

CHOOSE AN ISLAND

Your pirate ship just weathered a typhoon. Your food supplies were soaked with salt water. More importantly, your water supplies were contaminated – you need to find fresh water before you all perish. You've pinpointed where you are on a map and realize that there are five islands within sailing distance. You must decide what to do.

Island One – Dutch fort estimated approximately 6 hours away to the west. There is a possibility that any ships in harbor may be undertaking repairs due to the typhoon. The fort is guarded by two cannons and you have rolled this island before. It is renown for its rum and cooked wild bore.

Island Two – Inhabited island 12 hours south-west with a dense jungle terrain. It is populated by primitive head-hunting natives. It has a rocky coastline and no natural harbors. The rain forest here has the most wonderful fruits.

Island Three – Inhabited island 28 hours north. The island is sparsely populated with Dutch colonists who are armed with muskets and swords. There are several natural harbors. Three of the crew have lived on the island for a short time and know the island and gifts it offers. The last time you were here you kidnapped the Royalty's daughter and held her for ransom.

Island Four – Inhabited island – 30 hours east. You've previously visited this island on numerous occasions. There are no defenses but you know from experience that diseases of all kinds are rampant on this island. The enticement here is that many years ago you have left buried treasure here. That treasure could be of use to you now.

Island Five – Island inhabited by fierce, war-like tribes, 17 hours south. There is a great deal of superstition surrounding this island – your crew has refused to land there in the past. There is a natural harbor; however, it is home to the island's sacred rock carving. This rock is always heavily guarded by native priests. Not far from the rock however, the island possesses every type of food and nourishment that will aid your journey.

GREEN INSTRUCTIONS

Ship Leaders

At your table, half of you have green sheets and half of you have pink sheets.

Everyone with a green sheet is a leader on the ship and a decision-maker. Everyone with a pink sheet is a member of the crew. Crew members must be respectful of the leadership. People with pink sheets must seek permission from people with green sheets before they can speak.

You must decide which island to go to, to ensure the whole ship's safety. As a leader and a decision-maker, you have full responsibility.

Everyone with a green sheet at your table must agree on your decision.

It would be nice if the crew agrees, because you don't want a mutiny.

Be careful of what the crew says. Their input may be questionable, based on their own agenda and limited information.

You have 10 minutes to reach a decision.

PINK INSTRUCTIONS

Ship Crew

At your table, half of you have pink sheets and half of you have green sheets.

Everyone with a green sheet is a leader on the ship and a decision-maker. Everyone with a pink sheet is a member of the crew.

Your ship needs to get to one of these islands. As a crew member on this boat, your life is at stake if the wrong decision is made.

You have no vote in the final decision. It will be made by the people with the green sheets.

If you would like to speak, you must ask permission of the people with the green sheets.

You have crewed for other ships and been to these islands before and you know that:

Island One is now being regularly patrolled by a Spanish fleet trying to catch pirates and retake their bounty. You know how strong they are – the last time you encountered them on another ship, you barely escaped with your life.

Island Two has many caves that you could set out in smaller boats and use as a base for gathering what you need.

Island Three will never forgive you. In the course of being kidnapped that daughter discovered her adventurous nature. She's been around the world and never did return to the island.

Island Four's diseases all came from you and so you've built up immunity to them. However, it has quick sand everywhere, and deadly snakes.

Island Five's priests are not just fierce. They've practiced human sacrifice when they feel people have disrespected their space.