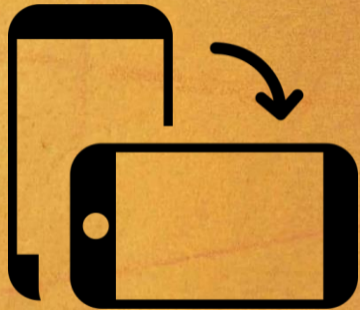


If you are reading the rules on your phone, change the orientation to landscape mode and hold your phone horizontally.

If you're having trouble reading the rules because of the font, [click here](#) for a version of the rules written in Calibri, a more legible (but less thematic) font.



ALL SEA HOLL!

BAD GUY BOARD GAMES

Game Design & Artwork by Harry Arthur Nuss

Goal

In this game, you can be the Captain or you can be one of the Crewmembers.

Each Crewmember tries to get a set of 4 identical Treasure Cards in their hands. It doesn't matter which set a Crewmember completes. When every Crewmember (both living and dead) simultaneously reveals a complete set of Treasure Cards, the Crewmembers win.




The Captain tries to prevent the Crewmembers from completing their goal by shooting them. The Captain wins if the Crewmembers haven't completed their goal after 5 minutes (or if the Captain has killed off so many crewmembers that it becomes impossible for the Crewmembers to complete their goal).

Set-up (2-4 players)

The instructions for playing with 5-8 players can be found on page 4.

1. Remove all chairs from the room, and put a table in the middle of the room.

2. Each player stands next to a side of the table.

3. Decide who will be the Captain by way of **one-eyed staring contest**: 

- All players who would like to be the Captain close 1 eye simultaneously.
- You can look anywhere you want, eye contact does not matter.
- Whoever blinks last, becomes the Captain.
- Eye pokes are not allowed.



4. The Captain puts on the Eye Patches. Tips for wearing the Eye Patches comfortably:

- Put the Eye Patch without the hole on first, then the Eye Patch with the hole.
- The straps of the Eye Patches should cross above the bridge of your nose.
- The straps of the Eye Patches should go under your ears, not above your ears.
- You should only be able to see through the hole, not along the sides of the Eye Patch.
- The straps are adjustable in size. If it feels like they're crushing your head, loosen them.
- If the Eye Patches are sliding down, tighten the straps.
- If you can't wear the Eye Patches comfortably, you can use an empty kitchen paper roll or toilet paper roll. Hold it to one eye like a telescope to recreate the tunnel vision. Cover your other eye with your free hand.
- If you're wearing glasses, take your glasses off, put on the Eye Patches, then put your glasses back on.



5. If you haven't played *Aye Sea You!* before, remove the 6 Trap Cards from the game (the cards with white text).

In a game with 2 players, take 3 sets of Treasure Cards and remove the remaining 4 sets from the game.

In a game with 3 players, take 4 sets of Treasure Cards and remove the remaining 3 sets from the game.

In a game with 4 players, take 5 sets of Treasure Cards and remove the remaining 2 sets from the game.

6. Shuffle the Treasure Cards, then put them on the table with the backside up. Form a full circle of cards in the middle of the table. There should be a gap between each card of about the width of a card (7 cm or 2.75 inch), and enough distance between the cards and the sides of the table.

7. A Crewmember sets the timer for 5 minutes to start the game.



Gameplay (2-4 players)

What can a living Crewmember do?

- Run around the table, even behind the Captain.
- Slide cards off the table into their hand, one at a time.
- Put cards back on the table into the circle of cards.
- Give one or more Treasure Cards to other Crewmembers in order to complete a set.
- Look at the Treasure Cards other Crewmembers are holding.
- Show their Treasure Cards to the other Crewmembers.
- Talk to the other Crewmembers and the Captain.
- Have any number of Treasure Cards in their hands.
- Organize the Treasure Cards in their hand.



What can the Captain do?

- Shoot the Crewmembers! He can do this by pointing at them and yelling: 'BANG!', 'AYE SEA YOU!', 'YA DUN' GOOFED NOW!' or whatever he can come up with on the spot.
- The Captain can look anywhere on the table and should try to not look beyond the table.

When is the Captain allowed to shoot a Crewmember?

