TOBAGO

Game Rules

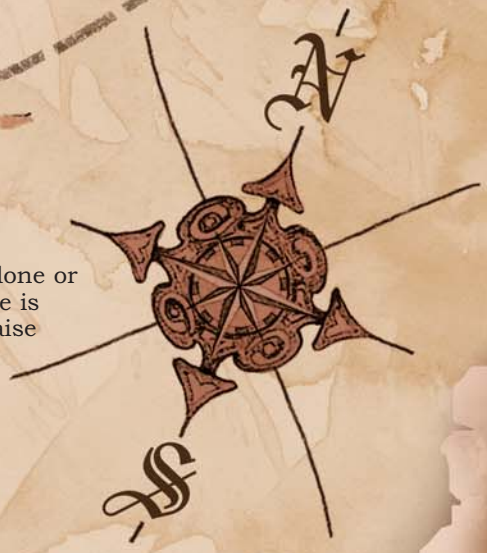
An Exciting Adventure
for 2 to 4 Treasure Hunters Ages 10 and up
by Bruce Allen

„Land ahoy!“ ... After years of searching you have finally found her: Tobago, the island of forgotten treasures. Your hands hold several scraps of parchment almost too weathered to read, and you would bet your last shovel that these are pieces of a treasure map. But how do they fit? And who has the missing pieces? Only by gathering more clues will you track down the treasures. Behind the wheel of your ATV you will cross dense jungles, scale rocky heights, and ford raging torrents. But, the moment you arrive at a treasure site, fierce and greedy competitors may lay claim to part of the findings. Not to mention the curse of the island that rests on some of the treasures. An inconspicuous amulet is the only protection against the curse's gold-devouring power...









Object of the Game

You reconstruct treasure maps by combining clues, either alone or with the help of other players, until the location of a treasure is determined. Then, you try to be the first at the location to raise the treasure. For that, and for contributing clues, shares of the treasure are awarded. By picking up amulets - and using them wisely - you will gain an advantage (and protection from the curses, too). At the end of the game, the player with the most gold coins wins.

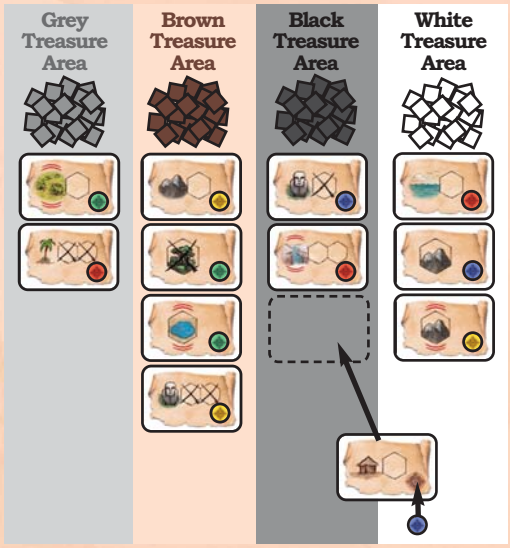
Before reading these rules, please take a look at the **supplementary** sheet. It shows how to **set up**

Game Play:

You take turns in a clockwise direction, starting with the player who has visited island most recently. During your turn, you may perform **one** of the following two

A) Play a clue card

Choose a clue card from your hand and place it face-up below the last clue card of one of the treasure maps. Then, mark the clue card just played with one of your compass roses



