

Path to Eagle — Rules_v7

121013 by David McCord, NewVenture Games.

A card game for two to six players of Boy Scout age and above.

Object: To score the highest total “Scout Spirit” at the end of the game and receive your Eagle Project Packet. Learn about Merit Badges and other Scouting activities, and how Ranks and Merit Badges work together to earn your way along the Path to Eagle.

NOTE: Strategically, in the first half of the game players should concentrate on Rank Advancement to complete Tenderfoot, Second Class, and First Class, then shift to earning Merit Badges for the higher ranks. However, if the opportunity to earn an Eagle-Required Merit Badge comes up, you might want to go for it! It could be a while before the chance comes around again.

Components:

1. A deck of 132 “green-back” cards consisting of two types -
 - **Achievement Cards** describe special awards and achievements, some with prerequisites, some with costs (in the black circle), and some with special bonuses. (Read them carefully!)
 - **Badge Cards** have pictures of two BSA Merit Badges with a “cost” (in the black circle) and a list of either two or three Scout Rank Requirements in a brown oval. (Note that Eagle-required Merit Badges have a white border.)



2. 72 Spirit Chips (12 per player) in sets of 6 colors. These chips represent the Scout’s efforts in earning Merit Badges and other Achievements.

3. A pad of Advancement Record sheets (score sheets) with a checklist of Rank Requirements on one side and a Merit Badge Record sheet on the other to record the Merit Badges you have completed.

4. A Scout Account card for each player where you will put the Spirit Chips you will spend to earn Merit Badges and pay for Achievements.

5. A Turn-Order card for each player—a reference to help guide as you learn the game.

6. An Eagle Project card for each player (blue border) to be used at the end of the game.

BE PREPARED (Set up):

Each player takes 12 Spirit Chips of one color, a Scout Account card, Turn-Order card, and an Eagle Project card. Each player will also need an Advancement Record sheet and a pencil. Put your Scout Account card on the table in front of you and put your 12 Chips on it. *NOTE: You will also need room for some cards that you'll place on the table as the game goes on.*

The 132 “green-back” cards are shuffled and placed face-down near the center of the table (this is the “draw deck”). Each player draw a hand of four cards from the deck, then take the top card from the draw deck and lay it face-up beside the draw-deck to start the “discard pile.”

Finally, determine a start player by any random method (lowest Scout rank maybe?).

DO A GOOD TURN (Playing the game):

**ON YOUR TURN BEFORE THE FOLLOWING STEPS, if you have chips on cards in play (this will be explained later) take back ONE CHIP from each of those cards and place them back in your Scout Account. If this is the last Chip on that card, see Step B.2. below.*

A. Achievement Cards —

If you have Achievement Cards in your hand that you would like to acquire, pay the cost by putting that number of Chips from your Scout Account on the table beside the Scout Account card, then...

- If the Achievement Card you just played says that you gain “Scout Skills,” this means you can immediately mark off requirements on your Advancement Record sheet as indicated. This is a one-time bonus, and once you’ve done this, put the card on the table before you. You’ll keep this card, and you can use its “discounts” (if there are any) throughout the game.

NOTE: Some Achievements say “only one per player,” but if the card does not say this, you can have as many duplicates as you like.

ALSO NOTE: You can play and pay for as many Achievement Cards during a turn as you would like, as long as you have enough chips in your Scout Account.

B. Play Badge Cards —

You can play Badge Cards in one of in three ways, but each card can only be used for one of these three ways in any given turn. Here are two of them (B.1. and B.2.):

B.1. Earning Rank Requirements:

On your Advancement Record sheet you’ll see a checklist of “Scout Skills” for each Scout Rank (Tenderfoot, Second, First, Star, Life, Eagle). You need to complete each of these checklists in order from one to six. If you have a card in your hand that shows Rank Requirements you’d like to check off your list (Outdoor, Health, Nature, Service, and Spirit), play this card to the discard pile, tell everyone you’re playing this card for Rank Requirements, and then check off the appropriate circles on your Advancement Record. Ignore the two Merit Badges on this card.

You can do this as many times as you’d like during your turn with cards from your hand, and there’s no “cost” for these Requirements (except to discard the card).

If you play a card to be used for a Rank Requirement and some or all of those requirements have already been completed for a particular Rank, you can check them off of the next-highest Rank.

For example, if all the “Spirit” requirements are checked in your First Class Rank, a card with a “Spirit” requirement can be applied to your Star Scout requirements. Once you get to a higher rank, you can still play cards that have requirements you don’t need. If so, just ignore the ones you don’t need, and check off the ones you do.

B.2. Earning Merit Badges:

You’ll note that the higher Ranks (Star, Life, and Eagle) show circles called “MB” and “MB E.” This stands for “Merit Badge” and “Merit Badge - Eagle-required” which are necessary to complete those Ranks.

