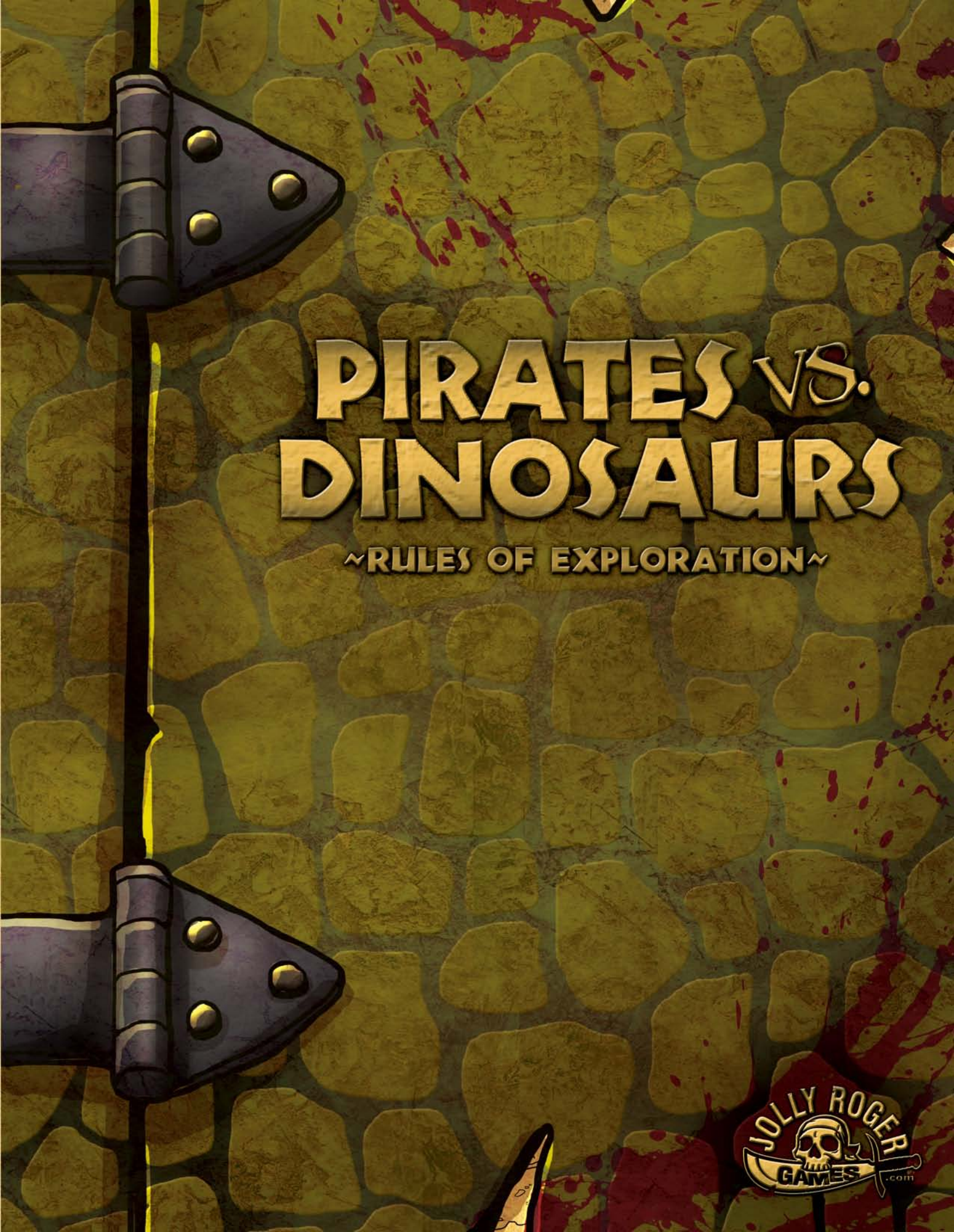




PIRATES vs. DINOSAURS

~RULES OF EXPLORATION~



PIRATES VS. DINOSAURS GAME DESIGN

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**PUBLISHED BY
JOLLY ROGER GAMES**

www.jollyrogergames.com



Special thanks to playtesters David Pieart, Charlie Newman, Erick Dietz, Jason Maxwell, Lyman Hurd, Sarah Wilson, Brian Wilson, Patrick Wilson, Mark Zoghby, Aaron Waltermann, Jess Waltermann, and Steve Avery

Josh would like to thank: Noam Gutstadt and Jackson Machtinger for providing the awesome sketches for "One-eyed Babbo" and "Silent Eric Skarrman", Filip Wiltgren for his keen editing eye, the Game Artisans of Canada (especially Sen-Foong Lim) for their advice and support, Jim Dietz for his heroic patience and integrity, and Richard Launius for giving me such a wonderful canvas upon which to paint.

Pirates vs. Dinosaurs is the first project Jolly Roger Games has launched using crowdfunding platform *Kickstarter*. It is in your hands because of the many people who offered support, so we give thanks to:

THE DECKHANDS

Al Leduc, Christopher Chung, Davide Brambilla, Game Salute, Joao Menezes, Joseph Comito, Levi Mote, Maiju Siltaniemi, Michael Ratch, and Wandering Monster Studios.