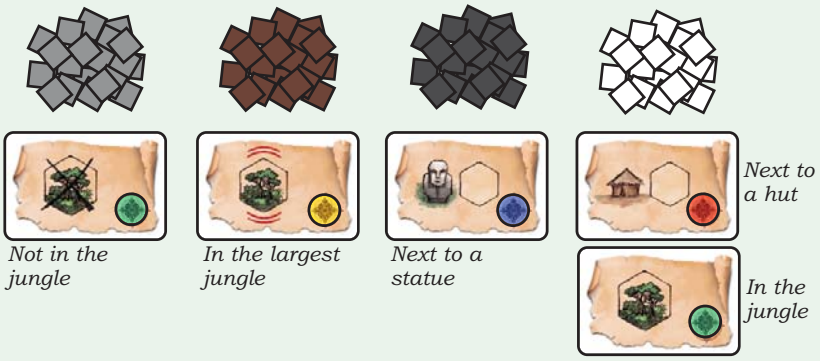
New clue cards are always placed below the other cards of a treasure map. A treasure map may contain any number of clue cards from any number of players.

Then, draw a replacement card from the clue card deck. Your hand should always contain 4 cards (6 cards in a two-player game).

If the clue card deck is depleted, shuffle the discarded clue cards to form a new deck.
(You can find explanations of the clue cards on the supplementary sheet.)
If you are unsatisfied with your clue cards you may exchange them all with the same number drawn from the clue card deck by playing an amulet. (→ Page 6, „Amulet Powers: Exchange your clue cards“)

Each treasure map leads to one treasure site. Each clue of the treasure map eliminates one or more spaces on the island. The remaining spaces are the ones where the treasure can still be hidden. Mark these spaces with the correspondingly coloured site markers as soon as it is possible to cover every space with the available site markers. (Often, it will take several clues to reach this point.) Afterwards, for each new clue added to the treasure map, remove the site markers from the spaces the clue eliminated. The location of the treasure is determined as soon as only one site marker of its colour remains on the island. Only then, can the treasure be raised.
It is possible for site markers belonging to different treasure maps to share the same space on the island.

Each clue eliminates spaces as possible treasure locations





*Anna adds the clue „In the jungle“ to the treasure map in the **white** treasure area. Accordingly, the **white** treasure is located next to a hut and in the jungle. This eliminates all spaces which, though next to a hut, are not part of a jungle.*

*Around each of the four huts, all **white** site markers not located in the jungle are removed.*

*The example to the left shows the situation at **one** of the four huts.*





*Now, Bobby also adds the clue „Next to a palm tree“ to the treasure map in the **white** treasure area. Therefore, only spaces that are next to a hut, and next to a palm tree, and in the jungle still qualify as possible locations for this treasure.*

*After Bobby has played his clue, all **white** site markers not located next to a palm tree are removed.*

the game for 2, 3, or 4 players and provides an **overview** of what the components are for.

an actions: **A) Play a clue card** or **B) Move your ATV**

⊕ At any time during your turn, you may, if possible, raise treasures and/or play one or more amulets (→ Page 4 and Page 6).

Rules for adding clues

When adding a clue to a treasure map the clue ...

- must not contradict any clue already present in the treasure map.



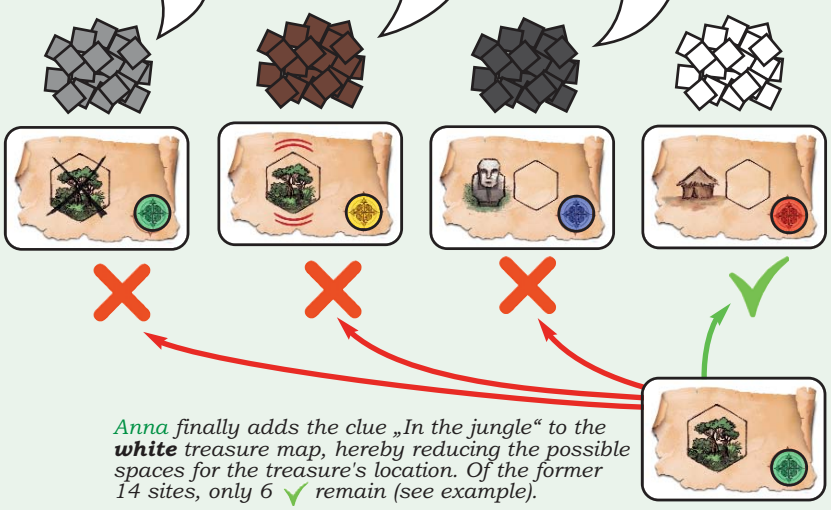
*Anna cannot add the clue „In the jungle“ to the treasure map in the **grey** treasure area, as the first clue already rules out the jungle.*

- must reduce the possible sites where the treasure could be hidden by at least one space.

