

# Skeleton Crew

## Introduction

A chilling, foul wind chatters between the rotted stones encompassing the labyrinth of cells and torture chambers below Stoker's Crossing Castle. Each fissure in every stone is steeped with the blood of a thousand broken souls: half-men-half-cadavers, tortured and left to rot in this wretched place. Neither the warmth of the sun, nor the embrace of the almighty himself can perforate the viscous darkness of this dungeon and bear witness its inhuman cruelty.

You, however, can... and do... every day... for the past seven centuries.

Your name, your life and your identity are unimportant; relics of a previous life. All that matters now is that you are a pile of bones, reanimated by the enigmatic Lichmistress. You're part of a crack Skeleton Crew who keep the Dungeon below Stoker's Crossing Castle clean. Your crew have many tasks to complete on this day, you will have to work together to get everything done, however you also have a clandestine secondary motive.

The sultry, yet stern demeanor of your boss, the Lichmistress, has been driving you mad with desire. The ferocity with which she conjures disciplinary (napalm) elemental spells upon her employees... the finesse she displays in dismembering prisoners... Why, it's enough to set free a million dancing butterflies in your thorax. You know that your no good crew-mates share in your desire, but you have an ace up your sleeve. If you can complete your secret tasks before clocking out, you may yet just win her heart.

# How to Play

## The Crew Get Ready for their Shift; or, Setup

1. The Inventory Deck is shuffled, and each player is dealt five cards each from the Supply Cards deck. Five Group Tasks will be played face up on the table, and underneath each of them, a buff card is placed face down.
2. Each player will also be dealt three additional Personal Tasks, which they will not reveal to the other players.

## The Crew Start Working; or, Round Structure

1. Play Phase: every round, each player plays a Supply Card face down.
2. Reveal Phase: At the end of the turn, each card is flipped face up; the Supply Card values are tallied; and, if the total value meets or exceeds the requirements for one or more tasks, everyone will vote for which task to complete.
3. Check Phase: Check to see if the assigned task can be completed. Values left over from completing a Task will not carry over to future turns.
4. If the supply on the table satisfies a player's hidden task, and they have completed a sufficient number of Group Tasks (see table A), they can use that round's Supply Cards to complete one of their Hidden Tasks, stealing the round. These resources are expended, and cannot be used for other shared or hidden tasks anymore.
5. If multiple Hidden Tasks are played in a single round, the task with the highest requirement wins that round, and all other Hidden Task cards must return to their owner's deck.
6. If a Group Task is completed, turn over the Buff Card beneath it, each player should follow the instruction on the Buff Card for the following round.
7. Completed Task Cards and played Supply Cards are discarded, and the next turn is played.
8. Every third turn, all the resources in the players' hands and discard pile are shuffled back into the deck. All players are then dealt five new resource cards.

9. Once all shared tasks are completed, the game ends. Whomever has completed the most Hidden Tasks wins, and gets the opportunity to seduce the Lichmistress.

<b>Play Hidden Task number</b>	<b>Group Tasks required</b>
<b>1</b>	<b>2</b>
<b>2</b>	<b>3</b>

Table A