- The Captain can shoot a Crewmember if he sees a Crewmember in a Guilty Position. In other words, when that Crewmember has a hand (or other body part) above the table, is grabbing a card from the table or putting a card back on the table. It doesn't matter if a Crewmember is moving or stationary when the Captain spots them in a Guilty Position.

What can't the Captain do?

- The Captain can't shoot a Crewmember when that Crewmember does anything around or underneath the table.
- The Captain can't walk around.
- The Captain can't take off his Eye Patches during the game.


What happens when a Crewmember is shot?

- If a Crewmember is shot, they die and lie down next to the table. A dead Crewmember can't do or say anything (except reveal their cards when each Crewmember has a complete set). The living Crewmembers may give cards to and take cards from the dead Crewmembers.

Other Rules (2-4 players)

- The Crewmembers are not allowed to block the Captain's view, for example by putting a hand over the eyepatches.
- The Crewmembers are not allowed to make a mess of the circle of Treasure Cards, for example by spreading the Treasure Cards all over the table.
- The Captain has to be honest about whether or not he saw a Crewmember in a Guilty Position.
- The Crewmembers have to be honest about whether or not they were in a Guilty Position.

Set-up (5-8 Players)

1. Decide who will be the Captain by way of **one-eyed staring contest:** 

- All players who would like to be the Captain close 1 eye simultaneously.
- You can look anywhere you want, eye contact does not matter.
- Whoever blinks last, becomes the Captain.
- Eye pokes are not allowed.



2. The Captain puts on the Eye Patches. Tips for wearing the Eye Patches comfortably:

- Put the Eye Patch without the hole on first, then the Eye Patch with the hole.
- The straps of the Eye Patches should cross above the bridge of your nose.
- The straps of the Eye Patches should go under your ears, not above your ears.
- You should only be able to see through the hole, not along the sides of the Eye Patch.
- The straps are adjustable in size. If it feels like they're crushing your head, loosen them.
- If the Eye Patches are sliding down, tighten the straps.
- If you can't wear the Eye Patches comfortably, you can use an empty kitchen paper roll or toilet paper roll. Hold it to one eye like a telescope to recreate the tunnel vision. Cover your other eye with your free hand.
- If you're wearing glasses, take your glasses off, put on the Eye Patches, then put your glasses back on.



3. Find some chairs that can hold your weight. Use these chairs to form a circle.


The Captain stands in the middle of the circle. Every Crewmember takes a seat on a chair.

Don't place the chairs too far apart, as Crewmembers need to be able to pass Treasure Cards to each other while remaining seated. Throw your table in the ocean, you don't need it for a game with 5-8 players.



4. If you haven't played *Aye Sea You!* before, remove the 6 Trap Cards from the game (the cards with white text). For each Crewmember, there should be one set of 4 identical Treasure Cards. Remove all unnecessary Treasure Cards from the game. For example, if there are 6 Crewmembers, you need 6 out of 7 sets, so you remove 1 set from the game.

5. Shuffle the remaining Treasure Cards and give each Crewmember 4 random cards.

6. All Crewmembers assume the **Innocent Position:** 

- Sit upright.
- Hold all your cards in your hands.
- The back of your cards face the Captain, so the Captain can't see your Treasures.
- You are allowed to organize the cards in your hand.
- Smile, the Captain can't prove you've done anything wrong!

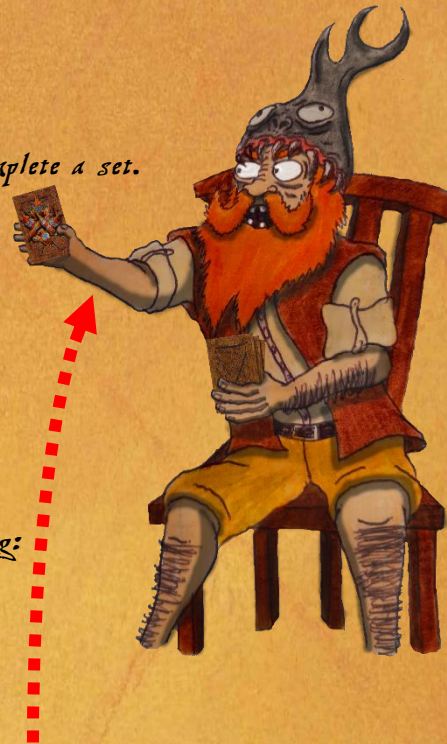
7. A Crewmember sets a timer for 5 minutes to start the game.