*The **brown** treasure is located in the largest jungle. Anna cannot add the clue „In the jungle“ to this treasure map either, as it does not reduce the possible sites for the treasure's location.*

- Must allow at least one site where the treasure could still be hidden, a treasure cannot simply „vanish from the island“.

*The **black** treasure is located next to a statue. If none of the spaces next to the statues is in the jungle ⬭ (as in the example below), Anna cannot add this clue here either.*



*Anna finally adds the clue „In the jungle“ to the **white** treasure map, hereby reducing the possible spaces for the treasure's location. Of the former 14 sites, only 6 ✓ remain (see example).*



*Looking at the situation in this example reveals why Anna cannot add the clue „In the jungle“ to the **black** treasure map: None of the jungle spaces lies next to a statue ⬭.*

B) Move your ATV

You can move your ATV **up to 3 legs**.

The following counts as **one** leg:

1) Moving within a terrain

Any movement **within the same terrain type**, no matter how far.



2) Changing the terrain

Moving into an **adjacent space** of a **different** terrain type (e.g. from the jungle to the adjacent lake space).





Two examples of how you can drive the 3 legs:

Lola uses the first leg to drive to the end of the jungle. Changing to the mountains uses up her second leg. With the third leg she can, at most, reach the end of the mountains.

Bobby first leg takes him from the lake to the adjacent scrubland space. He crosses the scrubland in the second leg. Then, he reaches the adjacent river space in the third leg.

Special Cases:

- Raising a treasure ends your movement, (no matter how many legs you have used). → Page 4
- Collecting an amulet automatically ends a leg. → Page 5

ATVs can enter any space on the island, even if it contains a palm tree, a hut, a statue, or other ATVs. ATVs cannot enter the ocean.

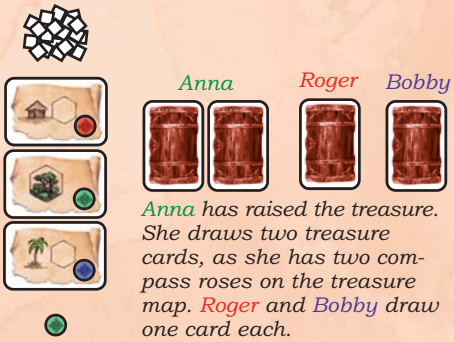
Raising a Treasure

You can raise a treasure if these **two** conditions are met:

1) The exact location of the treasure is defined, i.e. only **one** site marker of the treasure remains on the game board.

2) It is your turn and your ATV reaches (or already occupies) the space containing the remaining site marker.

To raise the treasure, place one of your compass roses below the last clue card of the corresponding treasure map. Then, remove the site marker and put it back on its pile.
Now, each of you draws as many treasure cards as you have compass roses lying on (or below) the treasure map. After secretly looking at them, hand the treasure cards **face down** to the player who will distribute the treasure cards.



Anna has raised the treasure. She draws two treasure cards, as she has two compass roses on the treasure map. Roger and Bobby draw one card each.

Caution! Don't give away what kind of treasure card you have seen. Especially not if you have drawn a curse card. If only you possess certain information about the contents of the treasure, this will give you an advantage when it comes to the distribution of the treasure.