THE LOYAL GANG OF SCURVY SWABS

Aaron Cohen, Aaron Seymour, Ace Ellett, Acme Comics, Adam Graham, Adam Luter, Alain Gentric, Alexander Buchberg, Alexander Juri, Alexandra Logan, Alistair Parker, Andrea Burgisano, Andrea Magiera, Andreas Hohmann, Andrew Butler, Andrew Gryfe, Andrew Harrison, Andrew Ungricht, Anthony Cornish, Arthur Chang, Atticus Gifford, Ben Smith, Ben Stevens, Bertrand Guillot, Beth Rawson, Blair Hasenpflug, Blair Kelly, Boukje Koop, Brad Miller, Brandon Brylawski, Brent Lloyd, Brian DiMarco, Brian E. Kelly, Brian Lenz, Brian McDonald, Brian Redding, Brian Woerner, Cal Davidson, Cape Fear Games, Caspar van Sliedregt, Charles Boyung, Charles Kovacs, Charles M. Sutherland, Charles-Louis de Maere, Chris Adamczyk, Chris Kaiser, Chris Knight, Christopher Aa, Christopher Ivie, Christopher Mitchell, Christopher Romans, Cody Teo, Conor Hickey, Corey Jemmott, Cory Holgren, Craig Hackl, Damen Parker, Damion Meany, Dan Cassar, Dan Gallagher, Dan Ives, Dana Cappel, Daniel Caton, Daniel Gaghan, Daniel Palmer, Daniel Rocchi, Daniel Williams, Darien Ardell c/o Smiley Guy Studios, David Blank, David Bolt, David Collier, David Collins, David Grover, David Hoffman, David Rosenberg, David Slonosky, David Smith, David White, Dawn McCormack, Dean Glencross, Detroit Mailbox, Devan Fiander, Doc Hogan, Donall Tansey, Donovan Myers, Douglas Bass, Douglas Fein, Dr. Amber L. Thompson, Earl Duque, Ed Hughes, Ed Kowalczewski, Edward Allard, Edward Liming, Eirik Uthus, Elias Tiliakos, Elon Gasper, Erik Berglund, Erik King, Evan Pietrangelo, Federico Abella, Frank Jarome, Frank Laycock, Fraser Grant, Gabriel Vasquez, Gaillet Julien, Garrett Herdter, Gerry Paquette, Gilbert Camama, Gisele Stacy, Grant McDaniel, Greg Lesiak, Greg Sawchyn, Gregory Frank, Gregory Gurski, Guglielmina Angrisani, Gunther Vermeulen, Hogan Brimacombe, Ian McFarlin, Jacob Leeman, James Jacobs, James Nutley, James Wickline, Japke Rosink, Jared Bond, Jason Brown, Jason Fordham, Jason Preder, Jason Rimmer, Jason Silzer, Jay Bartelt, Jeff Krisch, Jere Viljanen, Jeremy Buckmaster, Jeremy Charlesworth c/o Cindy & Curtis Thompson, Jeremy Commandeur, Jeremy McCauley, Jerome Barthelemy, Jerry L. Meyer Jr. CWT, Jersey Pirates, Jesse Hampton, Jesse Miller, Joe Bowers, Joe Hourcle, Joe Rademacher, John Boswell, John F. Pachin, John Marquette, John Morrow, John Palagyi, John Talcott, Jon Greisz, Jonas Watzata, Jonathan Bruton, Jonathan Jordan, Jonathan Yade, Joseph Lonner, Joseph Zakszewski, Joshua and Gideon and Patrick Harrel, Joshua Danish, Judd M. Jensen, Juho Rutila, Justin Davis, Justin L. Brown, Kathy Peters, Kazuya Murakami, Keith Buatti, Keith Koleno, Ken Maher, Kenny Cather, Kevin Duffy, Kevin Lim, Kevin Miller, Kevin Reske, Kevin Yockey, Kristian J. Jaech, Kyle Brady, Larry Underwood, Lars Laurent, Lea Nielsen, Leigh Caple, Lieven De Puyssseleir, Luke Harrison, Mandy Tong, Marius Swanepoel, Mark Freeman, Mark Hanny, Mark Hickernell, Mark Horneff, Mark Roedel, Mark Senger, Mark Tang, Markus Ayers, Martin Manning, Martin-Guy Richard, Mathew Meninger, Mats Nyholm, Matt Johnson, Matt Tieger, Matthew Langley, Matthew Petersen, Matthew Smith, Matthew Wolfe, Michael Duchesne, Michael Ramsey, Michael Stehling, Michael Sweazey, Michael Von Kirchmeyer, Mickey Nuttall, Mike Elia, Mike Greene, Mike Hogan, Mike Nicholson, Mike Williams, Miles Matton, Misty Kuryliw, Morgan Hazel, Nathan Adams, Nathan Pieritz, Nathaniel Early, Nick Nevels, Nørskov Sørensen, Olaf Broekmann, Patrick Serena Kruse, Paul Prestidge, Paul Scadden, Paul Stacey, Paul Wilt - ARC, Peggy Carpenter, Perez Nicolas, Peter Hansson, Peter Sellers, Randy Nguyen, Randy Warner, Raphael Aleixo, Ray Gaer, Rebekah Bissell, Renate Cloake, Richard Cole, Richard Valente, Rick Donaldson, Rick Hull, Rick VerHage, Rikki Oliver, Rob Bell, Rob van Zyl, Rob Vaughn, Robert Anderson, Robert Corbett, Robert Corn, Robert DiChiara, Robert Rosén, Ron Temske, Rosendo Hernandez, Ruth Cappel, Ryan Gertzbein, Ryan Kokai, Ryan Laukat, Ryan Sharp, Sabau Adrian, Scott Alden, Scott Burns, Scott Everts, Scott Greene, Scott Kitson, Scott MacDonald, Sean Franks, Sebastian Millius, Sharon Nowlan, Shaun Duggan, Shawn Macleod, Skonbäck Joni, Spencer Marstiller, Stefanus Rahadi, Stephan A. Hancock, Stephen Avery, Stephen Califano, Stephen Conway, Stephen Saluga, Steve Elliott, Steve Haugse, Steve Manser, Steve Perzow, Steve Petusky, Steven Stout, Steven Walk, Tatiana R. C. Cordioli, Terry Simo, Thanasis Patsios, Thomas Harbert, Thomas Hillenbrand, Thomas Staudt, Thomas Traub, Tim Valliere, Tim Wyatt, Timothy Lo, Tina Tipton, Todd Hayes, Todd Henry, Tomas Inguanzo, Tomaso Munari, Travis Zimmerman, Trevor Kindree, Trevor Moriarty, Trevor Wolf, Urian Chang, Victor Etherington, Victor Puente, Villars Alain, Walter Baas, William Staab, Yong-Soo Chung, Yuri Surovtsev, and Þuríður Sverrisdóttir

THE RELIC HUNTERS

Jill Rutecky, namer of "Jilly's Key"
Kevin Bertram, namer of "Shifty Kevin's Lucky Dice" and "The Sextant of St. Katherine"
Matthew Fishburn & Alison Cichowlas, namers of "Alison's Codex"
Juliet Miller & Scallywag, namers of "Scallywag's Compass"

THE LEGENDARY CAPTAINS

Francisco Marrero Diaz a.k.a. "Fearless Frank Marrero"
Lance Priebe a.k.a. "Captain Gaston Podreaux"
Stephan Reitz a.k.a. "Captain Stephan Reitz, the Scourge of the Seven Seas"

THE CREW OF BARTHOLOMEW ROBERTS

Greg Murray and J. Dates.

THE CREW OF CAPTAIN BLOOD

Aaron Cappel and Chris Holm

THE PIRATICAL HISTORIANS

Eric Harmon, namer of "Silent Eric Skarrman"
Kevin Bertram, namer of "One-Eyed Babbo"

THE DINOSAUR CREATORS

"Ankylosaur Rush" by Kevin Rodkey
"Omnivoropteryx Swarm" by Adam McCann
"Stygimoloch" by Jeremie and Fionn Miller
"Titanoboa" by Michael A. Kardos

On a steamy night in the Singing Whale Tavern of a popular Pirate port, a drunken old pirate told stories for rum, as drunken old pirates often do. The rum flows as long as the stories do, and this pirate had plenty of tales to amuse the younger brasher pirate captains clustered around him. They cackled and jeered at his fantastic tales of ferocious monsters, foul curses, savage tribesmen, and of course, great glittering heaps of treasure. As the night grew late and most of the tavern patrons fell asleep or stumbled away, it began to become clear to the few who remained that his many stories were actually all part of a single connected tale—even if he did drunkenly share the details out of order, half-mumbled, and hardly believable.

The patchwork tale was of a lost island in a sea of fog, home to a single gigantic trove of treasure, so vast that it was buried under an entire acre of land. It was protected not only by bloodthirsty natives and huge fierce reptilian beasts, but it was cursed as well, guarded by the ghosts of the pirate dead that buried it. Every pirate in the room leaned forward with rapt attention as the old drunk finally slurred out a rough location for the island. As the words passed his lips, the rum finally overtook his willpower, his eyes rolled back in his head, and he slumped forward into a puddle of drool. As his jaw hit the table, three items spilled from his shabby coat.

The first was a large golden coin, stamped with strange symbols and glinting in the firelight as it spun and rattled on the wooden table. The second was a wickedly sharp tooth fastened to a ratty leather thong—an impossibly large fang, bigger than the biggest shark's tooth any of them had ever seen. The third was a roll of crinkled parchment that flopped open as it landed, revealing dark scribbly coastlines and mountains, shaky ink jungles and landmarks. All eyes widened as the coin finally settled and lay flat. There was a moment of heavy silence as the captains glanced back and forth at each other. Greed overcame them suddenly and they lunged for the map at the same instant, tearing it to shreds in their haste. Believing this to be the map to the fabulous treasure and knowing that they had to beat the others to the booty, each rushed back to their ships with a few shreds of the map, bearing a couple of key landmarks they felt would guide them to the treasure.