Gameplay (5-8 players)

What can a living Crewmember do?

- Give one or more Treasure Cards to other Crewmembers in order to complete a set.
- Look at the Treasure Cards other Crewmembers are holding.
- Show their Treasure Cards to the other Crewmembers.
- Talk to the other Crewmembers and the Captain.
- Have any number of Treasure Cards in their hands.
- Organize the Treasure Cards in their hand.



What can the Captain do?

- Shoot the Crewmembers! He can do this by pointing at them and yelling: 'BANG!', 'AYE SEA YOU!', 'YA DUN' GOOFED NOW!' or whatever he can come up with on the spot.

When is the Captain allowed to shoot a Crewmember?

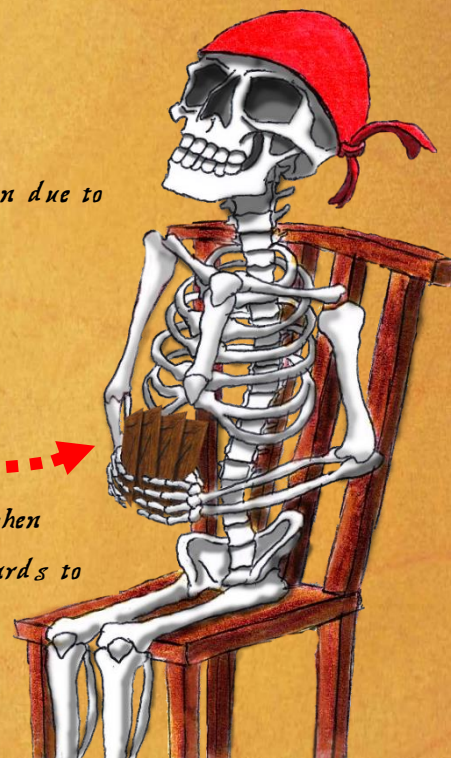
- The Captain can shoot a Crewmember if he sees a Crewmember in a **Guilty Position**. In other words, when that Crewmember is actively trying to trade Treasure Cards with another Crewmember or showing Treasure Cards to another Crewmember. It doesn't matter if a Crewmember is moving or stationary when the Captain spots them in a Guilty Position.

When is the Captain not allowed to shoot a Crewmember?

- If a part of the Crewmembers face moves.
- If a Crewmember moves involuntarily, such as a chest moving up and down due to breathing, a finger slightly trembling, and so on.
- If a Crewmember is organizing the cards in their hand.
- If the Captain heard someone move, but didn't actually see it.

What happens when a Crewmember is shot?

- If a Crewmember is shot, they die and return to the **Innocent Position**. A dead Crewmember can't do or say anything (except reveal their cards when each crewmember has a complete set). The living Crewmembers may give cards to and take cards from the dead Crewmembers.



Other Rules (5-8 players)

- The Captain is not allowed to just stare at one Crewmember for the whole game, except if that Crewmember is the only Crewmember still alive.
- The Captain is not allowed to leave the circle, and the Crewmembers are not allowed to leave their seat.
- The Captain has to be honest about whether or not he saw a Crewmember in a Guilty Position.
- The Crewmembers have to be honest about whether or not they were in a Guilty Position.
- The Captain can't take off his Eye Patches during the game.

Variations for 2-4 players & for 5-8 players

1. Second Chance

When the Captain spots a Crewmember in a Guilty Position, he chops off one their hands (Captain's chooses right or left hand) instead of shooting that Crewmember. The crewmember then continues with that hand on his back, only being able to use their other hand. When that crewmember is spotted again, the Captain shoots the Crewmember as usual.

2. The Great Switcheroo (5-8 only)

Instead of sitting down, all Crewmembers stand. They can switch places with another Crewmember during the game. Switching places counts as a Guilty Position. The circle should remain the same size during the game.

3. Criminal Slang

Talking about smuggling treasures near the Captain is about as stupid as discussing how you're going to rob a bank while sitting next to a police officer. But when you're using criminal slang, the Captain will have no idea that you're planning things behind their back. For example, instead of saying 'I need one more Map!' you could ask 'Could someone point me in the right direction?'