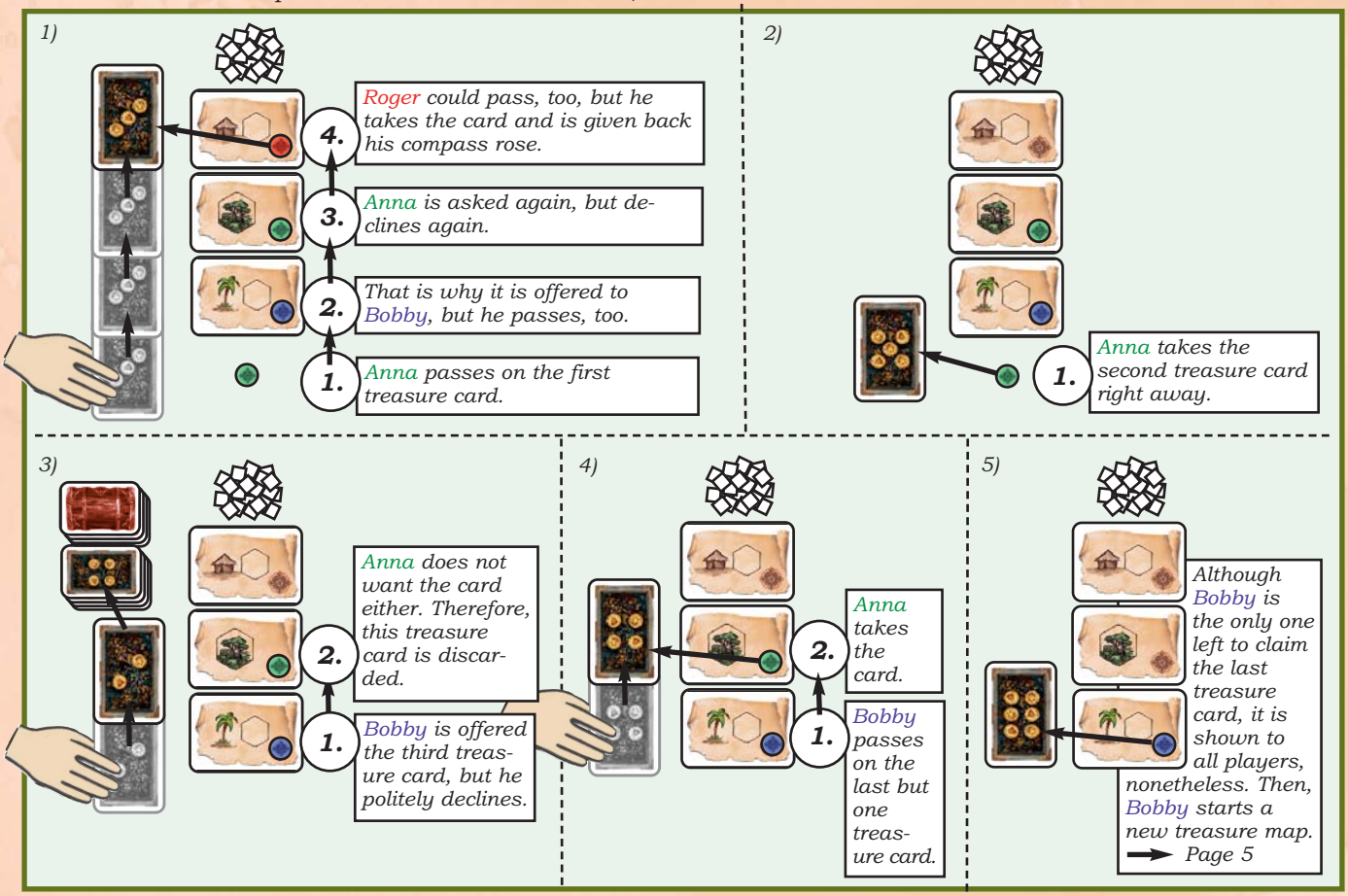
Distributing a Treasure

Without looking at it, the player distributing the treasure draws an **additional card** from the treasure deck and adds it to the cards received from the other players. After the cards have been shuffled thoroughly, the topmost treasure card is displayed face-up, and all players with compass roses on the treasure map are asked in the sequence of the compass roses **-from bottom to top** (beginning with the player who raised the treasure) - whether they want to claim the treasure card or not

1) The owner of the lowest compass rose on or below the treasure map is asked first, whether she wants the treasure card. If she declines, the owner of the next higher compass rose is asked (even if the player has been asked before), and so on.

