

# Aspects of Scouting Game

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In the **Aspects of Scouting Game** players play cooperatively, working together to create the best Scouting experience for their Pack, Troop, or Crew. The Scouting Game promotes learning Scouting concepts, activities, and components from all four areas of Scouting: Cub Scouts, Boy Scouts, Venture Crew, and Varsity Scouts. The game is easy to play and can be played as a quick game at just one of the Scouting levels, or as a longer game that encompasses multiple Scouting experiences to represent a Scout's entire Scouting career.

The game is for 2-6 players and is played in a series of rounds where each round represents a year or rank in the life of a Scouter. Players take turns completing actions that let them work together to complete activities to earn advancements. At the end of the game (or between Scouting levels) there is a scoring round in which players combine all scored activities to see how well the group performed as a team. Players can try again to better their team scores!

## Components:

1 Advancement Board

1 Action Board

Actions Deck

- 18 Cards

Scout Level Achievement Decks

- Cub Scouts
  - o 108 Cards
- Boy Scouts
  - o 108 Cards
- Venture Crew
  - o 108 Cards
- Varsity Scouts
  - o 108 Cards

Tokens & Tiles

- 1 x Starting Player token.
- 6 x Action tokens in each of 6 colors.
- 1 x BSA Advancement Marker to track advancement level on the Advancement Board.
- 1 x Scoring Market to track total score on the outer score track of the Advancement Board.
- 1 x 50 & 3 x 100 Point Tiles that can be given when the points on the scoring track increase beyond the 49 point space.

## Setup:

First, decide which Scouting levels will be played with. Place the Advancement Track in the middle of the table and place the BSA Advancement Marker at the Start space on the Advancement Track for the lowest Scouting level to be played (e.g. Cub Scouts in a game where the entire Scouting career is covered). Place the Scoring Marker on the 0 space of the scoring track that circles the Advancement Track.

Place the Action Board in the middle of the table. Depending on the number of players some of the Action Spaces on the board will not be used. The Action Spaces indicate the number of players that can use each of them. In a 4-6 player game each Action Space can be used one additional time.

Take each deck to be used and shuffle it separately. Place these in a central area. Only one deck will be used per round, starting with the deck with the lowest Scouting level to be used in this game.

Give each player Action Tokens in their chosen color according to the chart below. For 4 or 5 player games take 1 additional token per player and shake them in your hand, drawing 1 or 2 randomly (the number in parentheses in the chart). These players will start with an extra action. The entire team should have a total of 6 actions at the start of the game.

Deal out cards from the starting level's deck to each player according to the chart below. In a 4 or 5 player game the players that did not get an extra action will get an extra card. The players may keep these cards face-up in front of them so other players can see them.

Players	Starting Actions	Starting Cards
2	3	7 (see 2 player rules at the end of the rules)
3	2	7
4	1 (+2)	5 (+2)
5	1 (+1)	4 (+4)
6	1	4

## Gameplay:

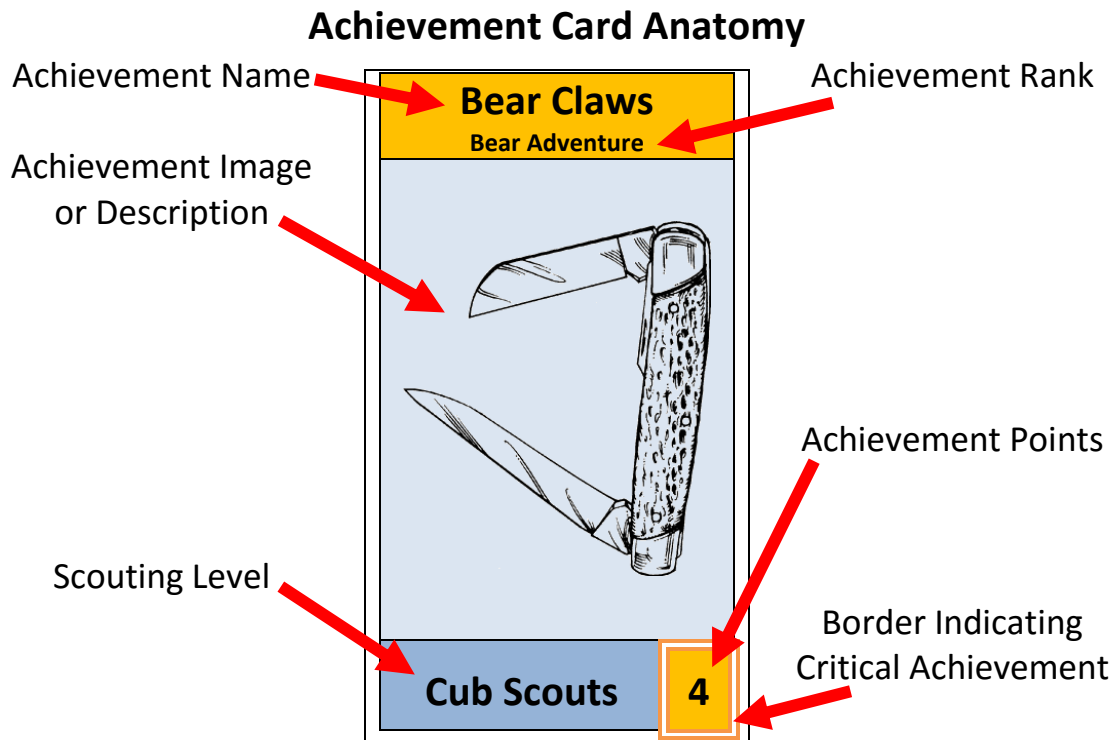
Give the Starting Player token to the player who has been in Scouts the longest.