4. Secret Sip

Instead of giving each Crewmember 4 random Treasure Cards, give them a mug with a drink of their choice (apple juice, for example). Each Crewmember has 5 minutes to finish their drink. They don't work together during this variant, it's every person for themselves! If a Crewmember hasn't finished their drink by then, that Crewmember loses. If the Captain sees a Crewmember drink, he shoots that Crewmember.

That Crewmember can no longer drink and immediately loses.

All Crewmembers assume the **Secret Sip Innocent Position**: ■■■■■ by holding their mug with one hand at the height of your belly.

The Crewmembers are not allowed to spill any of their drink on the floor.



Trap Cards

Adding Trap Cards to the game

- When all players understand the game, you can start adding Trap Cards to spice up the game.
- I recommend adding them one by one, not all at the same time. When you add one, make sure everyone understands the effect written on the card & the additional rules described below before the game starts.
- To add a Trap Card to the game, shuffle them into the pile of Treasure Cards before putting the mix of cards on the table (2-4 players), or distributing them among Crewmembers (5-8 players).
- Next to the name of each Trap Card you'll see a range of players that best suits that particular Trap Card. This is just a recommendation, not a hard rule. These ranges are based on the assumption that you only use that one Trap Card and assuming all players are equally skilled. Every playgroup, every game variation and every combination of Trap Cards is different, so try them out and see what works for you!

Playing with Trap Cards

- Trap Cards have no effect on the goal of the game, as they aren't Treasure Cards.
- The effect written on a Trap Card triggers when the Crewmember holding that Trap Card is shot.
- The Crewmember who was shot resolves the effect on the card, then dies (exception: Holy Shield).
- Resolving an effect is mandatory, not an option.
- Resolving an effect does not pause the game, everything continues as normal.
- Crewmembers can't just throw away the Trap Cards that help the Captain.
- Discarding a Trap Card means removing it from the game. It can't be used again until the next game.

Explosive Powder (recommended for 6-8 players)

- The other cards should be thrown at least 1 meter above the Crewmember's head.
- The other Crewmembers can catch the cards out of the air or pick them up from the ground.
- Catching the cards or picking them up counts as being in a Guilty Position.



Death Threat (recommended for 5-8 players)

- The Captain can use this card on any number of Crewmembers, any number of times.
- The Captain has to actually look at the revealed cards, not just swing the Death Threat around like a madman to constantly make the Crewmembers reveal their cards.
- If a Crewmember reveals the cards in his hand because of this card, that doesn't count as being in a Guilty Position, so they can't be shot when they do that.



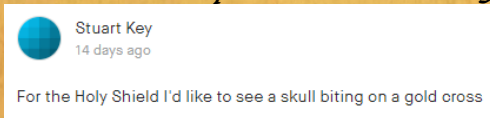
Ancient Fart (recommended for 7-8 players)

- Holding your nose does not count as being in a Guilty Position.
- Dead Crewmembers sitting next to the Crewmember who was shot don't have to hold their noses.
- Crewmembers who hold their nose can hold cards in the same hand they use to hold their nose.



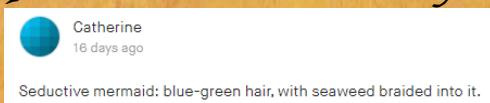
Holy Shield (recommended for 2-6 players)

- If a Crewmember is shot with Holy Shield and another Trap Card in their hand, that Crewmate only resolves the Holy Shield, and keeps the other Trap Card in their hand.
- Can't be used to protect a Crewmember from having their hand cut off (Second Chance variation).



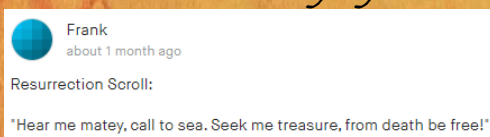
Seductive Mermaid (recommended for 5-7 players)

- While the Captain stares at this card, he is unable to see what the Crewmembers are doing.
- The Crewmembers can use this brief moment of distraction to trade as quickly as possible.



Resurrection Scroll (recommended for 3-6 players)

- The Crewmember that brings another Crewmember back to life has to actually say the text written on the scroll itself before the other Crewmember comes back to life.



Big thank you to my girlfriend, friends and family for all their help!

If you've got feedback on the rules, spotted a typo or have a good idea, let me know!