After several days at sea, near the location related by the old drunk, their ships sailed into a thick and unnatural fog that spooked the bravest of their men. More than a day passed in the thick mist and the tensions grew. Just when crew morale on every deck was about to give way to fear, the fog lifted and an ominous island loomed into view, craggy and lush. Strange leathery birds circled the ships overhead, and as they dropped anchor as close as they dared to the coast, lookouts on every ship began to shout of monstrous creatures roaming the landscape beyond the beach. Growls and roars and distant drumbeats soon became audible over the crashing surf. Pirates are suspicious sorts, but every detail of the old drunk's tale was proving true—if the fog, and the island, and the beasts were real, then the treasure must be real too! The lust for gold made every captain's decision a simple one, and the sight of the other ships preparing their crews made the stakes painfully clear. Each of them knew that this would be a deadly race for the treasure. Bristling with weapons and laden with supplies, they lowered their staunchest sailors in the longboats and struck off for the beach...

2-6 PLAYERS | AGES 10+ | 60-90 MINUTES

OBJECTIVE

Each player is the Captain of a pirate crew, holding a few shreds of the map that will lead to the buried treasure on the mysterious island. To prepare, players will outfit their own exploration parties with crewmen, a First Mate, weaponry, items, and a powerful pirate relic; all of these things will help to overcome the island's many hazards and difficulties. In addition to risking conflict with the other players, the island is swarming with terrifying dinosaurs, crawling with savage natives, and rife with other dangers of all sorts from lava to quicksand.

Through all these dangers, players must relentlessly search the different zones of the island to locate the landmarks that match their map fragments. Once players locate and start digging at the Dig Site, a terrible curse will be triggered that causes the island to quickly disappear into the sea after a series of deadly volcanic eruptions. Players must hope to avoid the lurking ghosts that guard the treasure, and haul as much booty as they can back to their own ships before the island disappears beneath the waves. The surviving player with the greatest value of treasure is the winner!

COMPONENTS

1 GAME BOARD



DIG SITE

This is what you are searching for; when you find it you'll start digging up treasures. The Dig Site displays the effects of ghostly curses and has a spot to stack Curse Tokens.

VOLCANO TRACK

Sometimes when you are digging for treasure at the Dig Site, you'll cause the volcano to erupt. This track shows you the ever-more-horrible effects of volcanic eruptions.

THE ZONES

For most of the game you will be exploring the five Zones of the island, looking for the Dig Site.



Each of the Zones has a number of slots for Landmark Tiles, and a clock symbol which tells you the Search Time for that Zone.

LOST OR MUTINIED SPACE

This space is where unfortunate pirates end up (unless they've been eaten).

ENVOY TOKEN STACK

Envoy Tokens go here; they let you gather more crew from your ship.

THE ANCHORAGE

This is where your ship is anchored. With any luck you'll end up here at the end of the game... hopefully with the most treasure!

6 PIRATE MATS

Use these to keep track of your various assets, map fragments, remaining Search Time, and Upcoming Encounters



UPCOMING ENCOUNTER SLOTS

SEARCH TIME TRACK

MAP FRAGMENT SLOTS

12 LANDMARK TILES

These will be randomly placed in the board Zones; you are trying to find the ones that match your own Map Fragments.



12 MAP FRAGMENTS

Each player will get a few Map Fragments at the start of the game and must search for the matching Landmarks.



60 TREASURE TOKENS (Plus a drawstring bag to hold them.)

Including many treasures of varying value, and lots of nasty hazards. (Volcanos, Ghosts, and Dino Attacks.)



16 CURSE TILES

You get one of these when you run into a Ghost.



16 ENVOY TOKENS

You get one of these when you go back to your ship for more Crew.



76 ISLAND CARDS

These cards allow you to determine what sorts of challenges the other players (*and you yourself*) will encounter as you all explore the island. The two categories of Island cards in the deck are *Encounter* cards and *Pirate Fate* cards.

SAMPLE ENCOUNTER CARD



ZONE ICONS

Any card with some combination of Zone icons (*or the Shared Location tag*) at the top is an *Encounter* card. You may only play this card on a pirate that is exploring one of these Zones.

CARD NAME

ACTION TEXT

This text tells a player how to resolve this card once it has been played.

INSTANT ACTION TEXT

Many of the cards have a bomb symbol and an Instant Action described at the bottom. Such cards may be discarded when described to take advantage of the described effect.

SAMPLE PIRATE FATE CARD



PIRATE FATE TITLE

This lets you know that this card is a *Pirate Fate* card and can not be played as an *Encounter*.

ISLAND CARD BACK SIDE



6 FIRST MATE CARDS

Each First Mate grants a special ability. When you use the ability, flip the card to the "Exhausted" side; the ability cannot be used again until the card refreshes. Each card tells you if and when it refreshes.

SAMPLE FIRST MATE CARD



EXHAUSTED SIDE



12 CREW WEAPON CARDS

There are six identical sets of 2 Crew Weapon cards. Each set has its player color on the back side. Crew weapons determine how effective your Crew will be in combat during the game.



8 RELIC CARDS

Each Relic provides a powerful ability to the player that holds it.

SAMPLE RELIC CARD



85 CREW PAWNS

These represent your loyal Crew members.



42 ITEM CARDS

There are six identical sets of 7 Item cards. Each set has its player color on the back side. Each item grants a useful ability to its owner; you will select only a few items to outfit your Crew.

SOME SAMPLE ITEM CARDS



6 LOCATION MARKERS

1 in each player color. For marking which Zone you are exploring.



6 TIME MARKERS

1 in each player color. For use on your Search Time track.



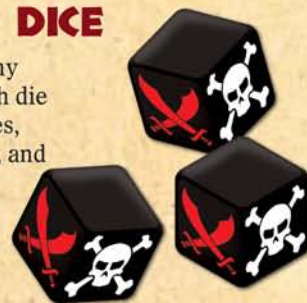
1 GIANT T-REX PAWN

For showing which Zone the Giant T-Rex is terrorizing!



5 SPECIAL DICE

For resolving many game events. Each die has two Skull faces, two Swords faces, and two blank faces.



GENERAL SETUP

Follow these steps to get ready for your adventure! *In our example setup on the opposite page, we have set up a game for four players.*

- A** Place the game board in the center of the playing area. Place the **5 dice** and **Giant T-Rex** near the board. Make a supply of **Crew pawns** near the board.



- B** Place two **Crew** from the supply for each player in the game into the **Lost & Mutinied** space of the board. (e.g. six for 3 players)



- C** Shuffle the **Island cards** and create a facedown draw deck near the board.



- D** Place all **Treasure tokens** (including all Treasures, Ghosts, Dino Attacks, and Volcano tiles) in the **draw bag** and mix it up thoroughly. Leave the bag near the board by the **Dig Site**.



- E** Stack the **Envoy tokens** in their spot on the board (by the **Anchorage**), and stack the **Curse tokens** in their spot on the board (in the **Dig Site**).



- F** Shuffle the **Relics** deck and lay out 1 random Relic face up for each player, plus 1 face down. Return the remainder to the box.