- **Commitment:** To earn a Merit Badge on one of the cards in your hand, play the card to the center of the table face-up. Next to each Merit Badge is its cost in Chips; place that number of your Chips from your Scout Account onto the card (less any “discounts” you may have). This is your commitment to earn this badge. If you don’t have enough Chips in your Scout Account at this time, you can’t start the Merit Badge, but you could hold the card in your hand for later. Also, if you have enough Chips in your Scout Account, you can start more than one Merit Badge during your turn, either on the same card, or on ANY card face-up on the table (except a discard pile) even if the card has been played by another Scout.

- **Progress:** As the game goes on, remember that the **FIRST THING YOU DO ON EVERY TURN** is to take back one Chip from each Merit Badge you’re working on and put them into your Scout Account (onto your Scout Account card). When you take the last of your Chips off a Merit Badge Card, you’ve completed that Merit Badge! (If there are no other players’ chips on the card, put it in the discard pile. If other players do have Chips on the card, leave it in play.)

- **Write It Down:** Write the name of the Merit Badge you have completed on your Merit Badge Record Sheet, then check off an “MB” or “MB E” circle on the Rank Requirements side.

Several (or all) players can be working on the same Merit Badge at the same time. That is, once a Merit Badge is played to the table, it’s available to all players. So if you see a Badge in play that you need, try to get the required Chips on it before the opportunity goes away! Just place your chips next to the other player’s chips on the card.

There are two ways to keep a card in play: One is to wait until the previous player is nearly done with the Badge (has only one Chip on it) before you start the process for yourself. If you still don’t have enough Chips in your Scout Account, you might try to go for the other Merit Badge on that card (which will sometimes be a lower cost). This will keep the card on the table a few rounds longer while you acquire more Chips.

REMEMBER that when all players have removed their Chips from a card, the card goes immediately onto the discard pile, where you could grab it if the timing is right. Otherwise you’ll have to *wait until it gets through the entire deck* and comes up again later.

C. Cards for Chips —

This is the third way that you can play cards from your hand. There will be times when you are low on Chips in your Scout Account. When this happens, after the “A” and “B” parts of your turn, you can choose to discard any number of cards from your hand to the discard pile and move that number of Chips from the table (your “spent” chips) back onto your Scout Account card. Once your Scout Account is empty, you’ll just have to wait until your next turn to get some Chips back into it. You don’t have to discard any cards if you don’t want to.

D. Draw —

To end your turn, draw cards from the draw deck OR THE DISCARD PILE to make your hand of four cards again. Work out your next play while the other players are doing their turn, but watch what they’re playing, too. They may play a card that changes your plans immediately.

If the draw deck runs out, and no one has checked off all of their Eagle Rank requirements yet, shuffle the discard deck (except the top card) and continue with this as the new draw deck.

YOUR EAGLE PROJECT:

When you have fulfilled all the Rank Requirements and Merit Badge requirements on your score sheets, you are ready for the final phase of the Path to Eagle: your Eagle Scout Project.

Each player has a card with a blue border entitled “My Eagle Project.” To complete your Eagle Project you must have upon that card 10 of your Spirit Chips. The number of chips that go on each circle is written on that circle. You can put these Chips on your Project card at any time during the game, but if you do, they are there to stay and no longer available to you for any other purpose. In addition, you must put one chip on the “1” circle during a turn, two on the “2”, etc. You can only put Chips on ONE circle one per turn, and there must be the same number of Chips as indicated on the circle. That is, when you're ready, you can place four Chips on the “4” circle during one turn. You can still perform any other steps in a regular turn if you want. This means that you can attempt to finish additional Merit Badges or acquire more Achievement cards while working on your Eagle Project.

If you reach this phase of the game with no chips on your Eagle Project card, your last four turns will be spent adding these Spirit Chips to your Project. If you don't have enough chips in your Scout Account (it takes ten), you'll have to wait for Chips to come from Merit Badges you're working on, or turn in “Cards for Chips” like in a normal turn.

YOUR FINAL SCORE - WINNING THE GAME:

Once ANY ONE player has completed his Eagle Project, each other player gets just ONE MORE TURN to achieve as much as possible before the game is over. After this final round, all players add up their Scout Spirit as follows:

- +5 points for each player who completes their Eagle Project**
- +5 points for each player who completes their Eagle rank requirements**
- +1 point for each non-Eagle Rank completed**
- +1 point for each non-Eagle-Required Merit Badge completed (MB)**
- +2 additional points for each Eagle-Required Merit Badge (MB E)**
- + any additional points as noted on Achievement Cards you've acquired**

NOTE: It is possible to win the game without achieving Eagle Scout rank! A player may choose to “race to Eagle” and fulfill the minimum requirements, but the win may go to another Scout who works hard at earning additional Merit Badges and participate in other Scouting activities.

FOR A SHORTER GAME: It's possible to play a shorter version of the game without tracking Rank Requirements at all, but just going for the Merit Badge Requirements for Star, Life, and Eagle Ranks.

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