

Game Background

1640 A.D. A ghastly curse befell a beautiful island in the Indian Ocean... just because it could.

Soon, it was known that its dark magic would not only afflict whoever tried to take away anything from the island, but also haunt whoever even dared approach its coasts.

Ingenious and opportunistic pirates soon realized the island was the perfect location to hide their loot, as, once buried there, it was almost impossible for it to be stolen (again). Pleased with their perfect plan and exceptionally creative as they were, they named it "Loot Island."

Being just as smart as they were creative, they came up with a perfect trick to fool the island: They buried curse-cleansing amulets with the treasure and also drew maps leading to their precious stashes in case anything went wrong... which, of course, it did.

Devoid of humor, but not of viciousness, the island didn't like being tricked at all, so it somehow made pirates all over the world lose all of their maps. As a result, the treasures were lost forever… well, almost.

1902 A.D. Centuries later —the piracy profession, unfortunately, being somewhat long outdated— noble and good-looking treasure hunters (yes, you) entered the stage.

Fate, who notoriously likes to play games, has gifted you with card-shaped (what a coincidence!) pieces of the ancient lost maps so you can face each other in search of such bountiful yet dangerous fortunes.

You must cooperate with your fellow treasure hunters to assemble the maps to find the loot, but at the same time ruthlessly compete with them to get the biggest share of the loot for yourself. (It is a pirate treasure after all, arrr!)

Do you have the correct pieces of the map? Do the other players have matching pieces to help you find a route to the treasure? And... will you be able to get rid of the curse?

The player who finds the best balance between cooperating and competing, together with the right timing of actions, and a bit of luck, wins the game by having the most valuable treasures and breaking the curse of Loot Island!

Game Setup

All the rules are explained for a 5-player game. Rule differences for a 2-, 3-, or 4-player game are in green. Additional rules for the 2-player game are listed on page 15. Put any unused components in the game box.

Before your first game, remove all the tiles from the frame, and stick the stickers on the wooden discs (one on the top and one on the bottom of each disc) according to their color.

Components list

- 1 Main Island board
- 7 Small Island tiles
- 1 First Player tile
- 1 Ship
- 15 Compass discs
- 5 Character cards
- 80 Curse cubes
- 18 Event cards
- 74 Treasure cards
- 88 Map cards
- 14 Healer cards
- 5 Reference cards
- 1 Score Pad



1. Lay out the **Main Island board** in the middle of the table.

Each side of the Main Island is a coast; each coast has 2 Landings (each Landing is indicated by a circle).



11. Player's area: Each player chooses a color (**Blue**, **Red**, **White**, **Yellow**, **Black**), then takes:

- **3 Compass discs** of their chosen color
- The **Character card** of their chosen color
- **3 Curse cubes** (to be placed **onto the Character card**)



10. Randomly determine a first player and give them the **First Player tile**.

9. Lay out the **Small Island tiles** face up to one side of the table.



8. Place the **Curse cubes** at one side of the table to form a common supply.



Put this tile back in the box if you are playing with 2, 3, or 4 players.

2. Place the **Ship** on one of the Ship slots in a corner of the Main Island.

Note: The initial corner and rotation of the ship are not important, so choose them randomly.



3. Sort the **Treasure cards** into four piles by the roman numerals on their back, and then shuffle each pile separately.

At one side of the table, **form a face-down Treasure deck**, placing the IV cards on the bottom, then the III, the II, and then the I cards.
Leave space next to the deck for a discard pile.

Use only piles I and IV in a 2- or 3-player game. Use only piles I, II, and IV in a 4-player game.



4. Shuffle all the **Map cards** and **place them face down as a Map deck** to one side of the table. Leave space next to the deck for a discard pile.



5. Deal **7 Map cards to each player** (6 cards in a 2-player game). These cards form a player's hand.



7. Shuffle all the **B Event cards,** randomly choose **4 cards** (without looking at them), and place them **face down** in a deck in the middle of the Main Island.



Shuffle all the **A Event cards**, randomly choose **1 card,** and place it **face up** on top of the deck. *(This Event applies to the 1st round; see page 14.)*

The remaining Event cards are returned to the box without looking at them.

6. Shuffle all the **Healer cards**, randomly choose (without looking at them) a **number of cards equal to the number of players in the game**, and place them **face down** in a deck to one side of the table.