- G** Shuffle the **First Mates** deck and lay out 1 random First Mate face up for each player. Return the remainder to the box.



- H** Each player chooses a **Pirate mat**, then each player picks a player color and takes the **Location marker**, **Time marker**, **Item deck**, and **Crew Weapons** deck of that color.



- I** The number of **Landmarks** and **Map Fragments** you use will depend on the number of players. Regardless of the number of players, Landmark tiles once shuffled are to be kept facedown and unknown during setup, and players should keep their Map Fragments secret from each other (in the slots on their pirate mats).



- **Six players:** Shuffle all 12 **Landmark Tiles** and place one in each Landmark space on the board. Shuffle all 12 **Map Fragments** and deal 2 to each player.
- **Five players:** Remove any 2 matching Landmark/Map Fragment pairs from the game. Shuffle the remaining 10 **Landmark Tiles** and place one in each Landmark space on the board, **skipping the spaces marked 5PX**. Shuffle the 10 remaining **Map Fragments** and deal 2 to each player.
- **Four players:** Remove any 4 matching Landmark/Map Fragment pairs from the game. Shuffle the remaining 8 **Landmark Tiles** and place one in each Landmark space on the board, **skipping the spaces marked 4PX**. Shuffle the 8 remaining **Map Fragments** and deal 2 to each player.
- **Three players:** Remove any 3 matching Landmark/Map Fragment pairs from the game. Shuffle the remaining 9 **Landmark Tiles** and place one in each Landmark space on the board, **skipping the spaces marked 3PX**. Shuffle the 9 remaining **Map Fragments** and deal 3 to each player.
- **Two players:** Remove any 4 matching Landmark/Map Fragment pairs from the game. Shuffle the remaining 8 **Landmark Tiles** and place one in each Landmark space on the board, **skipping the spaces marked 2PX**. Shuffle the 8 remaining **Map Fragments** and deal 3 to each player. Return the 2 leftover Map Fragments unseen to the box.

Want a longer two-player game? Deal 4 Map Fragments to each player instead of 3. There will be no leftover Map Fragments this way.

Been there done that? The page on the left has a detailed runthrough of setup, but if you just need a quick reminder, zip through the letters on this page in order A to I and follow the simple text reminders.



A

Board, dice, T-Rex, Crew supply



B

2 Crew per player here

F

1 Relic per player plus one face down



G

1 First Mate per player



H

Each player gets Pirate Mat, then Location Marker, Time Marker, Crew Weapons deck, and Item deck of matching color.



C

Shuffled Island card draw deck



D

Treasure tokens into draw bag



E

Curse and Envoy tokens in their spots



I

Matching Landmark/Map pairs discarded (if necessary for player count).

Remaining Landmarks randomly placed in Zone slots (as permitted by player count).

Remaining Map Fragments distributed to players (according to player count).



STAGE 1: OUTFITTING YOUR PARTY

This stage is where each player will establish the makeup of their own exploration party for the game. During this stage, players will choose their own **Relics**, **First Mates**, **Crew size**, **Crew Weapons**, **Items**, **Starting Zones**, and each player will get a starting hand of **Island cards**. The effects of the choices made in this Stage will be felt for the entire game, so choose wisely!

1 Determine the first player. We suggest that the player who looks most like a pirate be the first player (*players can make faces and growl “arrrr matey”, etc. if they think this will help*). If players cannot agree upon who makes the most convincing pirate, then the oldest player is the first player. Play moves clockwise from the first player.

2 Choose Relics. The first player chooses a relic from the face-up options, then the next player to the left, and so on. When only one face up Relic card remains, **flip over** the face down one, and the final player chooses their Relic from those two; the leftover Relic is returned to the box. Relics are placed face up on the Relic spot of the player's Pirate Mat.



3 Choose First Mates. The player who chose their Relic **last** picks a First Mate from the face-up options, then the next player to the **right** and so on until all players have a First Mate. (*The final player—which will actually be the “first player”—will not have a choice and must take the only remaining First Mate.*) First Mates are placed face up on the First Mate spot of the player's Pirate Mat.



Note: All players perform Step 4 simultaneously. When everyone is done, proceed to Step 5.

4 Crew, Crew Weapons, and Items. Each player has **20 points** to spend on Crew and Items. Each Crew costs 1 point, the Crew Weapons are free (*the player **must** choose one of the two Crew Weapon cards*) and the Items (*of which the player can buy at most three but fewer if desired*) display their cost on the Item card itself. (For example a player might buy a Cannon (6), a Rope (2), and Shovels (2), plus ten Crew (1 each) and the Pistols n' Pikes Crew Weapon (*free*) for a total of **20 points** spent.) When you are done shopping, place your selected Items and Crew Weapon face up in their spots on your Pirate Mat; Crew are placed into their box on the Pirate Mat as well.



What's up with Crew? Crew are important. They are needed to absorb casualties from combat and other hazards during exploration, and to carry treasure once you find it. It takes 2 Crew to carry 1 treasure, so you'll want to be sure to have a lot of Crew with you when you arrive at the Dig Site.



So how do Crew Weapons work? Combat is described in detail later in the rules. Simply put, your Crew Weapons (combined with the number of Crew you have) will determine how many dice you get to roll when it's time to fight. With **Swords N' Muskets** you'll get 1 die for every 2 Crew. With **Pistols N' Pikes** you'll only get 1 die for every 3 Crew, but it comes with other advantages described on the card.



What are Items all about? An item grants you whatever useful ability is described on its card. It is up to you to remember to apply your Item abilities when appropriate during the game. Generally the pricier items are the more useful ones, but buying all the good stuff will leave you short on points to spend on Crew... so try to strike a balance that you think will work! Remember that you may buy at most 3 items, but fewer if you wish.



- 5 Island Cards.** In turn order, each player draws a hand of 7 cards from the Island card draw deck. Players keep their hand hidden from each other during the game.



Note: A player with the Alison's Codex Relic should draw 8 cards instead of 7.

- 6 Starting Zones.** In turn order starting with the first player, each player **Starts a New Exploration** (see below... *Starting a New Exploration* happens many times for each player during the game and always follows the same process.)

STARTING A NEW EXPLORATION

To Start a New Exploration, place your Location marker in the Zone of the game board you wish to explore. (Beach, Grassland, Jungle, Mountains, or Swamp.) You **may** place it in the same Zone as other players. Each Zone has a clock symbol which shows how many *hours* it will take to explore that Zone. Place your Time marker on the appropriate spot of the Search Time track of your Pirate Mat. (For example the Jungle takes 3 Hours to explore, so if you chose the Jungle you'd place your Time marker on 3.)



Note: The Cannon item adds 1 hour to exploration (as noted on its card), so if you have a Cannon you must add 1 to your Search Time track. (For example if you have a Cannon and you choose the Jungle, you should place your Time marker on 4 instead of 3.) Players with a Cannon must remember to add the 1 hour every time they start a new exploration during the game.



Outfitting Example:

- 1 Red ends up last in turn order.
- 2 He picks his Relic last, and ends up with the Sextant; that should help Explorations go quicker!
- 3 He picks his First Mate first, and chooses Blackjack Branham, for his great Crew-replenishing ability.
- 4 For his Crew Weapon, Red picks the Swords N' Muskets for general versatility.

For his Items, Red buys the Machete (3) and Rope (2) for even quicker Exploration of certain Zones, and the Cannon (6) for combat power (sure it'll slow him down but he's got a lot of speed-enhancing gear already). Those Items cost 11 points in total.