At the start of a round, advance the BSA Advancement token one space to signify the beginning of that year in Scouting. Beginning with the Starting Player, players will take turns choosing Actions. To choose an Action the player places one Action Token on the corresponding space on the Action Board. Some available Actions can only be taken a certain number of times per round, so players should discuss what the best sequence for players to take certain actions is. Play will proceed clockwise until all players have used all of their actions. Some players may have more actions to take than other players. This is fine, and players that don't have an action available will simply pass their turn.

Once all players have taken all available Actions for a round the round is scored and players retrieve their Action Tokens from the Action Board. The Starting Player token is passed to the left, and the next round begins.

## Gameplay Sequence:

1. Advance BSA Advancement token.
2. Players take turns taking Actions until all Actions are complete.
3. Score Matched Achievements
4. Retrieve Action Tokens
5. Pass Starting Player Token



## Actions:

Actions in **bold** indicate Actions that are available at the start of the game on the Action Board. All Actions, except Experience have limits to how many times per round the action can be taken. Adventure and Service are cards available in the Action Card deck and will only be available after taking one or more Planning actions. There are also additional Fund Raising, Recruiting, Planning, and Education cards in the Action Card deck that can be used to provide the Scouts with more options when taking Actions.

- **Experience** – a player may draw 1 Achievement card and rearrange up to any 2 Achievement cards in play.
  - o Unlimited uses
- **Fund Raising** x3 – a player may draw 4 Achievement cards and add them to his hand.
- **Recruiting** x2 – a player may add 1 additional Action Token to his set of available Actions.
- **Planning** x3 – add another Action Card to the Action Area. Draw 3, use 1, and return the other others to the bottom of the Actions deck. This gives packs more options for how to

use their actions and are required as the number of Actions available increase through Recruiting actions.

- **Education** x2 – Draw 3 Achievement cards from the draw deck and distribute them as you desire, no more than 1 per player.
- **Adventure** x4 – Earn 3 Points immediately and draw 3 Achievement cards from the deck to distribute as you desire, no more than 1 per player.
- **Service** x4 – Earn 3 Points immediately and rearrange 2 Achievement cards in play.

## Round Scoring

After each round the team's Achievement are scored. For every point scored the Score Marker is advanced on the Scoring Track around the Action Board. When the Score Marker surpasses 50 points (progresses to or past the 0 point space after reaching 49 points) take the 50 point tile to indicate the points. If the Score Marker progresses to or beyond the 0 point space again flip the tile to the 100 point side.

Scoring is completed by counting up each pair of identical Achievement cards that each player has collected. Pairs of cards are only scored when a single player has both cards in his hand, not when different players have the cards (these can be set aside during the round as they are matched up and scored at the end). Each pair of Achievement cards earns the points indicated on the card and the Score Marker is advanced the appropriate number of spaces. As matches are scored the cards are removed from the game. They can be collected in a separate deck that can act as a chronicle of the Scout's adventures. Some cards will earn bonus points if they are scored during the appropriate rank of the Scouting career, e.g. earning the Bear Claw Achievement during the Bear Scout rank will earn a bonus 1 point. The appropriate rank can be found underneath the card name.

## Completing a Level

Upon completing the last round in a particular level (Webelos Arrow of Light for Cub Scouts, Year 17 for Boy Scouts and Varsity Scouts, and Year 21 for Venture Crew) players can decide if they want to end the game or continue with the next level. Cub Scouts should proceed to the Scout Year (Year 11-12) of Boy Scouts. Boy Scouts can proceed to Quest Award (Year 18) of Venture Crew.

Regardless of the decision a final Level Scoring phase is completed (this is after the standard end-of-round scoring).

### Boy Scouts

After earning First Class for Boy Scouts players can make a team decision to score that round and switch to Venture Crew or Varsity Scouts or continue with Boy Scouts. If the boys switch there will be a special, modified Level Scoring round.

## Level Scoring

At the end of a level the team will subtract 1 point for every Critical Achievement card (with the Gold or Silver heading) not completed in all players' hands. This includes achievements that have pairs, but haven't been matched up in a single player's hand yet.

If the game is going to continue at the next level, remove all remaining cards from the previous level and start again with the next level's deck. Deal players cards from the new level according to this chart:

Players	New Level Cards
2	4 (see 2 player rules below)
3	4
4	3
5	2/3/2/3/2 (2 cards to three players, 3 cards to two players)
6	2

### Boy Scouts

If the Boy Scouts are moving on to Venture Crew or Varsity Scouts after First Class, only the Scouter Critical Achievements (Silver heading) result in a loss of points. Leadership Critical Achievements (Gold heading) are not deducted since they are only critical achievements beyond the First Class rank.

### Adjustments for 2 Players

When playing with 2 players you'll set up an additional set of starting cards for a third ghost player. This ghost player won't take any actions, but their Achievement cards will be available for matching (through Experience, Service, Education, and Adventure actions). The third ghost player also serves as a location where a third card can be distributed when a player takes an Education or Adventure action.

During Setup and after Level Scoring if the game is going to continue to another level be sure to give the ghost player the same number of starting cards as the other players.

### Credits:

Game design by: George Jaros (<http://georgejaros.com/GJGames>) and the rest of the C17-127-15 Wood Badge Fox Patrol – Jen Cain, Tom Griesmann, Tod Dausch, Rob Peterson

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