The remaining Healer cards are returned to the box without looking at them.



Game overview and Sequence of play

Players are treasure hunters who, after finding pieces of ancient treasure maps, set sail for Loot Island to salvage the hidden loot that is buried there.

The game is played over 5 rounds. Each round represents one day and consists of 3 Phases:



Phase 1: Preparation - A new exploration day begins: The ship leaves the previously explored coast and moves to the next coast in search of new treasures, a new page of the logbook is written, and players receive new maps.



Phase 2: Actions - Players play their Map cards from their hand, either to use the Small Islands to obtain a personal advantage, or to play to the Landings of the Main Island, along with their Compass discs, in an attempt to piece together enough of a map to find treasures buried on the island.





Phase 3: Finding the Loot - An exploration takes place along the coast where the ship is currently located.

If Loot is found in a Landing, treasures will be distributed among the players that have a Compass there on a first come, first serve basis.



Beware though, a curse will afflict whoever tries to take away anything from the Island, so for every treasure you take, you also might have to take Curse cubes.

Competing vs cooperating

Treasures are distributed only if enough Map cards were played in the Landing so it is usual that more than one player will need to contribute cards for Loot to be found there.

You will then need to cooperate with the other players to put together enough pieces of the map while also competing against them to put yourself in best position to receive treasure.

After the 5th round, a Final Exploration takes place and then the game ends.

Players calculate the value of their Loot by adding together the gold coins gained by their Treasures, and subtracting the cost they must pay to the Healer to remove the curse.

The player with the highest Loot Value wins the game *(see page 12)*.



General rules

Curse cubes: When you take 1 or more Curse cubes, take them from the common supply and place them on your Character card. When you discard 1 or more Curse cubes, take them from your Character card, and place them in the common supply. Curse cubes are not limited. In the unlikely event that they run out, use another means of tracking them.

Map Cards: When you draw a Map card, take the top card from the Map Deck and place it in your hand.

Discarding cards: When you discard a Map, or a Treasure, you place them to the relevant face-up discard pile.

Map Deck: Any time you draw 1 or more Map cards, and there are not enough cards in the Map deck, draw as many you can, then shuffle the Map discard pile to form a new face-down Map deck and draw the rest.

Treasure Deck: Any time you reveal 1 or more Treasure cards, and there are not enough cards in the Treasure deck, reveal as many you can, then shuffle the Treasure discard pile to form a new face-down Treasure deck and reveal the rest. In the unlikely case that there are still not enough cards, distribute the revealed cards, if any, then skip straight to End of the Game - Step 2 *(page 12)*.

Phase 1: Preparation

Note: **Skip this Phase in round 1**.
The Preparation Phase consists of the following 4 steps, carried out in this order:

1. Ship Movement: Move the ship to the next corner of the Main Island, in the direction the ship is currently facing.



2. Small Islands: All Small Island tiles that were turned face down in the previous round are flipped face up.



3. Events: Remove the Event card that was applied in the previous round and place it back in the box. Then, flip the top card of the Event deck face up *(this Event applies to the current round; see page 14)*.



4. Player's hand: Each player may now discard any number of Map cards they have left from the previous round to the discard pile.

Then, they **replenish their hand to 7 cards** by drawing cards from the Map deck (6 cards in a 2-player game).

Phase 2: Actions

Starting with the First Player, and proceeding in clockwise order, each player takes a turn.

On your turn, you must do **one** of the following:

- **Use a Small Island**
- **Play Map cards to the Main Island**
- **Pass:** If you cannot or do not want to perform anymore actions, you must pass.
  Place any cards you still have in your hand face down on the table; your turn is skipped for the rest of this Phase.
  The player that passes first takes the First Player tile.





This process repeats with players continuing to take turns until all players have passed. Then, the Phase ends.

Use a Small Island

Treasure hunters soon learned that visiting the nearby smaller islands could prove useful.

Discard 2 cards of the same color from your hand, and **choose <u>one</u> of the face-up Small Island tiles.**

You **<u>may</u>** now perform the depicted action *(see page 14)*.

Then flip the tile face down.

Important: You can Use a Small Island (discarding 2 cards of the same color and flipping a tile) even if you cannot or do not want to perform its action (e.g. so that no one else can use it).



Note:

You can choose any 2 cards from your hand, provided they are of the same color.

The number and symbols on the card are irrelevant when using a Small Island (they are only relevant when playing to the Main Island).