That leaves 9 points for 9 Crew.

- 5 Red draws his hand of 7 Island cards.
- 6 For his Starting Zone, Red decides to go for the Swamp and pursue the single Landmark there (Green also chose that Zone earlier). Red places his Location marker in the Swamp. The clock symbol in the Swamp shows "3", but Red's Cannon slows him down; he therefore places his Time marker on the "4" spot of his Search Time track.

Once everyone has finished their outfitting by picking their Starting Zones, proceed to the heart of the game... **Stage 2: Explore The Island!**

STAGE 2: EXPLORE THE ISLAND

This stage is the heart of the game. During this stage, players will explore the island seeking the two **Landmarks** (*three in a 2 or 3-player game*) that match their **Map Fragments**. Once you find all of the Landmarks you're looking for, **you** proceed to **Stage 3: Dig For the Cursed Treasure**. Since the players will find their own Landmarks at different times, Stage 2 does not end for everyone at the same time. This stage is played in *rounds*, with each player getting their own *turn* in the round. Play starts at the first player and moves clockwise.

On your turn, perform the following steps in this order:

- 1) DRAW 2 ISLAND CARDS
- 2) RESOLVE ENCOUNTERS
- 3) EXPLORE, BATTLE, OR ENVOY
- 4) PLAY ENCOUNTERS
- 5) DISCARD DOWN TO HAND LIMIT

1) DRAW 2 ISLAND CARDS

Draw two Island cards from the draw deck into your hand, **even if** this brings you over your hand limit of 7. If the draw pile runs out of cards, shuffle the discard pile to create a new draw pile.



Note: A player with the Somebody's Codex Relic should draw 3 cards here (instead of 2), every round.



2) RESOLVE ENCOUNTERS

You may have (*at most*) **two** *Upcoming Encounters* played on you from earlier turns in the game, one per slot next to your Pirate Mat. Of your *Upcoming Encounters*, **at most one** may be a *Dinosaur Attack*, and **at most one** may be **any other** sort of Encounter. You may resolve your *Upcoming Encounters* in whatever order you wish, but each must be **resolved fully** before moving on to the other, or to Step 3 of your turn.

There are many types of Encounters. Generally to resolve an Encounter you simply need to read the action text on the Encounter card itself and follow the instructions there. (*Dinosaur Attacks* and *Native Attacks* have special rules and are discussed in the *Combat* section below.)

Once the Encounter is resolved, discard the card into a face up discard pile next to the draw deck.



Example: Here we see that Yellow has two Encounters played into her Upcoming Encounter slots from earlier turns; A Pterosaur in her Dinosaur Attack slot, and Cliffs in her Other Encounter slot. She can resolve them in whichever order she likes.

She decides to resolve the Cliffs first, so follows the instructions found in its action text.



UNDERSTANDING THE DICE

Many events in the game will involve a dice roll. Every die has 2 *Skull* symbols, 2 *Swords* symbols, and 2 *blank* faces. Sometimes cards will refer to Skulls or Swords or blank faces **specifically**, and sometimes they will refer to *successes* and *failures*.

A **success** is a **Skull** result. A **Swords** result can sometimes be treated as a success if you are specifically instructed to do so; for example if you are fighting a **Dinosaur Attack** armed with **Pistols n' Pikes**, or if you play the proper **Instant Action**; see below.)

A **failure** is any result that is not a success.



Example: Yellow is resolving her Cliffs encounter. The card instructs her to roll 3 dice and lose 1 Crew for each failure. (It also says that if she had a Rope she would only have to roll 1 die, but she doesn't have one.)

She rolls:



The Skull is a success, and the other two count as failures. Yellow loses two Crew to the treacherous Cliffs! (They go back to the supply.)



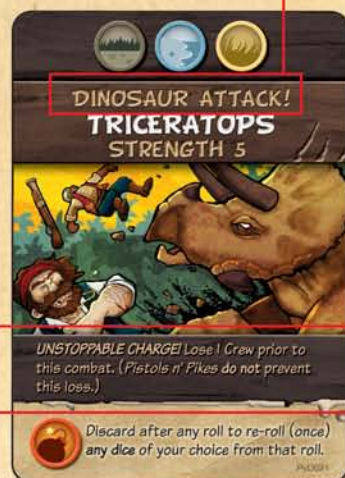
Note: You might find that you occasionally need to roll more dice than you actually have. In that case split your big roll into multiple smaller rolls and add the results together.

COMBAT

A special—and common—type of Encounter that you need to know more about is the **Combat** Encounter. There are two types of Combat—**Dinosaur Attacks** and **Native Attacks**—and they both function in the same way. (**Native Attacks** do not count as **Dinosaur Attacks**, so it is possible to have both a **Native Attack** and a **Dinosaur Attack** in your Upcoming Encounters; you would resolve them separately.)

*Note: Some of the Dinosaur Attacks have additional encounter text that will affect the combat; don't forget to obey those instructions. (For example the **Triceratops** card says that you lose 1 Crew prior to the combat.)*

SAMPLE DINOSAUR ATTACK



SAMPLE NATIVE ATTACK



To resolve a Combat, you make a special roll of the dice called the **Combat Roll**. The number of dice you use in your Combat Roll depends on your Crew Weapon and the number of Crew you have.

With **Pistols N' Pikes**, you get one die for every 3 Crew you have, ignoring remainders. With **Swords N' Muskets** you get one die for every 2 Crew you have, ignoring remainders. (Remember that **Pistols N' Pikes** have other advantages listed on the card.)

Note: It's not a bad idea to always keep the Crew in your Crew Box split up into little groups of 3 or 2 (depending on your Crew Weapon) so that you can easily count the groups and determine how many dice you'll get in your Combat Rolls.



With 10 Crew and **Swords N' Muskets**, you'd get 5 dice in your Combat Roll.



With 10 Crew and **Pistols N' Pikes**, you'd get 3 dice in your Combat Roll.



COMBAT CONTINUED

When you have determined the number of dice to use, roll them to make your *Combat Roll*, then count the **successes**. Compare this number to the *Strength* of the opponent. (*Your opponent's Strength is displayed on the card beneath the name.*)

DINOSAUR ATTACK!
PTEROSAUR
STRENGTH 3

- If you have **as many or more** successes than the Strength of the opponent, you have defeated the opponent with **no** casualties and the Encounter is over; discard the card.
- If you have **fewer** successes than the Strength of the opponent, lose Crew equal to the **difference between your successes and the opponent Strength**. (*Crew lost in combat return to the supply.*) The Encounter is then over and the card is discarded.



Dinosaur Attack Example: Remember Yellow's Pterosaur (Strength 3)? Yellow has 10 Crew and wields Pistols N' Pikes, so she gets 3 dice for her Combat Roll.

She rolls:

Since she is wielding the Pistols N' Pikes, Swords count as successes in a Dinosaur Attack; Yellow's total is 3 successes. This is **equal** to the opponent's Strength, so Yellow ends the Encounter with **no** casualties. Well done!



Native Attack Example: Blue is facing a War Party Native Attack (Strength 4). Blue has 8 Crew and wields Swords N' Muskets, so he gets 4 dice for his Combat Roll.

He rolls:

Since only the Skulls count as successes, Blue's total is 2. This is **2 fewer than the opponent's Strength**, so Blue loses 2 Crew and the Encounter is over.



