

KING OF THE HILL

PLAYERS: 2-24 | GENRE: COMBAT | SETUP TIME: SHORT
STARTING PRESET: CREATIVE

GAME RULES

One lone Guardian player at a Sea Fort must prevent a haul of treasures from being stolen, while other players try to claim the loot... but only the Guardian is allowed to attack!

All other players must use their wits to sneak by or evade the Guardian, taking treasures back to their ship.

The game ends when all the treasure has been taken, so the Guardian loses, or when time runs out, when they win!



CREWS

Ship 1 (any): The Guardian
Ship 2 (any): 2-4 Players

Add more ships as needed!

SWITCHES

{Scoring} Scoring = ENABLED

{Scoring} Time Limit = ENABLED

{Scoring} Time Limit Set = 1800

SETUP

- ◆ Pick a player to be the Guardian and Fast Travel them to a Sea Fort.
- ◆ Spawn in treasure items of your choosing and allow the Guardian to place them.
- ◆ Spawn in a supply of Cannons of Rage, Tridents, etc. for the Guardian.
- ◆ Send the other crews sailing to invade the Sea Fort.

HOSTS' TASKS

Before Match - Fast Travel the Guardian to a Sea Fort.

Before Match - Spawn in the treasures they will be protecting and defensive items like Cannons of Rage.

Start of Match - Start scoring

NOTES:

The Guardian is not allowed to leave the Sea Fort, but can always recover treasures from the water using a grapple gun... Multiple crews can compete to see who can take the most chests, but aren't allowed to attack one another.