

Pirate Treasure Island Instructions

Well done Cap'n! 'Twas worth findin' that scurvy, rum soaked pirate after all. Ye searched through dark alleys and dubious taverns a fortnight an' traded yer last gold doubloon ta hear his tall tale. After weeks at sea, thar truly be an uncharted island here. Time ta launch the dinghy and scull ashore ta see whar he buried his treasures.

...but wait a blasted minute, be those white sails on yonder horizon? Seems that old scoundrel sold his story ta someone else!

Time fer ye ta teach those scallywags who be the real pirate here!

OBJECTIVE

You are the captain of a pirate ship and crew that has just arrived at an uncharted island. You must explore this Treasure Island, brave the dangers, and find buried treasure chests and carry them back your longboat.

WINNING

The Pirate Captain who can get his crew to place two treasure chests on board his Longboat, whether he discovers them or steals them from another player, wins the game.

HOW THE GAME WORKS

Taking turns, each Pirate Captain (aka the player) spends Action Points to give their pirate crew actions. These actions include moving their pirates about the island, fighting other pirates, rowing their longboat, and carrying or stealing treasure.

Scoundrel Cards are drawn to gain benefits, to bestow hindrances or to scuttle for additional Action Points.

The playing surface is randomly assembled from face down Terrain Tiles forming a maze-like island that players explore to discover hidden treasure. When found, the treasure chests must be carried back to their own Longboats.

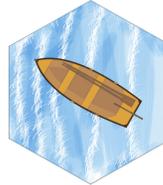
PIECES

4 six-sided dice, 4 Longboat Tiles, 24 Pirate crew tokens, 45 Terrain Tiles, 5 Treasure Tiles, 4 Turn Summary Cards, 5 Treasure tokens, 48 Scoundrel Cards

SETUP

1. **Determine the starting Pirate Captain**, also known as the starting player. This player is chosen by piratical means, such as whom ever has the strongest breath, most tattoos, the best eye patch, etc. If this fails to work, a quick round of map-sword-cannon ball will do. (For you landlubbers that would be paper-scissors-stone).

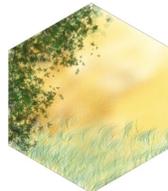
2. **Choose a Longboat Tile** and six matching Pirate Tokens. Stand the Pirate Tokens on their Longboat and set aside.



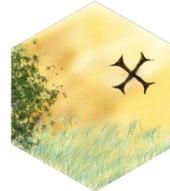
Longboat Tile

3. **Gather enough Terrain and Treasure Tiles** appropriate for the number of players. For a basic game, you will need 6 Terrain Tiles plus 1 Treasure Tile per player, plus one additional Treasure Tile:

2 players = 12 Terrain Tiles + 3 Treasure Tiles
3 players = 18 Terrain Tiles + 4 Treasure Tiles
4 players = 24 Terrain Tiles + 5 Treasure Tiles

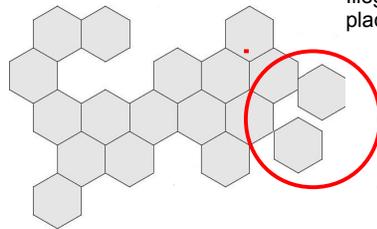


Terrain Tile



Treasure Tile

4. **Assemble the island face-down** on a flat surface after shuffling the Terrain Tiles and Treasure Tiles together. All players should work together to create the island's shape. Each Terrain Tile must touch at least one other Terrain Tile, making edge to edge contact.



Illegal tile placement

Pirate Treasure Island can be any shape that you want, but be sure to leave room around the edges of the island for the Longboat Tiles to sail around the island shores.

5. **Each Pirate Captain docks their Longboat** at the island along the shore, crew tokens on board and standing up.
6. **Shuffle the Scoundrel Cards** and place them face-down within reach of the Pirate Captains.

PLAY

1. **Draw up to two Scoundrel Cards.** One Scoundrel Card may be played at any time between now and the beginning of your next turn. During your turn you may scuttle one or both of them for one extra Action Point each (put them in the discard pile without triggering card effects).
2. **Total up available Action Points** counting only standing Pirate Tokens. These are active pirate crew and count as Action Points that you can spend this turn. Fallen Pirate Tokens are either knocked out, asleep or other wise inactive.

Also add in any Action Points from scuttled Scoundrel Cards and Scoundrel Card effects.

3. **Stand up inactive Pirate Tokens.** Wake up your crew so you can put them to work.
4. **Give actions to your Pirate Tokens.** You may perform as many actions or combination of actions as you have Action Points to spend. Pirate Tokens must be standing upright to use Action Points. At the end of your turn, any unused Action Points are lost and do not carry over to your next turn.

SCOUNDREL CARDS

All successful Pirate Captains are scoundrels and now you can be one too! Scoundrel Cards break the rules by either granting you some sort of benefit or allowing you to hinder an opponent.

At the beginning of your turn if you are holding less than two Scoundrel Cards always draw enough to total two cards in your hand.

Scuttling Cards

It is a time honored tradition among pirates to sink a ship to keep it out of the hands of their enemies. You can do the same with your Scoundrel Cards.