INSTANT ACTIONS

Many of the Island cards (*Both Encounter cards and Pirate Fate cards*) display *Instant Actions*; on the bottom portion of the card beside a bomb symbol. The Instant Actions have a variety of effects and may be played whenever the card's Instant Action text permits. Some of the more common Instant Actions affect dice rolls (*including Combat Rolls and Exploration Rolls*), so make sure that you play the card at the appropriate moment according to its text.

You **may** play more than one Instant Action at a time and benefit from **all** of them, as long as the timing is permitted by the cards' text. Many of the Instant Actions will benefit you during Combats or other Encounters, but they are **not** limited to being used during Encounters; the only limitations on the timing of their usage are spelled out on the individual cards themselves.



Instant Action samples; you can see that there are many different types of effects and that the timing is explained clearly. In this group we have one that is used **after** a die roll, one that is used **before** a die roll, and one that is used **any time** (even on other players' turns.)

Note: Don't ignore your Instant Actions! Played properly they can have a very noticeable effect on your Encounters, Combats, Exploration, and general success in the game.

3) EXPLORE, BATTLE, OR ENVOY

In this Step you must choose **only one** of the following actions to take:

• EXPLORE • BATTLE • ENVOY

• EXPLORE

Explore will likely be the most common action you take during this step; this is how you search for the Landmarks that will lead you to the Dig Site!

To Explore, roll 2 dice and add 1 success. The total is your *Exploration Roll*.



Note: If the Giant T-Rex is currently in the Zone you are exploring, subtract 1 success from your total, to a minimum of 1 success.



For every success in your total, move your Time marker 1 hour closer to the 0 space on your Search Time track. (So, an unmodified Exploration Roll will move you 1-3 hours closer to completing your exploration of the Zone. Some Relics, Items, First Mates, and Pirate Fate cards might directly affect your Exploration Roll; Instant Actions that affect dice rolls may be applied.)

Example: Green decides to Explore, and his Location marker is in the Swamp. Green has a Machete which lets him add 2 dice to his Exploration Roll in certain Zones, including the Swamp. So Green rolls 4 dice.

He rolls:



Yikes... not so great: only 1 success. Adding 1 success as always, Green's total Exploration Roll is 2. He moves his Time marker 2 spaces closer to zero on his Search Time track.



COMPLETING AN EXPLORATION

When your Exploration Roll moves your Time marker to (or past) the 0 space of your Search Time track, you have **completed your exploration** of the Zone. You may choose and peek at **one** of the facedown Landmark tiles in the zone (if any remain).

- If the Landmark **does not** match any of your Map Fragments, put it back facedown on the board in the slot it came from. Then Start a New Exploration... (Better luck next time!) Proceed to **Step 4** of your turn.



The Geyser Landmark does not match the Skull Cave or Stone Head Map Fragments.

- If the Landmark **does** match one of your Map Fragments, take the tile, reveal it to the other players, and reveal your matching Map Fragment as well to confirm that you have a pair.

Now what?

If you still have an unmatched Map Fragment (or Fragments) remaining, you are one step closer to the Dig Site! Start a New Exploration, then proceed to **Step 4** of your turn.

If that was your last unmatched Map Fragment, then you have discovered the Dig Site! Immediately move your Location marker to the Dig Site, discard all of your Island cards, and skip the rest of your turn. When you begin your next turn, you will be in **Stage 3: Dig For the Cursed Treasure**. Turn order continues normally clockwise even when some players are in **Stage 2** and others are in **Stage 3**.

The Stone Head Landmark does match one of Green's Map Fragments!



Green still has an unmatched Map Fragment (the Skull Cave), so he hasn't found the Dig Site just yet; his turn continues.



When he eventually **does** find the Skull Cave Landmark on a later exploration, he'll move his Location marker to the Dig Site and proceed to **Dig For the Cursed Treasure**!

CUTTING AN EXPLORATION SHORT

You might find that you want to cut your Exploration short before completing it. (Perhaps because you gained some information through one of several card types that permit peeks at Landmark tiles, or maybe because someone took the last Landmark before you got there... but you don't need a specific reason.)

To cut your Exploration short, roll 2 dice; for each **blank** result, lose 1 Crew to the **Lost or Mutinied** space on the board. (Your crew grumbles at your poor leadership.) Then Start a New Exploration using the normal rules.

This counts as your Explore action for the turn.

Note: Sometimes it might be worth it to just finish up a pointless Exploration to avoid the risk of Crew mutiny!

• BATTLE

If you are at a "Shared Location" with another player (that is, if your Location markers are in the same Zone), you may **Battle** with that player. (Only **one** other player; if you are in a Shared Location with multiple players you must choose **which** of them to Battle.)

To Battle, make a **Combat Roll** the same way you would during a normal Combat Encounter (meaning all powers from Relics, First Mates, and Items are active, and Instant Actions may be used to affect your Combat Roll.) When the total number of successes from your Combat Roll is finalized, the other player makes his or her own Combat Roll in the same fashion. Compare the number of successes.

- The player with **more** successes is the winner and loses **1 Crew**.
- The player with **fewer** successes is the loser and loses a **number of Crew equal to the difference between your Combat Rolls**.
- In the event of a **tie**, there is **no winner** and **both players lose 1 Crew**.

Crew lost by both players during a Battle are returned to the supply.

Can't we just be friends?

Sometimes it might feel too mean to go ahead and attack the other players' Crew, but remember, **you're pirates...** there's no such thing as too mean, and fewer Crew means less treasure for the other guy!



Example: Red has learned via a Scout Ahead card that the only Landmark in the Zone he's exploring is not one he's looking for. He decides to cut short his exploration, and rolls two dice.

He rolls:



He loses 1 Crew to the Lost or Mutinied space and Starts a New Exploration in a different Zone with better prospects.

Battle Example: It's Blue's turn. He and Yellow are both in the Beach Zone, so Blue could Battle with Yellow.

Blue is feeling pretty strong... he has a Cannon, a lot of Crew, and some other tricks up his sleeve. He decides to go for it.

Blue has 10 crew and is wielding Swords N' Muskets, so he gets 5 dice; he also has a **Cannon** so adds 3 dice; he also uses the Instant Action of a **Trained Monkey** card, which lets him count each success in his roll as 2 successes.

He rolls:



Thanks to his **Trained Monkey**, those 4 Skulls are counted as **8 successes...** a pretty strong combat roll!

Now it's Yellow's turn. Yellow has 9 Crew and is wielding Pistols N' Pikes, so she gets 3 dice; she also uses the Instant Action of a **Tyrannosaurus Rex** card which lets her add 2 dice to her roll.

She rolls:



Yellow's total is **3 successes...** Blue is the **winner** so he loses 1 Crew, as the winner always does.



Yellow is the loser and loses a whopping 5 Crew, cursing Blue's treachery as she returns them to the supply.



• ENVOY

If you feel like you are running out of Crew, you may choose to take the **Envoy** action. Take six Crew from the supply and add them to your Crew box. Also take an *Envoy* token from the stack on the board.

This Crew boost comes with a price.

At the end of the game, you will need to discard 1 treasure of a **unique value** for each Envoy token you hold. Because of this, the cost of taking Envoy tokens starts to add up quite quickly.

After you take your Crew and Envoy token, proceed to **Step 4**.



Envoy Example: Red holds three Envoy tokens at the end of the game. She has 7 treasures, but she must discard one treasure of a **unique value** per Envoy token. She discards a \$1000, a \$2000, and a \$6000 (the cheapest possible combination for her)... a total loss of \$9000!

