

Pirates VS. Dinosaurs

Optional Rules & Variants

Pirates VS. Dinosaurs Optional Rules: *One of the things I like to do for my games, and support players doing, is to provide optional rules so that each group of players can craft the game to fit their gaming group. This does not mean that the rules as written have flaws (of course most would say all written rules have some flaws) but rather that depending on the group playing it, optional rules may make for a better game experience for them. Therefore, depending on the type of gamers in your group, you may want to include some of the following “house” rules, but only if discussed prior to starting and only when agreed upon by all players.*



Honor Among Pirates: This rule prohibits Pirate VS Pirate combat in the game. This rule prevents Pirates from attacking another Pirate sharing the same location during exploration as well as attacks at the dig site to steal treasure.

Design Note: *This rule is best when playing with less aggressive players, and especially when playing with younger players.*



Limited Envoys: This optional rule limits the number of Envoy Tokens that are available to players in the course of play. It requires players to focus more on gaining Crew from the **Lost & Mutinied** space of the board during exploration. The following rules are in effect with the Limited Envoys “house” rule.

There are limited Envoys per player available to players in the game, all others returned to the box prior to play:

- 2 **Players:** 5 Envoy Tokens
- 3 **Players:** 8 Envoy Tokens
- 4 **Players:** 10 Envoy Tokens
- 5 **Players:** 12 Envoy Tokens
- 6 **Players:** 14 Envoy Tokens

The following rules also apply when playing with the Limited Envoys Rule:

- Each time a Player returns to the ship with their Treasure, they may discard 1 of the remaining Envoys Tokens from the Pool.
- If only 1 Player remains at the Treasure Dig Site after all other players have returned their pirates to their ships, the remaining player may only take 1 new Envoy Action regardless of how many Envoy Tokens remain in the pool.



Fast Sinking Island Variant: This variant adds pressure to explore the island more quickly as players will see the island sinking during exploration and even more when digging for treasure. The following changes apply when using this “house” rule/variant.

Set-up: Remove 5 of the Tokens from the Treasure Bag and place near the board.

Game Play: During the exploration, it is possible for the island to begin to sink.

The following actions may add 1 of the Volcano tokens to the Island Sinking Track:

- **The Pirate Deck Reshuffled:** Automatically add 1 Volcano Token to the track. The activity is not of the Sinking Island Track is not activated.
- **Sending for an Envoy:** Each time a player takes an Envoy Action they roll 2 dice. If rolling all Blank results, add 1 Volcano token to the Island Sinking Track. Do not trigger the event of the space unless the space the token is added to is space 6 sinking the island.
- **Last Player Moving to Treasure Dig Site:** When the last player still exploring moves to the Treasure Dig Site (all other players have already moved to it), automatically add 1 Volcano Token to the Island Sinking Track. Do not trigger the action of this space unless it is Space 6 ending the game.
 - After adding this token, return any remaining Volcano Tokens to the Treasure Draw bag.
 - If no tokens remain in the pile to be added, and there are 3 or less Volcano Tokens on the Island Sinking Track, take a token from the bag and add it to the track. Do not activate the Event of the space the token is added.

Other Sinking Island Variant Rules: During the course of play these additional rules are also in effect.

- 1) **Moving to Treasure Dig Site:** Each time a player moves from Exploration to the Treasure Dig Site, they take one of the Volcano tokens previously sat to the side of the board in game setup and add it back to the bag. If no tokens remain, they do not perform this action.
- 2) **Dinosaur Attack Tokens:** Dinosaur Attack Tokens in the Treasure Bag are treated as Volcano Tokens. When a Dinosaur Attack Token is draw, discard it to the box and look into the Treasure Bag and take out a Volcano Token. This Volcano Token is added to the Island Sinking Track and activates the event on that space as normal.
- 3) **Taking an Envoy Action at the Dig Site:** When a player takes an Envoy Action at the Treasure Dig Site, they must draw 2 Tokens from the Treasure Bag. If drawing a Volcano Token, add it to the Island Sinking Track but do not activate the event on the space added unless added to space 6 sinking the island.

Design Note: Playing the Fast Sinking Island Variant can end with all Players losing as the island sinks into the sea.