If there are no more face-up Small Island tiles, you can only play cards to the Main Island or pass.

Play Map cards to the Main Island

Each side of the Main Island is a coast; each coast has 2 Landings (each Landing is indicated by a circle).
Playing cards to the Main Island represents players assembling a map that will be used to find Loot during Phase 3.

To perform this action, you **must**:

1. **Choose one** (and only one) **Landing** where you will play cards.
2. If you do not currently have a **Compass** there, take one from your player area (or, if you don't have any left, move one from another Landing) and **place it on top of the Compasses already there**, if any. Each Landing can have a maximum of 1 Compass of each color.
3. **Play 1 or more Map cards of the same color** from your hand, add them to the chosen Landing (see Placement rules below), and apply their effects, if any *(see Effects, page 8)*.



Example: *It is* **Black's** *turn. She has 3 red cards (3, 5, and 9). She adds the 3 and the 5 to a column. She does not have a Compass disc there, so she adds one.*

The played cards have no effects, so her turn ends.



Placement rules

◊ You can start a new column (i.e. place 1 or more cards on a Landing that currently has no cards) or extend an existing one (i.e. add 1 or more cards to a Landing that already has at least 1 card).

◊ **The first card** on a Landing can be **any card** of your choice.
The only restriction is that the 2 Landings of a coast must have cards of different colors.

◊ **Every further card** on a Landing **must**:

- be of the **same color as cards already there**;
- always be **added at the end of the column**;
- have the **same or a higher number** than the card immediately before it.

◊ A Wild Card has a star icon instead of a number and can always be played on a Landing (respecting the color). It takes the value of the card immediately before it (or 1 if it is the 1st card on a Landing).

Note:

- Cards do not need to be consecutive (e.g. a 5 can be played onto a 2).
- If you have more than one playable card in hand, you can play as many as you want (i.e. you don't have to play them all at once).
- If you play multiple cards on a turn, those cards are played in numerical order.
- Cards numbered 1 have special placement rules *(see page 8)*.

Effects

Some cards have a symbol depicting an effect. When played on the Main Island, the card's effect is applied.



Discard 1 cube: If you play a card with this icon, all players with a Compass in that Landing (including you) may immediately discard 1 Curse cube.



Draw 1 card: If you play a card with this icon, all players with a Compass in that Landing (including you) may immediately draw 1 Map card.

1 **Card Number 1:** A card with the number 1 can be played in two different ways, and this determines its effect.
If the last card already on the landing:

- ◊ has a value of 1 (or if there are no cards), follow usual placement rules.

  Then, all other players (regardless of whether they have a Compass there or not) must take 1 Curse cube.

- ◊ has a value of 2 or higher, insert the card with the number 1 at the beginning of the column (before all other played cards).

  Then, you can use the effect of one "Discard 1 cube" card or of one "Draw 1 card" card that was already there, if any. Other players on the Landing do not get this benefit.



Chest and "+1": Cards with these icons have no immediate effect. The icons are important during the Finding the Loot Phase (*see page 10*).

Note: Other than the depicted chest, Wild Cards never have any additional effects. They only assume the value of another card, but do not give any of the benefits of that card.

Note: Effects that also affect other players (for example: every player takes a cube) are also applied to players that have already passed.









Example: *It is* **Red***'s turn. He adds a 5 and a 9 to a column. He already has a Compass disc there from a previous turn, so he doesn't place another one.*

Because of the effects on the cards just played, **Red**, **Yellow**, *and* **Blue** *may all now discard a Curse cube and draw 1 Map card.*



Example: *It is* **Blue***'s turn.*
He starts a new column and plays a 1, 3, and 7.
All of his Compass discs are already on other Landings, so he must move one of them from another Landing to this Landing.
Because he played the 1 following usual placement rules, all the other players take 1 Curse cube.
Then, because of the effects of the 7, **Blue** *may now discard 1 Curse cube.*













Example: *It is* **Yellow***'s turn.*
He chooses to extend an existing column by playing a 1, 10, and a Wild card.
He places his Compass there and then inserts the 1 at the beginning of the column and the 10 and the Wild card at the end.
The effect of the 1 allows him to copy the effect of either the 5 or the 7. He chooses to copy the 5 and draw a card. The effect is not applied to the other players.