4) PLAY ENCOUNTERS

In this Step you may play **Encounter cards** on other players (*presumably ones that will cause them difficulty*) and/or on yourself (*presumably ones that will be beneficial or easily handled*). Encounters are played into the **Upcoming Encounter** slots beside the target player's Pirate Mat. The Encounters you play now are **not** resolved immediately; they are resolved in **Step 2: Resolve Encounters** of the target player's **next turn**. (For this reason, any Encounters you play on yourself will not be resolved this turn, since Step 2 of your turn has already passed.) There are a few limitations to how you may play Encounters:

- You may only play an Encounter upon a player that is still also exploring the island; any player that has moved on to the Dig Site may **not** have Encounters played on them.
- The Zone that the target player is currently exploring **must** match one of the **Zone icons** on the Encounter card itself. (For example if the target player is exploring the Beach, the Encounter must display a Beach icon.)



Some of the cards say "Shared Location" instead of displaying Zone icons. For these cards the specific Zone does not matter as long as the target player is currently exploring the **same Zone as you**. (You are always considered to be in a "Shared Location" with yourself.)

- The target player must have an empty Upcoming Encounter slot into which you may play the Encounter. The Encounter must be of the correct **type** to go in the slot. Each player's Pirate mat has two slots. One slot will accept **Dinosaur Attacks only**. The other slot will accept **any other type** of Encounter (including **Native Attacks**).
- You may play several Encounters on your turn, but at most **one** Encounter (regardless of the Encounter type) upon **each** different player, including yourself.



Zones Example: Blue is exploring the Mountain Zone. You could **not** play this **Scouts** card on him because it does **not** have a Mountain icon at the top. You **could** play this **Cliffs** card though, since it **does** have one.

Slots Example: This player already has an Encounter played to her **Other Encounter** slot. If you want to play an Encounter on this player, it will have to be a **Dinosaur Attack**.



Playing Encounters is optional; you are never compelled to play Encounters on other players or yourself, and can proceed through this Step without doing so. When you have played as many Encounters as you want to, proceed to **Step 5**.

5) DISCARD DOWN TO HAND LIMIT

The end-of-turn hand limit for Island cards is 7 cards. If you have **more than 7** Island cards in your hand, discard as many as you need to (*your choice which cards*) until you hold only 7.

After this step, your turn is over and play passes to the next player to your left.



Note: A player with the Alison's Codex Relic has a hand limit of 8 cards instead of 7.

PIRATE FATE CARDS

In addition to *Encounter* cards, the Island cards deck contains many *Pirate Fate* cards. Pirate Fate cards are **not** Encounters, so they may **not** be played to Upcoming Encounter slots during *Step 4*.

Each Pirate Fate card explains in its text when it may be played. (For example the *Stampede* card says “Play on a player that is resolving a *Dinosaur Attack* [before they roll].”) —————

Pirate Fate cards that say simply “Play on your turn” may be played at **any** point during your own turn, but **never** in the middle of resolving an Encounter, or a Combat, or another Pirate Fate card.

To play a Pirate Fate card, reveal it, follow its action text, and place it in the discard pile.

Note: Pirate Fate cards that affect other players will **only** affect players that are still also in *Stage 2: Exploring the Island*. Players that have moved on to the *Dig Site* are not affected.

SAMPLE PIRATE FATE CARDS



RUNNING OUT OF CREW

One way or another, you are likely to receive casualties during the game that will deplete your Crew. A pirate captain such as yourself can never go unattended by loyal crew; if you ever find yourself in a situation where losses of Crew (*such as instructions from an Encounter card or losses from Combat*) would cause you to reach **zero or fewer** Crew, you must **first** perform an *Emergency Envoy*—take **four** Crew from the supply (*note that a normal Envoy action gets you six Crew*) and add them to your Crew box, then **take an Envoy token** from the stack on the board—**before** taking the losses.



Example: Green has just performed his Combat Roll during a *Tyrannosaurus Rex Dinosaur Attack* encounter (Strength 6). He only scored 1 success, so he would have to lose 5 Crew as a result. Unfortunately, he only has 3 Crew.

This **would** take him below zero Crew, so he immediately performs an *Emergency Envoy*, collecting 4 Crew from the supply and taking an Envoy token. Now he has 7 Crew; he is able to subtract the 5 Crew lost in the fight, leaving himself with 2 Crew.

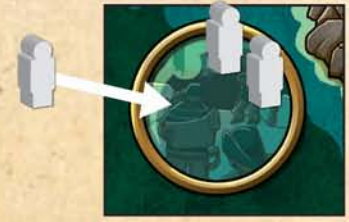


It is possible that even **after** the Emergency Envoy you would **still** end up with zero or fewer crew after taking the losses. In that case, perform **another** Emergency Envoy, taking another 4 Crew and Envoy token.

Note: These *Running Out of Crew* instructions apply in both *Stage 2* and *Stage 3*.

THE LOST OR MUTINIED SPACE

Usually when you lose Crew during the game (*through Combat, Battles, or other Encounters*) they will be returned to the supply. Sometimes, however, you will be specifically instructed to lose Crew “**to the Lost or Mutinied space**”. In these cases just place the indicated Crew there as instructed.



Some of the Encounters, Pirate Fate cards, and Instant Actions in the game allow you to **collect** Crew from the Lost or Mutinied space. This is a nice way to replenish without paying heavy Envoy costs.

THE GIANT T-REX

The Giant T-Rex is a terrifying creature (*as if normal dinosaurs are not terrifying enough*), too big and dreadful to be fought by even the fiercest pirates with the mightiest cannons. The Giant T-Rex pawn starts the game off the board; it can be added to a Zone (*or moved to another Zone*) by a player playing the **Giant T-Rex** Pirate Fate card, or removed from the board by a player playing the **Native Shaman** Pirate Fate card.



THE GIANT T-REX CARD



Play it on your turn. Move the Giant T-Rex pawn to a new Zone of your choice (*whether from off-board or from another Zone.*) Any player whose Location marker is in that Zone immediately loses 1 Crew to the Lost & Mutinied space of the board. As well, any such player must immediately cut their exploration of the Zone short and Start a New Exploration (*those players may pick the Giant T-Rex's current Zone, if desired*).

Remember, when you perform the **Explore** action on your turn in the Giant T-Rex's current Zone, you **must subtract 1 success** from your Exploration Roll (to a minimum of 1 success).



Example: Blue plays the Giant T-Rex card, so he moves the T-Rex pawn from the Mountains to the Jungle. (There are three pirates there, so Blue will cause maximum disruption. All three players there lose 1 Crew each to the Lost or Mutinied space, and they each must start a new exploration. Green goes to the Beach, Yellow goes to the Mountains, and Red decides to start over in the Jungle, even though the Giant T-Rex will slow down the exploration speed there.

THE NATIVE SHAMAN CARD



Play it on your turn. Immediately remove the Giant T-Rex pawn from the board and set it nearby. The Giant T-Rex will have no further effect until another **Giant T-Rex** card is played to return it to the board.



STAGE 3: DIGGING FOR THE CURSED TREASURE

Once you have found the Landmarks that match **all** of your Map Fragments (2 or 3 matches depending on the number of players), you have discovered the **Dig Site**... **congratulations!** You will take your turn as normal in the turn order, but you are now in **Stage 3** even if some or all of the other players remain in **Stage 2**. Players still in **Stage 2** must still continue exploring the island as normal trying to find their Landmarks while you get started digging for treasure; they may **not** play Encounters on you and you are **not** affected by any Pirate Fate cards they might play.



