



PLAYERS: 4-24 | GENRE: COMBAT | SETUP TIME: SHORT
STARTING PRESET: COMPETITIVE PIRATES

GAME RULES

Multiple crews lock horns & transform an Island paradise into a deadly arena!

It's a classic team deathmatch set on Old Sailor Isle. Earn silver by attacking other crews and reviving your own crewmates.

The crew with the most points when time runs out wins the contest!



CREWS

Ship 1 (any): 2-4 Players

Ship 2 (any): 2-4 Players

(Add more ships as needed!)

SWITCHES

[Ship] Ship Supplies = REDUCED

[Ship] Emergent Rowboats = OFF

[Scoring] Revive Crewmate = 10

[Scoring] Disable all ship damage

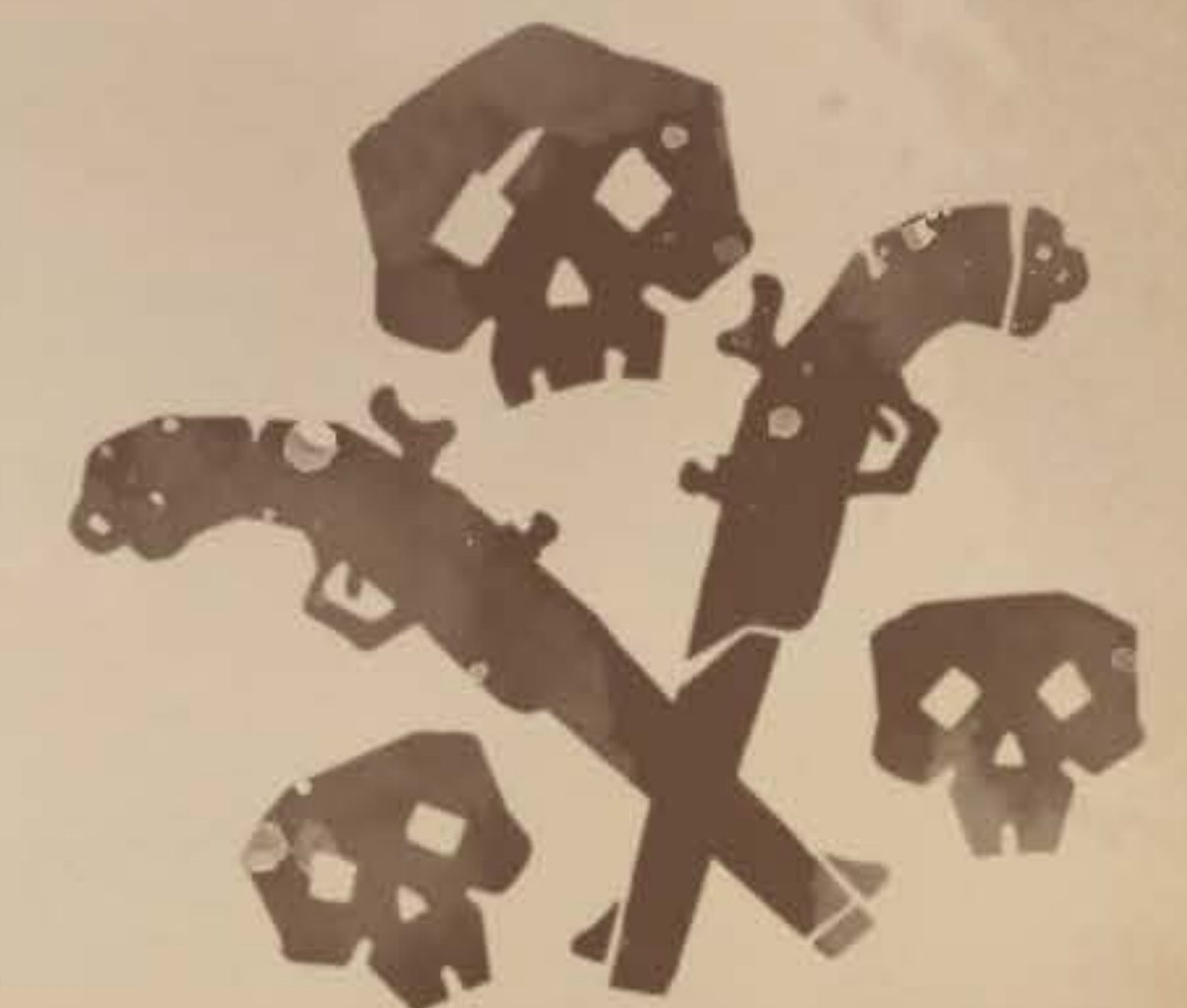
SETUP

- ◆ Use Quick Sail to position each crew's ship close to the beaches of the island, as these will be respawn points.
- ◆ Consider placing down additional ammo crates around the island.

HOSTS' TASKS

Before Match - Position ships and ammo crates as required

Start of Match - Start Scoring



NOTES:

Be sure to select Old Sailor Isle from the list of Legendary Locations!