Scoundrel Cards are always good for something. If you can't or simply don't want to use a card, you can always scuttle it for an extra Action Point during your turn. A scuttled card goes into the discard pile and does not trigger the printed effect. You can even scuttle both cards if you like.

Did You Know:

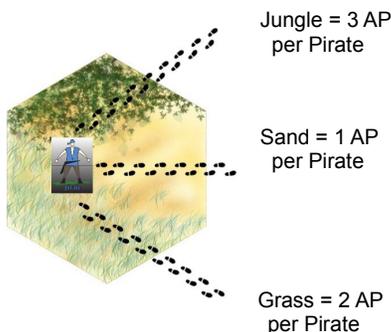
Captain R. L. Stevenson was the first pirate to mark buried treasure on a map with an X.

Pirate Treasure Island Instructions, continued...

ACTIONS

Moving Pirates

Moving pirates from tile to tile can be easy or hard work depending upon the terrain. For example a Pirate Token leaving a tile by the sandy route expends 1 Action Point. If that same pirate leaves a tile through the grasses it is more work and costs 2 Action Points. Hardest of all is leaving the Terrain Tile via the tangled jungle undergrowth and it costs 3 Action Points per Pirate Token to do so.



Keep in mind that it only costs to leave a Terrain Tile, not to arrive on one.

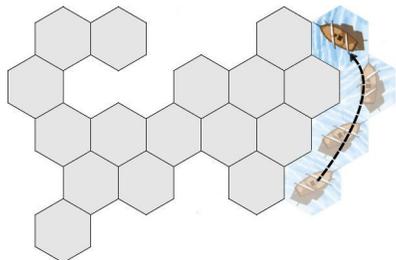
Leaving the Longboat Tile costs 1 Action Point per Pirate Token regardless of which side they leave.



When moving a Pirate Token to an unexplored face-down Terrain Tile, the player turns the Tile face up, orients it in the direction they prefer and returns the tile face-up to the place that it came from.

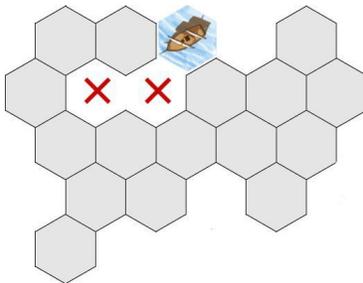
The Longboat

Pirates can travel together faster in a Longboat along the shore than they can walk across terrain. To move the Longboat Tile one space along the shoreline costs two Action Points, however a crew of two Pirate Tokens must be aboard the Longboat to move it. More pirates can be on board, but no less than two must be present to row the Longboat.



Longboats cannot occupy the same space, but they can move "through" each other if there are enough Action Points to do so.

You may find lagoons and other places too narrow for the Longboat to enter.



Fighting Pirates

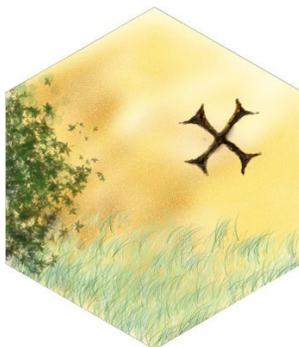
Fights are resolved on a single, Pirate Token versus Pirate Token basis. The player and the opponent each roll a single die and compare results. The winner stays standing (active) and is eligible for another action. The defeated pirate is knocked down (inactive) and cannot be given any actions until it stands up again.

Keep in mind that:

- The pirates can only fight on the same Terrain Tile.
- Attacking costs one Action Point per attack per Pirate Token.
- Defending is a free action.
- Defeated Pirate Tokens are laid down.
- Pirate Tokens laying down cannot fight, attack or defend.
- High roll wins.

X MARKS THE SPOT!

When a Treasure Tile marked with an "X" is revealed, immediately place a Treasure Chest Token on that location.



Remember, it only costs Action Points to leave a tile, never to arrive.

Carrying Treasure

The treasure is heavy, so it requires four pirates to carry the treasure chest through the jungle back to your Longboat. The first player who can get four Pirate Tokens to the Treasure Token immediately gains control of it.

When the player in control of the Treasure Token moves the four Pirate Tokens as a group to another Terrain Tile, the Treasure Token moves with them. If the number of pirates carrying the treasure drops below four for any reason, the treasure remains at that location until four active pirates and enough Action Points are available to move them to the next tile.

Once the treasure is aboard your Longboat you will have to leave one of your crew behind to guard it.

Stealing Treasure

At some point, you may find it is more piratical to let your opponent find the treasure and then take it away from them. Huzzah to you!

Challenging for control of a Treasure Token works the same as fighting, *except* that now it requires at least four pirates. The challenger and the defender each roll a die and compare the results. The winner stays standing, now has control of the Treasure Token *and* gets to move the pirates and treasure two tiles in the "cheapest" direction.

Keep in mind that:

- The challenger must get four pirates on the same tile as the defender.
- Challenging for control costs one Action Point from the challenger.
- Defending is a free action.
- All four of the defeated Pirate Tokens remain standing and active.
- High roll wins.
- Winner gets to move two tiles in the least expensive direction.

Aye me hearties, the risks be great, but the rewards be greater still. Does ye have what it takes ta be a pirate? Are ye the toughest sea dog ta plunder Pirate Treasure Island? Well ye better get yer scurvy hide ashore and find out!