Phase 3: Finding the Loot

The coast the ship is currently pointing at (i.e. the one closest to its bow) is the Exploration coast for the current round. **Both Landings on the Exploration coast are explored one at a time** in search of Loot.

For Loot to be found, a Landing needs to have at least **6 Map Cards** (5 in a 4-player game, 4 in a 2-3 player game).

+1 **Note**: Cards with this symbol count as 2 Map cards.

- If neither Landing has enough cards, skip to the Clean Up step *(page 11)*.
- If at least one of the 2 Landings has enough cards, the **one with the most cards** (or the one closest to the ship's bow in case of a tie) is the **Big Loot Landing**, and is **explored first.**

  Proceed as follows:

  1. **Reveal the Loot:** Reveal cards from the Treasure deck and place them face up on the table, as follows:

     ◊ 1 Treasure card for each Compass on the Landing;

     plus

     ◊ 1 Treasure card for each Chest on the Map cards on the Landing, if any.

  2. **Distribute the Loot:** In the order of the Compass discs on the Landing (from bottom to top), each player takes 1 of the revealed Treasure cards, and decides to either keep it or discard it *(see Taking Treasures, page 11)*.
     Repeat this process until there are no more revealed Treasures to take.
     See page 13 for details about the treasure values.



- Then, **the other Landing is explored.**
  - ◊ If it does not have enough Map cards, no Loot is found there (skip to the Clean Up step, *page 11*).
  - ◊ If it has enough cards, it is the **Small Loot Landing.** Proceed as follows:

    Reveal 1 Treasure card for each Chest on the Map cards on the Landing, if any, and place them face up on the table.
    Do not reveal Treasure cards for the Compass discs.

    Distribute the Loot as described above, and then proceed with the Clean Up step (*page 11*).

Example:

Both Landings have enough cards. The Landing on the left (having more cards) is the ***Big Loot Landing*** *so it is explored first.*
7 Treasure cards are revealed (1 per Compass disc and 1 per Chest card at the Landing).
Blue *takes first, then* **Red**, *then* **Yellow**, *then* **Blue**, **Red**, **Yellow**, *and finally* **Blue**.

*Then the Landing on the right (****Small Loot Landing****) is resolved.*
3 Treasure cards are revealed (1 per each Chest card there).
Red *takes first, then* **Blue**, *then* **Black**.
Yellow *takes no treasures.*

Taking treasures:

When you take a Treasure, you can choose among:

A. Keep the treasure. Place it face up in front of you.



If the kept Treasure has a Curse icon with a number, it is cursed! You must take the corresponding number of Curse cubes.



If the kept Treasure has an icon with 1 or 2 crossed Curse cubes, you may immediately discard up to the depicted number of cubes.

B. Discard the treasure *(you avoid the curse by burying the treasure again).*



You can immediately discard up to 2 Curse Cubes.



In addition, each time you discard a Treasure, you may discard 1 Curse cube for each Amulet Treasure you have in front of you, if any (they have this icon in the bottom right corner).

Note:

- You can only discard a Treasure at the time you take it. Once kept, it cannot be discarded anymore.
- You can only apply the ability of your Amulets at the time you discard a Treasure (i.e. you cannot apply it when discarding cubes in other ways).
- The number in the bottom left corner of the Treasure Cards is only relevant in a 2-player game *(page 15)*.

Clean Up: All the **Compass discs on <u>both</u> Landings of the Exploration coast** (regardless of whether any Loot was found or not) are **returned to the players**, and **all Map cards** on those Landings are placed on the **discard pile**.

Then the round ends.

Note: Compass discs and Map cards on the Landings of other coasts remain there.



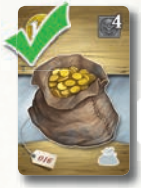


Example:

5-player Game

The Landing on the right has enough cards (the card numbered 2 counts as 2 cards) and has more cards than the other Landing, so it is the ***Big Loot Landing****. It is explored first.*

3 Treasure cards are revealed (1 per Compass there and 1 per Chest Card there).



Blue *chooses this Treasure and decides to keep it. He takes 4 Curse cubes.*



Red *chooses this Treasure and decides to discard it. He has 3 Amulets in front of him, so he discards 5 Curse cubes (2 for discarding the Treasure, plus 1 per Amulet).*





Blue *chooses this Treasure and decides to keep it. The Treasure has a crossed cube icon, so he may immediately discard 1 Curse cube.*



Then the left Landing is explored. There aren't enough Map Cards, so no Loot is found.