2) Whoever claims a treasure card takes the card and places it face down in front of him, and is given back the compass rose that he used to claim the treasure card. Treasure cards nobody claimed are placed on the treasure card discard pile.

3) Then, the player distributing the treasure cards turns over the next card and offers it as described above. This is repeated until all the treasure cards for this treasure have been offered or no compass rose remains on the treasure map. If a treasure card is left over, it is discarded.



Cursed Treasures



Turning up a curse card during **distribution** means the treasure is cursed.
The curse has two consequences:
1) The remaining treasure cards of this treasure **are not distributed**.
2) Anyone with one or more compass roses still on or below the treasure map must discard an amulet. If a player does not have an amulet, he loses his most valuable treasure card.

Afterwards, the curse card is removed from the game. The lost treasure cards are discarded together with the ones not distributed. If the second curse card is among these discards, remove it - without it taking effect - from the game, too. Take back your compass roses still on the treasure map.

Starting a New Treasure Hunt

All clue cards belonging to a raised treasure are placed on the clue card discard pile, which is kept separate from the treasure card discards. The player who claimed the **last** treasure card during the distribution starts a new treasure map by playing a clue card face up from her hand in the now empty treasure area. The card is marked with one of the player's compass roses and the player draws a new clue card to replenish her hand to four clue cards (6 clue cards in a two-player game).
Special case: If the first card turned up in the distribution happened to be a curse card and no treasure cards were distributed, then the **player who raised the treasure** starts the new treasure map.

The Mysterious Appearance of the Amulets

A mysterious force emanates from the statues each time a **treasure is raised**.
Where their unrelenting gaze strikes the coast, amulets surface in the ocean and are swept ashore:



Take three amulets from the amulet pile and place one each on the coast in the last island space lying in the direction of view of each statue, unless this space is already occupied by an amulet. Then, with a grinding noise, the statues turn to face where the next amulets will surface: rotate each statue 60° in a clockwise direction, until it faces the next adjacent space.



Place an amulet next to the ocean in the viewing direction of each statue.



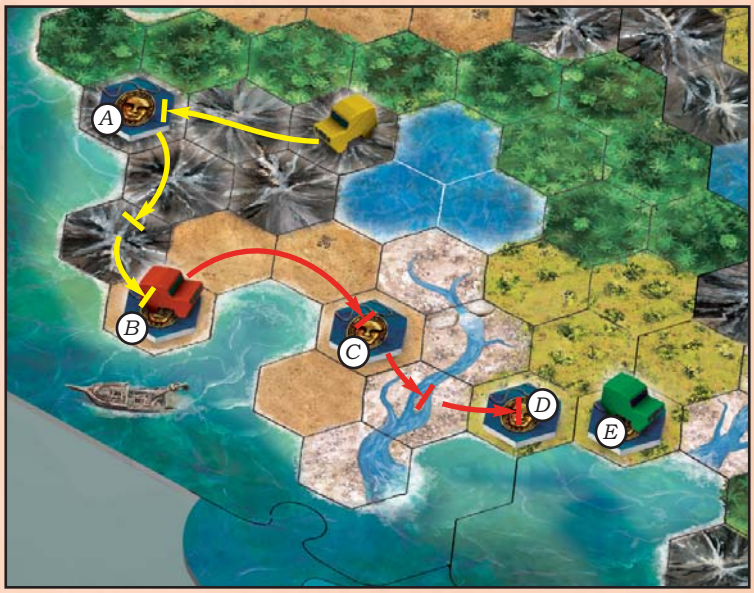
Then rotate all statues

Picking up Amulets

You can only pick up amulets when it is your turn. There are two ways to do this:

1) At the beginning of your **turn**, your ATV already occupies a space that contains an amulet. Take the amulet. This does not count as an action.

