

Carrot & Stick

What is Adventure Mode

Introduction:

Carrot & Stick's Adventure Mode is all about the story. The cards in the game can create many awesome, hilarious and compelling worlds and in this play mode we are harnessing the storytelling power of the game for a quick to set up and play as well as super fun epic adventure.

The idea is simple - a Quest Master sets up and leads the adventure, creating hurdles and opportunities for the players, who work together to solve each problem to complete their journey, survive and flourish. No preparation needed, no additional work, no special knowledge or abilities. Just a few friends and a couple of hours of your time.

How it works:

Step 1: The Quest Master

The Quest Master, mostly referred to as the QM, sets up and leads the adventure, creating all the variations and customisations each story offers. No preparation is required, the QM must simply follow the story as it is written in the chosen adventure, have fun and occasionally improvise. If you are worried about improvising too much, have a quick read of the story in advance, which will help you run it faster and smoother. At every level of the story, the QM will also score the players.

Step 2: Players

All other participants will play the story as a team, following the QM's instructions. Each player will create a character for themselves with abilities and traits they wish to have and play as that character. Again, no preparation is required. After reading out the adventure introduction, the QM will read out the instructions on how to create your character. With the knowledge you have just received about your mission, simply follow the instructions and you will have your character in no time.

Step 3: Encounters

Each story is made up of five Encounters. At the beginning of each encounter, the QM will read out the situation parameters and the requirements that need to be met, whilst setting up modifiers and variations as the story instructs. This will give the players all the information they need to resolve the situation.

The Players must then work together to find solutions to all set problems, using their characters and abilities, as well as the cards in their hands. They may request further information from the QM, who decides what details to provide. Once the players have agreed on a solution, they present it to the QM, developing the story in detail. The QM may then request more information, more detail, ask questions or poke holes in the solutions. Based on the solutions and answers, the QM will then score the encounter.

Step 4: Scoring

There are three criteria for scoring each encounter:

Teamwork:

You must work as a team to solve all problems. The QM must pay close attention to players' discussions to make sure that the whole team is working to fulfill the objective and also working to use the full range of abilities that the players have to achieve their goal.

Creativity:

A simple solution is not always best in Carrot & Stick. Be creative, surprising and hilarious with your stories. Remember that entertaining your QM is a vital part in getting full marks!

Success:

Last but not least, don't forget to complete the actual mission successfully. For example, if your mission is to free a friend from a prison cell, don't try to blow up the front door. The QM probably won't see it as a success if the rescued party ends up as a smudge on the wall :)

Remember:

The QM is NOT your friend! They will try to poke holes in your stories and solutions, they will place hurdles in your way and they will ultimately decide how successful your campaign has been. So make sure you think your solutions thoroughly, be ready to defend your ideas and most of all be very, very entertaining. The QM can't punish you if they are rolling on the floor laughing :)

So here it is, as simple as that. The story is just below - follow it, change it, improve it, but most of all - have fun with it!

Hoist the Colours!

A High Seas Adventure

Quest Master Instructions:

Welcome to the Carrot & Stick High Seas adventure. This story follows a very simple and fun story pattern you can easily set up and lead your friends through the adventure, using only your imagination and the C&S cards. If you would like, have a quick read of the story beforehand. This will help you run it faster and smoother.

How to read the game:

The adventure includes all instructions and examples you will need to lead the game. Here is how to read the instructions:

1. *Written in green italics are all the instructions for you, the QM. These passages are there to give you all the information you need to lead the game. They shouldn't be read to the players.*
2. Written in black text is the story itself. Read these passages to the players, preferably using funny voices.
3. *Written in red italics are instructions for the players - how to build their characters, how to solve an encounter etc. Read these instructions to the players in a very serious voice.*

Basic info:

This adventure tells the story of an infamous pirate captain and his/her ruthless crew. They sail the High Seas aboard a vessel as fast as the wind, they rob, kill and plunder, then go ashore, drink it all away and the cycle continues. The players form the crew of the ship and must design their characters to fit in with the theme and adventure. There must be a captain, but the rest of the crew can be designed as the players prefer - they can have a gunner, cook, doctor and anything else they like. The crew must be able to maintain and defend the ship and themselves, as well as defeat all the monsters and creatures of the sea, but it's entirely up to you, the QM, how much of this information you will give the players in advance.

Before you begin the story, you, the QM, must come up with a name for this infamous ship.