End of the Game

1. Final Exploration: After the 5th round, all remaining Landings on every coast are explored, one at a time, starting with the Landing closest to the ship's bow and going in the direction the ship is currently facing.

For each Landing, if it has enough Map cards, reveal and distribute Loot following the usual Small Loot Landing rules.

Note: only Small Loot is found during Final Exploration, regardless of which Landing has more cards, so there might be up to 6 Small Loot Landings.

2. Curse cubes: Players who have 13 or more Curse cubes at the end of the game are now eliminated.
The curse was too strong for them to break it, making them lose all of their treasures.

Non-eliminated players then proceed with the following 2 steps.



3. Healer Cards: Reveal the Healer cards set aside during Game Setup and place them face up on the table.

Starting with the player with the fewest Curse cubes and progressing in increasing order of Curse cubes, each player then selects 1 of the revealed Healer cards and places it face up in front of them. In case of a tie, the tied player that is closest (clockwise) to the player with the First Player tile chooses first.

Note: Eliminated players and players with no Curse cubes do not participate in this step (i.e. they do not choose any card). This means that, in some games, not all Healer cards will be chosen.

4. Loot Value: Non-eliminated players then calculate the total value of their Loot. Use the score pad provided to record the players' Loot Values.

◊ Calculate the gold coins you gain by selling your Treasure *(see page 13 for details)*.



◊ Add 5 gold coins if you have the First Player tile. *You are the captain of the ship, and get paid accordingly*.

◊ You must then pay the cost to get rid of your remaining Curses as determined by your Healer card.

Subtract this cost from your Loot Value. Each Healer card has a cost of 1 or 2 gold coins for each Curse cube you have and/or a fixed cost.

If you cannot pay the cost (i.e. your total Loot Value would go below 0), you are now eliminated from the game.



Example: **Black** *has 5 Curse cubes. Her cost to be healed is 7 (1 for each Curse cube, plus the fixed cost of 2). She subtracts 7 from her Loot Value.*



Blue *has 12 cubes. His cost to be healed is 17 (the card has only a fixed cost, regardless of how many cubes he has). He subtracts 17 from his Loot Value.*

The player with the highest remaining Loot Value wins the game.

In case of a tie, the tied player who is closest (clockwise) to the player with the First Player tile wins.

If all players have been eliminated, there is no winner. *Apparently you are not quite ready to hunt for treasure, try hunting mushrooms next time.*



Treasure Values

There are 6 types of Treasures: Amulets, Coin Bags, Books Jewels, Crowns, and Skulls.

Calculate the total value of each type separately, as follows:

First add together the **base value** of each card of that type, indicated by the icon in the top left of the card, if any. **Note**: most of the Treasures have a fixed base value, while Books have a variable base value (see below).



Example: *Coin Bags have a fixed base value. For his Coin Bags,* White *gains 19 gold coins (7+12).*

Then, for **Skulls, Jewels, and Crowns** add the relevant **Collector bonus**, if any (see below).

Books: Each Book has a base value of **1, 2 or 3 gold coins** (as indicated on the card) **multiplied by the Curse value on <u>one</u> of your other Treasure cards**.

You cannot pair the same Treasure card with more than one Book and you cannot pair a Book with another Book.



Example: *For his 3x-Book,* **Blue** *gains* ***12*** *gold coins (3 as indicated on it, multiplied by 4 for the Coin Bag Curse value). His 2x-Book is worth 0 as he has no more Treasure cards to pair with it.*



Jewels: You get a **Collector bonus** of **8 gold coins** for each **set of 2 Jewels**, and of **20 gold coins** for each **set of 3 Jewels**. Each Jewel card can be part of only one set.

Example:
Red *gains* **43** *coins in total:* ***15*** *(3+2+4+3+3) for the base value, plus a bonus of* **28** *(20 plus 8) for the 2 sets.*





Crowns: Each Crown card has 1 to 4 Cross symbols. The player with the **most Cross symbols** among all non-eliminated players, gets a **Collector bonus** of **25 gold coins**, the player with the **second most** gets a bonus of **18 gold coins,** and so on.



In case of a tie, sum and divide the amount for the appropriate positions, rounding down.
A player with no Cross symbols gains no bonus.