2) You move your ATV (Action B, ➞ Page 3) into a space containing an amulet. To pick up the amulet, you must complete one of your legs in that space.
It is possible to collect more than one amulet during an action.



Lola takes the first leg to drive to amulet (A). As she has to stop there to pick it up, she needs another leg to reach the end of the mountains. She uses the third leg to cross over to the beach, where she picks up amulet (B) from underneath Roger's ATV.

Now it's Roger's turn. He is annoyed by Lola's play, as otherwise he could have taken amulet (B) without having to move his ATV. Roger decides to pick up amulets (C) and (D). To do that, he drives along the beach first, and then changes terrain twice. Roger cannot reach amulet (E) in the scrubland - not even if he discards an amulet to take an extra „Move your ATV" action, as picking up amulets is not allowed on an action granted by an amulet. (➞ Box „Amulet Powers: Move your ATV", Page 6)

A hint for experts: If Roger has an amulet at the start of his turn he could snatch amulet (E) from underneath Anna's ATV: First, he discards the amulet and takes an extra „Move your ATV" action to drive to the space containing amulet (C). He cannot pick it up, as he reached it using the amulet's extra „Move your ATV" power. Then, he starts his regular action. It takes him two legs to pick up amulet (D), and on the third leg he takes amulet (E).

Amulet Powers:

You can play as many amulets as you like at any time during your turn, (even amulets you just picked up in the same turn). Each amulet played grants **one** of the following powers:

- **Remove a site marker**
  Take any site marker off the game board and place it back on its site marker pile. Removing a site marker eliminates the space it came from as a possible location for the corresponding treasure. Hence, you are not allowed to remove the last remaining site marker of a given colour from the game board.
- **Play a clue card**
  You can take an extra "Play a clue card" action (see Action A, ➞ Page 2).
- **Move your ATV**
  You can take an extra "Move your ATV" action (see Action B, ➞ Page 3). **Caution! You are not allowed to pick up amulets while you are using this power.**
- **Protection against a curse**
  Discarding an amulet when you are hit by a curse prevents you from losing your most valuable treasure card.
- **Exchange your clue cards**
  You can discard all your clue cards and then redraw the same number from the clue card deck. (You may exchange your clue cards in the same manner even if you do not possess an amulet, if you forgo your entire turn instead.)

Amulets that were played or discarded are returned to the common amulet pile.



An example:
*Lola cannot raise the **grey** treasure, as there are still two **grey** site markers remaining on the game board. Therefore, she uses an amulet*  *to remove one of the site markers. This leaves the location of the treasure in the exact space where her ATV is already standing. Now, Lola raises this treasure before taking her regular action, in which she moves her ATV to the **black** site marker and then raises the **black** treasure, too. Now, Lola uses another amulet to take an extra move with her ATV, moving it to the space containing both the last **brown** and the last **white** site markers. Finally, she raises both treasures separately, in any order she wishes.* 

Experienced players can incorporate additional amulet powers into the game. As with the other powers, using a power costs one amulet. These powers only effect treasure maps belonging to treasures for which the exact location has not yet been determined.

- **Double-Claim**
  - place **two** of your compass roses on the clue card you have just played
    or
  - place an additional compass rose on a clue card already containing exactly one of your compass roses.
    Each compass rose entitles you to claim one treasure card during the distribution of the treasure.

- **Swap positions of compass roses**
  Swap the positions either of two single compass roses or of two Double-Claims on the same treasure map.