Set up the game:

1. *This Story includes a 'treasure map', made of four A4 sheets, which will help you layout and play the game. Before you begin, make sure the treasure map is printed out, but do not show it to the players.*
2. *Separate the decks into Peeps, Islands and Draw Deck and place on the table, face down. These cards will be used to create characters, add modifiers to the story and shape the game.*
3. *Remove all four Judgement cards*

That's it - the story is just below. You have all the tools you need to read it, lead it and have fun with it :)

Play the Game:

Introduction:

QM: before you begin, draw a card from the Island Deck. This is the island on which the crew is currently enjoying their spoils and where the adventure starts. When you have the island, read the introduction, preferably in a pirate voice:

- Yo ho and a bottle of rum! Welcome to the Jolly Sailor, captain! Still ashore I see? Your last plunder must have been impressive - you and the crew have been enjoying the spoils, here on *(name of Island)* for quite some time now.
- That we have, matie, but it's time for a new adventure. My wooden leg is itching and my cutlass is thirsty for blood - it is about time we sail off once more. I am sure by now you have heard rumours of a suitable adventure?
- Of course, captain. I've been keeping an ear to the ground, special for you. Usual price?
- Huh, months worth of buying your worthless brew is not enough, hey? Fine, ten gold pieces. Should be enough to cover all the broken furniture too.
- My thanks, captain. Come back tonight and I will point out a brand new patron of this fine establishment. I have it on good authority that they are in possession of a priceless piece of a map, leading the way to the biggest treasures ever seen.
- If this information holds true, you might actually be worth the ten gold pieces this time. There is just enough time for the crew and I to sober up mildly and I will be back for this priceless map.

Now you know what you are up against, you must create your characters. They will form the crew of the(name of ship)*..... The most notorious pirate ship on the High Seas. One of you must be the captain, but you may decide freely what positions the other members of the crew will have. You can have a gunner, cook, doctor and anything else they like.*

QM: Help the players set up their characters by:

1. *Have each player draw (or choose) a character card from the Peep deck.*
2. *Deal six cards from the Draw Deck to each player.*
3. *Pay close attention to the players as they discuss and set up their characters. Their characters must be relevant to the cards they use to make them and they cannot be all powerful. You may need to rein some ideas in.*

Now you have your character card you must create your character. To do this, simply use the six cards in your hand to add a background story, abilities, training, special skills and traits to your character. You will be using a mixture of word and picture cards and you can be as creative as you like with them. Use as many or as few of the six cards as you like, but remember that your character cannot be all powerful. Here are a couple of examples to give you an idea:



.... 'A brand new addition to the pirate scene we find in Genghis Khan! There are few professions appropriate for a bloodthirsty warrior like him, so when he heard of an opening on one of the most notorious ships ever sailed, he jumped at the opportunity. His special skills include Weapons expertise and the ability to cook anything he gets his hands on and make it take as disgusting as Kale ... The only problem is that he refuses to take off his heavy armour whilst on the ship... This might go very, very wrong ...'



And here we have Carla, a master of tools, repairs and ships. She will keep the ship in ... well ship shape, no doubt about it. Another invaluable strength of hers is her vast knowledge of all things that go boom! All canons at the ready! With Carla on board, we can't lose a fight!

QM: When all the characters are set up, read this:

Your characters are all set. Keep your Peep and modifier cards in front of you, visible to all players, so you can all clearly see your crew members. Discard all cards left in your hand.

! Players must now draw cards for the next stage of the game, depending on the number of players:

For 2 players, draw 6 cards each from the Draw Deck

For 3 players, draw 4 cards each from the Draw Deck

For 4 players, draw 3 cards each from the Draw Deck

As from now on the players will use their cards together to come up with solutions as a group, this means that the group will always have 12 cards in total to work with. From now on all players must replenish their hand to the appropriate number at the end of each encounter. If you run out of cards, mix the Discard Pile well and place it as a new Draw Deck.

QM: read the instructions for the next stage:

Your crew has gathered, you are all set and you must now face the first of five key encounters on the way to your next treasure. During each encounter you will have to complete three separate tasks and at the end of each encounter I, the Quest Master will judge your performance, based on three criteria: teamwork, creativity and success of the mission. Good luck

Encounter 1: Finding a Heading

QM: read the encounter situation and tasks required to complete it. The players may ask for additional information and it's up to you to decide how much to tell.

Evening has fallen and you are all just waking up from an unpleasantly sobering nap. You are off to the Jolly Sailor, which doesn't disappoint. As soon as you walk in, the bartender nods towards a small figure, slumped over a table in the corner. You approach carefully and wake up the slumbering figure.

QM: Draw one Peep card. This is the stranger the players have just encountered.

