

HIDE + SNEAK

PLAYERS: 2-8 | GENRE: SKILL | SETUP TIME: LONG
STARTING PRESET: CREATIVE

GAME RULES

A pirate-twist on Hide and Seek. Pirates don their Sailor's Chest disguises and lurk among treasures dropped around Port Merrick, trying to avoid being discovered.

The 'seeker' pirate(s) must use their cutlass to land a hit on disguised pirates, earning themselves silver, at which that pirate becomes the new seeker.

Removing treasures from Port Merrick is against the rules!



CREWS

Ship 1 (any): 1-4 Hiders
Ship 2 (any): 1-4 Seekers

Crews switch roles as needed!

SWITCHES

{Player} Opposing Crew Damage = ON
{Player} Primary Loadout = Cutlass
{Player} Secondary Loadout = Grapple Gun
{Scoring} Scoring = ENABLED
{Scoring} Time Limit = ENABLED
{Scoring} Time Limit Set = 1800
{Scoring} Damage Dealt to Opposing Players = 1

SETUP

- ◆ Fast travel all players and their ships to Port Merrick.
- ◆ Spawn in lots and lots of Sailor's Chests - use Fly to place them high and low, in buildings, on rooftops, etc.
- ◆ Decide which crew will take the first turn at hiding and which at seeking.

HOSTS' TASKS

Before Match - Fast Travel all players to Port Merrick.

Before Match - Spawn in a huge number of scattered Sailor's Chests.

Start of Match - Start Scoring

NOTES:

When a hiding player is uncovered and the crews switch roles, be sure to give them time to pick a new hiding place. Unsporting tactics, like moving all the chests into one place or throwing blunderbombs, should be discouraged!