Example: **Red** *and* **Blue** *each have 6 Cross symbols,* Yellow *has 3, and* **Black** *has 0.*
Red *and* **Blue** *tie for the most; they gain a bonus of 21 coins each (25 + 18 divided by 2 and round down).*
Yellow *is 3rd, so he gains a bonus of 11 coins.*
Black *gains no bonus.*



Skulls: Each set of **1/2/3 different Skulls,** gets you a **Collector bonus** of **1/3/6 gold coins for each <u>other</u> different type of Treasure** you have.
Each Skull card can be part of only one set.



Example: Yellow *has 1 Amulet, 2 Coins, 2 Crowns, 1 Jewel and 3 Skulls (2 the same and 1 different).*
For his Skulls, he gains a total of **27** *gold coins:*



11 *for the base value of the Skulls plus a bonus of* ***12*** *for the 2-Skulls set (3 for the 2-Skulls set multiplied by 4 for the 4 different Treasure types), plus a bonus of* **4** *for the single Skull (1 multiplied by 4 for the 4 Treasures types).*



Small Islands

Reminder: You can Use a Small Island even if you cannot or do not want to perform its action *(see page 6)*.



Discard up to the depicted number of Curse cubes.



Choose a Landing where you have a Compass disc and move that disc to the bottom of the stack.



Choose a Landing where you don't have a Compass, and place one of your Compass there. Do not add any cards as part of this action. Other rules apply as usual.



Draw 2 Map cards.



Take 1 Curse cube. Reveal 1 Treasure card. Keep or discard it following the usual rules *(see page 11)*.



Move the ship to the next corner of the Main Island, in the direction the ship is currently facing, thus changing the Exploration coast for the current round.

Events

A1: Immediately - Each player may decide to draw 2 additional Map cards. If they do, they take 2 Curse cubes.

A2: Immediately - Reveal 1 Treasure card per player and place them face up on the table. Phase 2 - When a player passes, they must take and keep one of them. They cannot discard it.

A3: Phase 2 - Each time a player uses a Small Island, they take 1 Curse cube.

A4: Phase 3 - Reveal 1 fewer Treasure when resolving the Big Loot Landing, and 1 additional Treasure when resolving the Small Loot Landing.

B1: Immediately - Move the ship again following usual rules.

B2: Immediately - Rotate the ship 180 degrees so that the bow faces the coast explored in the last round.

B3: Immediately - Randomly choose one of the Small Island tiles and flip it face down. It cannot be used this round.

B4: Phase 2 and 3 -Each player can have a maximum of 2 Compasses on the Main Island. If a player already has 3 Compasses on the Main Island at the beginning of Phase 2, they must choose one and place it back in front of them.

B5: Phase 1 - Each player's hand is replenished to 1 fewer card.

B6: Phase 2 - The effect of the "Discard 1 cube" Map cards is to discard 2 Curse cubes (instead of the usual 1).

B7: Phase 2 - To use a Small Island, a player must discard 1 additional card of any color of their choice.

B8: Phase 2 - When a player takes the First Player tile (for having passed first), all other players take 2 Curse cubes.

B9: Phase 2 - If a player uses a Small Island, they only discard 1 Map card. However, they must pass immediately after.

B10: Phase 3 - After the Treasure distribution, every player with a Compass disc in the Small Loot Landing, if any, may discard up to 2 Curse cubes.

B11: Phase 3 - Reveal 1 fewer Treasure card when resolving both the Big and the Small Loot Landings.

B12: Phase 3 - If both Landings have enough cards, the Landing with the fewer cards is the Big Loot Landing and the other is the Small Loot Landing. Usual rules apply in case of a tie.

B13: Phase 2 - The Small Island with the Compass stack allows you to move your Compass to the top of the stack (instead of to the bottom). Phase 3 - Treasures are distributed in reverse Compass order (from top to bottom).

B14: Phase 3 - The current Exploration coast and the next one (in the direction of the ship's bow) will both be explored. Each coast will be explored separately following the usual rules.



If the Event card has this icon, it refers to the Big Loot Landing.



If it has this icon, it refers to the Small Loot Landing.

Rules for a 2-Player game

The following additional rules are used in a 2-player game.
Other rules apply as usual.

Game Setup

A Character card of an unused color and the matching Compass discs are placed at the side of the table.

These components are used to represent a virtual 3rd player (we'll call him Aaron).