Ending the Game:

The game ends after the treasure card deck runs out, but not before the treasure has been distributed. If there are still compass roses left while drawing the treasure cards, shuffle the discarded treasure cards and continue with the distribution as usual. After the distribution is complete, the game ends immediately.

Now, each of you counts the number of gold coins on the treasure cards gathered. Whoever has collected the most gold coins wins the game.

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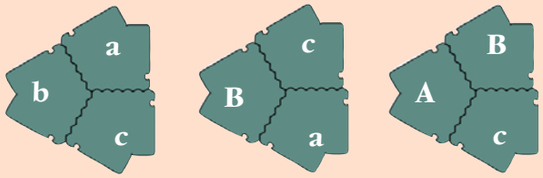
Game Setup and Components:

1. Assemble the **variable game board** showing the island (it consists of 3 game board sections and 3 clamps).

The game board sections are double-sided. The 3 front sides (a, b, c) show fewer island spaces than their reverse sides (A, B, C). You can combine these sides in any way you wish, e.g.:



Interlock the jagged edges of the 3 game board sections without leaving a hole in the middle. To complete the game board, fasten the three game board sections with the three clamps.





Flip the clamps if you arranged the sections according to the second possibility.



You can set up the game board to show **32 different islands**, providing variety and a new challenge with each game of TOBAGO.

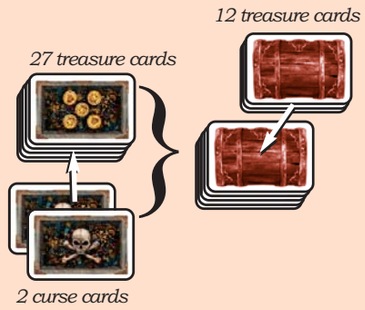
2. Place the
4 huts,
3 palm trees and
3 statues
on the island following the rules below:



- Each space can contain only one object.
- All similar objects (e.g. two palm trees) must be placed **at least four spaces** apart.
- Statues may not be placed adjacent to the ocean. Each statue must directly face one of its 6 surrounding spaces.



3. Use the
39 treasure cards
+ 2 curse cards
to form the treasure card deck. Shuffle the two curse cards (also face down) with the lower 27 of the treasure cards.



4. 

Pile the **21 amulets** on the corresponding symbol located on one of the clamps.

5. 

Each of you takes the **ATV (All-Terrain Vehicle)** of your colour and places it on any space of the island.

6. 

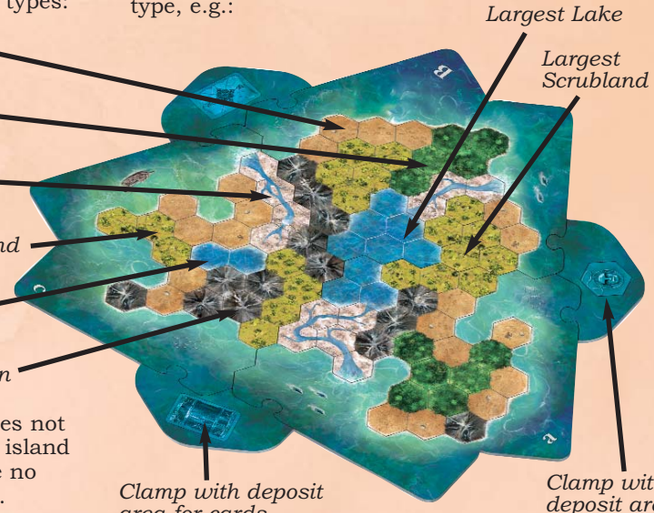
Of the **60 compass roses**, each of you takes the 15 of your colour.

