



SHANTY CALLER JACK

Duty

To always have a song or a story of the sea ready, to keep morale up and ensure the sailors haul in time through hard, repetitive work.

Goal

Whether you're loyal or whether you're a mutineer, whether you fight or flee, sink or sail, you're just here to have a good time. At other people's expense, if necessary.

Tips

You are a repository of sea shanties and tales of adventures on the waves. Both songs and stories are great ways to bring the crew over to your side.

If you want to try leading a shanty, start with a classic: *What shall we do with the drunken sailor* has a repetitive melody that's easy to pick up, and a structure that makes it easy to customise at your leisure. You could try something like the verses below, or invent others that better fit your story, depending on which side you're on:

What shall we do with the Captain's patsies?

What shall we do with the Mutineers?

Make 'em listen to the Bosun's ranting!

Make 'em swim to the Spanish galleon!

Tie 'em to the mast for mutinying!

Prologue

Join Scene 1: Taking the Asp.

► This is the chance of a lifetime! You're not just a pirate, but one of the founding members of the pirate crew that will conquer the seven seas. Spread your enthusiasm to the others!

Relationship: You and I are accomplices, not just when it comes to making up dirty rhymes.

Join Scene 5: An encounter with the Navy.

► Sure, you might all be an hour from your deaths, but that's no reason to be morbid about it. You've got to keep morale high: No one performs well when they're stressed, and you'd like everyone at their best to get you all out of this alive.

Relationship: Tu and I were supposed to be together forever, or so I believed.

Epilogue

If you want to, join Scene 2: Picking up the pieces.

► It's decided. Now you've got to stick together. You intend to make sure that the hatchet gets buried.

Join Scene 5: The Fight.

► Sing, scream and cheer for everyone else to bring every last piece of their hearts and guts to the fight. The Asp cannot lose this battle!