Draw 6 Map cards and place them face up at the side of Aaron's Character card.

This is Aaron's hand.

Aaron follows all the usual rules with the following exceptions:

- **During Phase 2, his Map cards are played on his behalf by the players.**
- **He neither takes, nor discards, Curse cubes.**
- **He does not draw new cards during Phase 2.**
- **When taking a Treasure, he only collects Crown Treasures (any other Treasure is discarded).**

Phase 1: Preparation

Aaron's hand:

Discard any cards remaining from the previous round, if any. Draw 6 Map cards (or 5 if Event B5 applies) and place them face up at the side of Aaron's Character card.

Phase 2: Actions

During your turn, you can:

- Take your turn as usual (playing to the Main Island, using a Small Island, or passing), or
- Play cards on Aaron's behalf (to the Main Island or to use a Small Island), using his cards and his Compass discs exclusively. If there is a decision to make, you decide on Aaron's behalf.

Example: **Blue** *chooses to play on Aaron's behalf and adds 2 of Aaron's cards to a Landing, following the usual placement rules.* **Blue** *already has a Compass disc there. He puts Aaron's Compass disc on top of his.*

One of the played cards has the "Draw 1 card" symbol, so **Blue** *draws 1 Map card as per the usual rules (because his Compass was there when the card was played). The effect is not applied to Aaron.*

Example: **Blue** *chooses to play on Aaron's behalf, and discards 2 of Aaron's cards that have the same color. He uses the Small Island that allows a Treasure card to be drawn (see page 14). He draws an Amulet. Since Aaron only collects Crowns, the Amulet is discarded.*

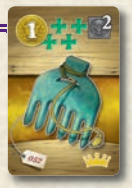
Example: **Red** *chooses to play on Aaron's behalf, and discards 2 of Aaron's cards that have the same color to use the Small Island that allows the ship to be moved (see page 14).* **Red** *decides to not move the ship.*

Phase 3: Finding the Loot

If Aaron's Compass disc is present on a Landing where Loot is found, when it is his turn to take a Treasure, he always chooses the one with the highest reference number (the number on the bottom left of the Treasure card).

If it is a Crown, it is placed next to his Character card, otherwise it is discarded.

End of the Game



When determining your position in the rank of the Crowns *(see page 13)*, also take into account Cross symbols on Aaron's Crown Treasures.

Strategic Tips

◊ Use the Small Islands to your best advantage. Don't forget that you can discard 2 cards of the same color and flip the tile even if you don't perform the action (so that no one else can use it).

◊ Think ahead, do not just focus on the Landings on the current Exploration coast.

◊ Giving up on a Landing is not necessarily bad, especially if it gives you the opportunity of a better placement on another Landing.

◊ Do not be too afraid of gaining Curses if the Treasure you keep is worth it. Even ending the game with a few cubes is okay. It might be more useful to focus on having fewer cubes than the other players rather than having none at all.

◊ If you decide to discard a Treasure to remove some of your Curse cubes, choose the Treasure which your opponents want the most.

◊ Keep an eye on the number of Treasures that will be in a Loot, and your position in the respective Compass stack. It is not wise to add a card with a Chest if you don't profit from it.

◊ You do not have to play all of your cards in a round. Passing early to get the First Player tile or just to keep some cards for the next round might prove useful.

◊ Do not underestimate the Final Exploration. Up to 6 Small Loot might be found, so it may get you a lot of Treasures. Plan ahead.

◊ Since you can only have one Compass per Landing, its position is very relevant. Try to always stay in the best possible position.

Variants

◊ Healer cards: Variant 1 - Reveal the Healer cards during Game setup (instead of at the end of the game).

◊ Healer cards: Variant 2 - During Game setup, shuffle all the Healer cards and deal 2 face down to each player. Players can look at their Healer cards. At the End of the Game, each player chooses 1 card, and places it face-up on the table. Then players choose their Healer following the usual rules.

◊ Events: During Game setup, reveal the 4 B-Event cards, then shuffle them and form the deck as usual.

◊ Initial Player's hand: During Game setup, following clockwise player order, deal 8 Map cards to the 2nd player, 9 cards to the 3rd, 10 cards to the 4th, and 11 to the 5th. Then each player keeps 7 cards (or 6 if it is a 2-player game) to form their initial hand, and discards the others.

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GAMING RULES!

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