The island is made up of hexagonal spaces, each space belonging to one of the six terrain types:

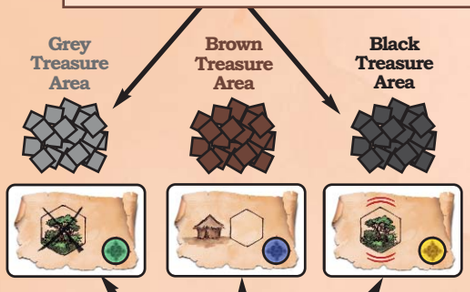
- *Beach*
- *Jungle*
- *River*
- *Scrubland*
- *Lake*
- *Mountain*

The ocean does not belong to the island and there are no ocean spaces.

There will always be exactly **one largest area** of each terrain type no matter which scenario you have chosen. The largest area is the one which contains the most spaces of that terrain type, e.g.:



7. Create four treasure map areas next to the game board by sorting the **68 site markers** by colour into four piles.



This example shows the setup for a game with three players. Therefore, three clue cards have been placed, initially. The treasure map for the fourth treasure area can be started anytime during the game as there are always four possible treasure sites available, regardless of the number of players.

8. Each of you draws one of the **52 clue cards** and places it face up on an empty treasure map (below the pile of site markers). Mark the clue card you placed with one of your compass roses.



Shuffle the clue cards and deal each player 4 clues face down (in a two-player game, deal 6 clues each).

The remaining clue cards form the clue card deck.



How To Read the Clues

Each clue shows the **landmark** the clue refers to:


Scrubland


Jungle


River


Mountains


Lake


Beach


Hut


Palm Tree


Statue


Ocean

Sometimes the clue refers to the **largest area**.
This is shown by the following symbol:



for example:


largest beach


largest river


largest mountain

The hexagons show **where the location of the treasure is in relation to the landmark**. There are six different types of clue cards:

Card Type 1: **WITHIN the landmark**
(Picture on the card: Landmark within the hexagon)
Some examples:

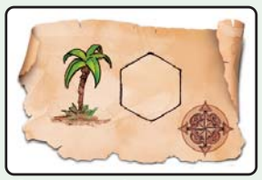

In the river

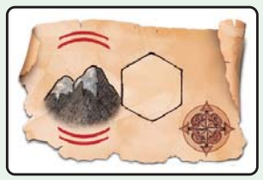

In the scrubland


In the largest jungle

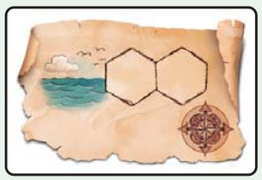
Card Type 2: **NEXT TO the landmark**
(Picture on the card: Landmark beside the hexagon)
Some examples:


Next to the scrubland


Next to a palm tree


Next to the largest mountain

Card Type 3: **„In Sight of the landmark“: EXACTLY 1 OR 2 SPACES from the landmark**
(Picture on the card: Landmark beside two hexagons)
Some examples:


In sight of the ocean


In sight of a hut


In sight of the largest lake

Card Type 4: **NOT WITHIN the landmark**
(Picture on the card: Landmark within the crossed out hexagon)
Some examples:


Not in the mountains


Not on the beach


Not in the largest lake

Card Type 5: **NOT NEXT TO the landmark**
(Picture on the card: Landmark beside the crossed out hexagon)
Some examples:


Not next to the ocean


Not next to a statue


Not next to a river

Card Type 6: **„Not in Sight of the landmark“: NOT WITHIN 1 OR 2 SPACES of the landmark, i.e. FARTHER THAN 2 SPACES AWAY from the landmark or DIRECTLY ON it**
(Picture on the card: Landmark beside two crossed out hexagons)
Some examples:


Not in sight of a hut


Not in sight of a palm tree


Not in sight of a statue

Important: With Card Types 2 and 3, the treasure cannot be located within the landmark, e.g. the card **„Next to the jungle“** eliminates all jungle spaces as possible treasure locations.
With Card Types 5 and 6, the treasure can be located **within** the landmark, e.g. the card **„Not next to a statue“** still allows the treasure to be located in the spaces where a statue stands. (Exception: Treasure cannot be located in the ocean as the ocean is not part of the island.)