- Hmfhf What? Why are you waking me up? What do you want?
- I hear you have something to sell. A priceless map, showing the way to the treasure of all treasures.
- I do, matie, but what makes you think I will give it to you?
- I sail the most infamous ship on the High Seas. If there is anyone who can find this treasure, it's me and my crew. What's your price?
- Alright, alright, don't get touchy ... Fine, if you help me with a little problem and you offer a good price, the map is yours. I am the captain of the Sea Turtle, a small vessel I admit, but it's MY vessel. I just heard that it has been impounded by the Royal Navy. Get me back my ship and I will hear your offer.
- It's a tall order, but nothing we can't deal with ... matie ...

Your objectives are:

1. Find the Sea Turtle, and figure out a way to get the Navy off the ship.
2. Keep the Navy well distracted while you sneak the crew of the Sea Turtle on board and get the ship away to safety.
3. Get back to the stranger with the good news and offer him a price you are willing to pay for the treasure map.

You must now work as a team to solve these three issues. Using your characters as you have created them and combining their skills and abilities with additional cards from your hand, you must find the best, most creative and funniest way to resolve the situation. Discuss your solutions as a team and when you are ready, present them to the QM as one continuous story.

Here are a couple of examples, based on the characters above:



1. Get the Navy off the ship - we find a white horse in a nearby stable, dress it up as the most convincing unicorn we can possibly manage and we let it stroll casually by the ship. When the sailors see it, they immediately start chasing it and abandon the Sea Turtle. Exotic animals is after all the most profitable of endeavours.

2. Distract the Navy - while the crew of the Sea Turtle boards the ship, we use the 'unicorn' to lure the Royal Navy sailors onto another ship with its enormous load of illegal foreign grains - a whole collection of unnaturally large grains with a weird sign GMO... There we attack the sailors with any weapons we can find and knock them all out.

3. Make an offer for the map - we return to the pub where we give the news to the stranger and as a price for the treasure map we offer him/her all the Sea Turtle legal documentation we have stolen from the Royal Navy. And a unicorn ...'

So that's the idea - the funnier and sillier, the better.

QM: After the solutions have been presented to you, it's your time to judge. If you have questions, ask them. If you see problems, ask the players to resolve them. When you are satisfied that the situation has been managed, read the encounter conclusion:

Conclusion:

Grateful to have his/her ship back, the stranger parts with the map. You have a careful look and realise that it's only a piece of the map and not the whole thing.

- What is this? Are you trying to thicken us? This is but a piece!
- It might be but a piece, but this is where your journey starts. I got this piece from the sea which, who told me all I needed to do was 'follow the map'. Start from here and you won't go wrong! Good luck, matie!

QM: You must now judge the encounter. Judging is entirely up to you and uses a simple point system. You must decide how well the group as a whole has done with every objective, according to each criteria. You can award up to 5 points for each judgement criteria in the encounter - a total of 15 points. If the group has been awarded 12 or more points during the encounter, they can select one member of the team, whose character will 'level up'

If you have awarded the group 12 points or more for the encounter, read the following:

Level Up:

Congratulations! You have been extremely efficient and your solutions have brought success to your first mission. As a reward, you may now choose one member of the crew to 'level up'. To do this, draw two cards from the draw deck. You must use these two cards to enhance your character's abilities. Remember, you cannot be all powerful. You must be reasonable in your power hunger or the QM will punish you with vigorous tickling!

QM: End of encounter:

When the encounter is complete, fill your hands back up to the appropriate number.

Encounter 2: Land Hoe

QM: For the next four encounters you will use the 'pieces of map' you printed out as part of this story to help you layout the adventure and make it all the more piracy. The four pieces are clearly marked with numbers and they also fit together, so you can easily see how to place them and use them. Take map piece number 1 and place it in front of the players, so everyone can clearly see it. With every map piece you will draw cards from the Island, Peep and Draw decks and 'fill in' the map.

Draw an Island card and place it on the Island slot on the map. This is the Island the crew is heading to.

And so the adventure begins! The Sea Witch said we need only follow the map. This surely means that we will find what we are looking for on this *(Name of Island)* A promising start indeed. But there seems to be more to this map than mere directions and Islands. What are these strange creatures, drawn here?

QM: Draw one Peep card and place in on the Native slot on the map. Draw two cards from the Draw Deck and place them on the Modifier slots on the map. Use the peep card and the two modifier cards to describe the native population of this island.

So we must also deal with the native population? Not a problem at all. This is not the first island we have plundered and now that we know what we are up against, there is no stopping us! Except ... there seems to be absolutely no wind in our sails! What witchery is this?

Objectives:

1. Get to the Island - how will you get there? What will you use to propel the ship? An alternative wind source? Or something else?
2. Subdue the natives - will you attack or be friendly to the natives? Will you bribe them or scare them? Either way, you must get them to cooperate so you can search in peace.
3. Find what you are looking for - will you convince the natives to betray their secret and give you their treasure or will you simply look for it yourselves? If so, how will you locate it?

