent's markers on the map.
2. The Capt'n adds the points for the markers of each player's colour that have been placed in the turn, to the respective player's game totals.
3. The player whose turn it is, rolls again and pulls out of the Bounty Bag the number of pieces rolled (without peeking as they do so).

Play continues in turn around the circle (to the left) until the Treasure Cave (End) marker is played.

Note: This marker cannot be played until all players have had at least one turn.

Rules

1. Only one trail may be followed per turn.
2. Only Trail markers may connect to the Landing (Start) marker.
3. Only Trail markers may be connected to a Destination marker.
4. Only one Junction may be played per turn.
5. Junctions may connect to a Trail marker anywhere along a trail.
6. Junctions may not connect to other Junctions.
7. When a Junction is added to start a new trail it must immediately have at least one Trail marker connected to it by the same player who played the Junction marker.
8. Where a Junction marker has already been played by connecting it to the side of an existing trail, a third trail may be started by connecting to the free, side of the triangle but only during a later turn.
9. Obstacles must be added to Trail markers already on the map, not to Junctions or to other Obstacles, Destinations or the Landing (Start) marker.
10. When an Obstacle is played, the next player misses a turn.
11. Trails cannot be extended past a Destination. (I.e. Only one marker can connect to a Destination.)
12. Destinations may not be connected to other Destinations.

13. Players must play all their own markers in their Stash before placing markers of their opponents colour on the map.
14. If a player runs out of markers before finishing their turn, they proceed to roll again and draw more markers from the Bounty Bag. These marker can only be used for subsequent turns.
15. If there are no more markers in the Bounty Bag, and the Treasure Cave has not been played, the players with markers continue to play until the Treasure Cave appears on the map. The other players pass.
16. The Treasure Cave (End) may be played during any turn other than the first round. I.e. all players must have had at least one turn.
17. Once the Treasure Cave is played, no more markers may be placed on the map, even if the pirate playing the Treasure Cave has not finished placing all the required markers for their turn.
18. When playing a series of games, the winner of one game becomes the Capt'n of the next.

Scoring

During the game:

- The Capt'n adds the value of pieces played (in Doubloons) to each players Haul, colour by colour. Destinations, Obstacles and Junctions are added to the current players Haul only.

At the end of the game:

- For each player, the Capt'n totals up the value in Doubloons of all markers left in their Stash and subtracts it from the total Haul.
- The winner is the player with the highest resulting Haul signifying their effort in finding the treasure and subsequent share.

Hints

- The longer the Treasure Cave remains off the board, the bigger the possible Hauls.
- The order in which the last player places the pieces in their final turn will affect their finishing Haul size. Playing the Treasure Cave first would leave more markers in their Stash, counting against their final Haul.