- When you begin Stage 3, you should have **no hand** of Island cards. (You do not use Island cards any more for any reason, and you are unaffected by the cardplay of other players not yet at the Dig Site.)
- If you are the **first** player to take a turn in **Stage 3**, you get a special reward: Draw a single free treasure from the draw bag. You should draw the token concealed in your palm at first so that you can peek at it and conceal its value from the other players. (If you get a **Hazard** instead of a treasure, show it to the other players, return it to the bag, and draw again until you draw an actual treasure.) Keep your treasures face down so other players cannot see their value.
- In **Stage 3**, Skulls and Swords always count as successes when rolling dice for any reason.



When it is your turn, choose and perform **one** of the following four actions:

• **DIG FOR TREASURE** • **BATTLE** • **ENVOY** • **RETURN TO YOUR SHIP**

• DIG FOR TREASURE

Finally, the good part! To dig for treasure, roll 2 Dice, and draw 1 token from the draw bag for each success. (Remember that Swords count as successes.) Draw the tokens one at a time when you are drawing multiple tokens, since each token could potentially be a **Hazard** that you would need to resolve fully before continuing. Also, draw each token secretly into your palm at first, so that you can peek at it and hide its value if it does turn out to be a treasure. When you draw a token, perform the following depending on what you draw:



Treasure: Excellent! Keep the treasure face down on your Pirate Mat so that other players can't see its value. (You may peek at your own treasures of course.)



Ghost: Take a Curse token from the stack on the board; immediately suffer the effects of how many Curse tokens you've accumulated. (Curse effects are noted on the game board in the Dig Site, they get **very bad very fast**.) Return the Ghost token to the bag and mix the bag well.



CURSE
TOKEN

CURSE
EFFECTS



Dino Attack: Draw and discard Island cards from the draw deck (reshuffling the discard pile if needed) until you get a **Dinosaur Attack** card. Resolve it as if it were a typical Combat—remember that **Swords** results count as successes! Then return the Dino Attack token to the bag and mix the bag well.



Special rules
for Cannon use.
See below.



Volcano: Place the token on the **lowest-numbered empty space** of the **Volcano Track** on the game board, and immediately suffer the effects indicated. (Some effects will affect multiple players as noted.) If you fill the sixth and final space on the Volcano Track, the Island sinks! All players still on the island lose the game, and only players who have already returned to their ship take part in Stage 4: Game End.



• BATTLE

If there is at least one other pirate at the Dig Site, you can choose one pirate to Battle. A Battle at the Dig Site is conducted just like a Battle during *Stage 2* (see page 12), with the following exceptions:

- In addition to normal combat losses, the **winner** of the Combat gets to steal **1 random treasure** from the loser (*if the loser has any*). In the event of a tie, losses are taken as normal but nobody gets to steal a treasure.



Special rules for Cannon use. See below.



• ENVOY

You may perform an Envoy action to get more crew. This is conducted just like an Envoy action during *Stage 2* (take 6 Crew and an Envoy token). This is particularly important if you need Crew to carry your treasures back to your ship... remember that **each treasure requires 2 Crew to carry it!**

• RETURN TO YOUR SHIP

When you decide that you have enough treasure—either because you have too much for your Crew to carry or because you don't want to risk any more hazards—you can return to your ship. To Return to Your Ship, **move your Location marker from the Dig Site to the Anchorage**. Calculate how many of your treasures you can carry... **it takes 2 Crew to carry 1 treasure**. (For example, if you have 9 Crew you can carry 4 Treasures.) Any treasures that you are forced to leave behind are returned to the draw bag; mix it well.

Once you have returned to your ship, the game is pretty much over for you; you are no longer affected by anything the other players do, nor can you affect them (*unless you are playing with the Ship Activity optional rule, see below*). Your turn is skipped every round until the game ends—either because all players have returned to their ships or because someone triggers the *Island Sinks* space on the Volcano track.



Return to Ship example: Red decides to return to his ship. He has 6 treasures, but only 9 Crew... which means he can only carry 4 treasures! Red returns two treasures of his choice to the bag and moves his Location marker from the Dig Site to the Anchorage.

SPECIAL RULES FOR CANNON USE AT THE DIG SITE



Using a Cannon in combat against dinosaurs or other pirates while at the Dig Site is risky due to the loud noise and vibrations it creates. If you have a Cannon you may choose to **not** use it during these combats. If you have a Cannon and you **do** choose to use it, you must draw 1 token from the bag (*after the fight is over*) and do the following depending on what you draw:



Treasure or Dinosaur Attack:

No effect. Return it to the bag and mix the bag well.



Ghost or Volcano:

Treat this the same as if you'd drawn it with a normal Dig For Treasure action.

Note: In the case of a Battle where **both** players used a Cannon, **both** must draw and resolve accordingly; first the active player, then the other player.

GAME END

The game ends when **all** players have returned to their ships, **or** when someone triggers the *Island Sinks* space of the Volcano track.



All players at Anchorage.

OR



Island Sinks space filled.

- If **no** players have returned to their ships and they **all** perished on the Island due to the Island Sinking, there is **no winner**.
- If only **one** player returned to his or her ship and the rest perished on the Island due to the Island Sinking, **that player** wins the game by default; sometimes just getting out alive is all that matters!.
- If **more than one** player managed to return to their ship, then the winner will be determined from among those players by the **value of the treasures** each brought with them. (*As it should be in a deadly pirate race for loot and glory!*)

Each **eligible** player must reveal their treasures, then discard one treasure of **unique value** for every Envoy token they hold. Each player then adds up the total value of their own remaining treasures. **The player with the greatest value in treasure wins the game!** (*In the event of a tie for winner, the tied player with the most Crew remaining wins... if it's still a tie, the tied players share the victory.*)



Scoring Example: Yellow has five treasures: two \$1000, one \$3000, one \$7000 and one \$10,000. She also has 2 Envoy tokens, so she must discard two unique treasures... she discards one \$1000 and the \$3000. That leaves her with a total value of \$18,000 in treasure. Will it be enough to win the game? That depends on what treasures the other players hold!

SHIP ACTIVITY OPTIONAL RULE

This **optional** rule allows players who have *Returned to Their Ship* the opportunity to continue affecting the game. Players should agree **before** the game starts whether they will be using this optional rule.

If the *Ship Activity* rule is in effect, when you are at the Anchorage and your turn arrives, you may **pass** or you may draw 1 treasure token from the bag and perform the following depending on what you draw:



Treasure: Discard it from the game.
Hey, at least the other pirates don't get it.



Ghost: Oh no... the ghosts have followed you back to your ship! Resolve it as if you had drawn the tile via a normal *Dig for Treasure* action, **even though** you're at the Anchorage! Remember to mix the token back into the bag after you've resolved it.



Dino Attack: Choose a player still at the Dig Site. That player must resolve this token as if he or she had drawn it while digging for treasure on their own turn. Remember to mix the token back into the bag after the attack is resolved. (*If there are no players currently at the Dig Site, just mix the token back into the bag with no effect.*)



Volcano: Resolve it as if you'd drawn it via a normal Dig for Treasure action. Since you're at the Anchorage, you yourself won't be affected by **any** Volcano Track penalties, but the penalties of spaces 4, 5, or 6 will still affect other pirates on the island as noted, or even end the game!