Discuss your solutions as a team and when you are ready, present them to the QM.

QM: When you are satisfied that the solutions are complete, read the conclusion:

Conclusion:

Well done! It wasn't easy, but you have managed to find what you are looking for. A small treasure chest, containing a second piece of the map. You can clearly see that the edges match perfectly and the map shows your next destination!

QM:

- *Judge the encounter and award points.*
- *If the team have been awarded 12 or more points, help them 'Level Up' one of the crew members.*

Before we continue, fill your hands back up to the appropriate number.

Encounter 3: A Call Like No Other

QM: Place the second piece of the map where it belongs under the first piece, following the arrows. On this Island the crew will find a group of merpeople like they have never seen before. They will be half one type of Peep and half another. They will definitely be hilarious.

Fist draw one card from the Island Deck and Place it on the Island slot on the map. This is the island the crew will be heading to next.

We have our new coordinates! Ahoy we go to (*Name of Island*) But what is this map trying to tell us? What manner of creature is this?!

QM: Draw two cards from the Peep deck and place them on the slots called Half and Half. Use these two cards to describe the merpeople the crew will find on this island. They must be half one peep and half the other. Be sure to describe what these creatures are like as well as what effect they have on the crew. What are their strengths and weaknesses?

This is impossible! In all my years sailing the seas I have never heard of such a creature! I have encountered merpeople of all known types - half human, half fish, and even half human half bird, but this is a new one on me. What are we going to do?

Objectives:

1. Find a way to resist the sirens.
2. Find a way past the sirens and into the cave where the third piece of the map is hidden.
3. Find a way out, past the angry merpeople and back to safety.

Discuss your solutions as a team and when you are ready, present them to the QM.

QM: When you are satisfied that the solutions are complete, read the conclusion:

Conclusion:

Phew! That was close! You have managed to acquire the third piece of the map and are back safely in open waters. It can't be that much further to go ... surely ...

QM:

- *Judge the encounter and award points.*
- *If the team have been awarded 12 or more points, help them 'Level Up' one of the crew members.*

Before we continue, fill your hands back up to the appropriate number.

Encounter 4: To Stations

QM: In this encounter the crew will have to locate an infamous cursed ship and defeat the crew. Place the third piece of the map next to the second, following the arrows.

This might not be as easy as we thought, lads! The map shows not coordinates, but a destination more dangerous than anything we have faced before. We must locate the Grumpy Mime, the infamous cursed ship, captained by Red Plat, the most dangerous pirate to ever sail the High Seas and his crew of (*QM: Draw one Peep card and place it on the Crew slot on the map. Draw two cards from the Draw Deck and place them on the Modifier slots of the map. Use these cards to describe Red Plat's crew as well as the curse they are under.*)

Objectives:

1. Figure out how to locate the cursed ship.
2. Attack and defeat the crew of the ship.
3. Break the curse and acquire the last piece of the map.

Discuss your solutions as a team and when you are ready, present them to the QM.

QM: When you are satisfied that the solutions are complete, read the conclusion:

Conclusion:

You've done it! You have the last piece of the map and you know exactly where to head to and what dangers you will face. Good luck!

QM:

- *Judge the encounter and award points.*
- *If the team have been awarded 12 or more points, help them 'Level Up' one of the crew members.*

Before we continue, fill your hands back up to the appropriate number.

Encounter 5: There Be Treasure Here!

QM: In this encounter the players will fight a sea monster you will create for them. Place the last piece in the map to complete it, following the arrows.

QM: Draw one card from the Island Deck and place it on the Island slot on the map. This is where the treasure is hidden.

Finally! The last piece of the map is in place and we are on our way to the greatest payday we have ever seen. We are heading to the mystical island *(Name of Island)* But this priceless map warns us of one last obstacle - a monster so frightful, it has never been defeated.

QM: Draw one card from the Peep deck and place in on the Monster slot on the map. Draw two cards from the Draw Deck and Place them on the Modifier slots on the map. Use these cards to describe the Monster the players will have to defeat.

This is a frightful prospect indeed. But we have gone too far! We cannot give up now!

Objective:

1. Defeat the Monster
2. Find and dig up the treasure, using any tools at your disposal.
3. Flee the Island and make it home safe and sound to enjoy your hard earned spoils once again!

QM: When you are satisfied that the solutions are complete, read the conclusion:

Conclusion:

Congratulations! You are now in possession of one of the most legendary of treasures. It will last for at least a few months of good fun ashore before you leave for your next adventure!

That's it!

We really hope you enjoyed it. There are three more stories waiting for you and a super easy template to help you create your own :)

Happy gaming!