



SHIP ADVENTURE TREASURE MAP

Goal of the game

The goal of the game is to be the first player to discover the treasure of El Dorado. To do this, you must collect the 4 pieces of treasure map (and keep them) and go to the coordinates indicated on the map formed by the puzzle of the 4 pieces first. The pieces of treasure map are scattered on the board at the coordinates indicated on the back of the treasure tokens located in the temples.



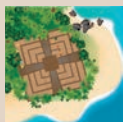
PIECE OF MAP



TREASURE TOKEN FRONT SIDE



TREASURE TOKEN BACK SIDE



TEMPLE

The game board is divided into 9 areas clearly indicated on the sea map. An area is made up of 4 tiles or 16 squares (a tile 2 squares length and 2 squares wide). If an area is entirely covered by sea, then the treasure tokens of that color are removed from the game (you cannot draw those treasure tokens at random).



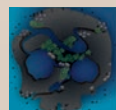
SEA MAP



HARBOR SQUARE

CITY TILE

THE 9 AREAS

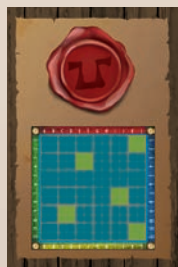


PIRATE SKULL SQUARE

4 «treasure tokens 1» (one die) are drawn and placed in all temples except the most central one, with the dice on a gold coin background face up.

Setting up

Before starting the game, the players draw a map card among the four available. The map card indicates the layout of the five «large islands» tiles on the board.



MAP CARD



LARGE ISLAND TILE

Be careful: the back of the map shows the coordinates of El Dorado, so you should only turn it over at the end of the game!

The red edges of the board are positioned to the north, the yellow to the south, the blue to the east and the green to the west.

The five large islands (island tiles with the temple) are placed on the board as shown on the map. The other board tiles are shuffled and randomly placed to reveal the game board. Be careful to reorient the city tiles so that their harbor is connected to the sea.



Each player chooses a color. Players position their ship on the port of the city of their respective color. The 4 pirate ships are settled on the 4 «pirate skull» islands.

Each player starts with a sea map and a cannonball equipment card (equipment cards will be detailed later).

How does a turn go?

At the beginning of the turn the arrow on the compass is turned to indicate the color of the first player for that turn. The Spanish galleon makes his move.

The first player moves his ship/crew and performs his action(s) on the last square of his move (from 1 to 4 squares maximum) when he can: fight/treasure/collecting treasure map pieces/buying in town, then the player to his left does the same until everyone has played.

When all players have moved, the pirate ships chasing one player make their moves. At the end of the round, if all the «treasure tokens» have been collected in the temples, a level change is made.

1 - The Compass

At the beginning of a round the arrow of the compass is turned to indicate the color of the first player for this round (color of the innermost circle). If the arrow indicates a color on the first circle from the inside that is not held by any player (only possible in a game with 2 or 3 players) then the color of the second circle from the inside is looked at. If the arrow indicates a color held by no player (only possible in a game with 2 players) then we look at the color of the 3rd circle from the inside.



N: NORTH - S: SOUTH - E: EST - W: WEST

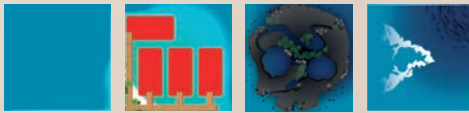
COLOR EXAMPLE
OF THE 1ST PLAYER

- 4 PLAYERS: **BLUE**
- 3 PLAYERS: **BLUE, YELLOW** if no blue
- 2 PLAYERS: **BLUE, YELLOW** if no **BLUE, GREEN** if neither **BLUE,** nor **YELLOW**

The Spanish galleon moves towards the city of the color indicated by the compass. In the first round, it starts on the color indicated by the compass.

2 - Movements

The sea squares are: the quiet sea, harbor, skull and wave squares.



QUIET SEA SQUARE HARBOR SQUARE SKULL SQUARE WAVE SQUARE

The land squares are: the jungle, city and temple squares.



JUNGLE SQUARE CITY SQUARE TEMPLE SQUARE

Each player can move up to 4 squares lengthwise, widthwise and diagonally.

The ship can only move on the sea squares. When a player wants to continue moving on land he can do so by disembarking his crew and leaving his ship on the last sea square crossed. To get back to sea the crew must return to the boat left behind.

Crossing the wave square allows you to move in the direction indicated by the waves. You must use a move to enter and exit the whirlpool tile (a whirlpool tile is a group of 4 wave square). It is possible to finish your

move on a wave square, which can be useful when you don't know which direction to take on your next turn.

Concerning the edges of the board: the north edge communicates with the south edge and the west edge with the east edge.

3 - Fighting

When a player ends his move on the same square as another player or a pirate or the Spanish galleon, or when a player is overtaken by a pirate, hand-to-hand combat takes place. Each belligerent rolls a die, the one who makes the best score wins the fight (the skull and crossbones equals 7). Only the bonuses of the hand-to-hand equipment card (crossed swords in the upper left corner of the card) apply.

When a player ends his move on a square adjacent to another player or to a pirate or to the Spanish galleon, there is a ranged combat. Each belligerent with at least one «cannonball equipment» card rolls a die, the one with the highest score wins the fight (the skull crossbones equals 7). Only the bonuses of the ranged equipment cards (a target in the upper left corner of the card) apply. If none of the participants have cannonballs, or use them, there is no fight and if only one of the participants has a cannonball, he automatically wins the fight (the ship automatically wins the ranged fight when it attacks a crew on land unless the attacked crew has a camouflage card). The cannonball cards are for single use only.

The winner gets all the possessions (gold coins, treasure tokens and treasure map pieces) of the loser provided that the crew is destroyed (the destruction of the ship causes no loss except for the ship itself which is returned to the starting harbor without the crew). The loser returns to his starting harbor with his equipment cards.

At the end of a battle with a pirate, the pirate is returned to his original island. If the pirate has won the battle, he is repositioned with all the possessions he has won.

4 - Treasures

When a player is the first to reach a temple not yet emptied (treasure token still on the square) he gets both the treasure token and the gold coins. The player rolls the number of dice indicated on the treasure token front side (1, 2 or 3). The cumulative score on the dice indicates the number of coins he gets (the skull equals 7).

Each time the player rolls a skull he is chased by the nearest pirate (if the player rolls more than one skull crossbones he is chased by as many pirates). Pirates move 2 squares per turn lengthwise, widthwise and diagonally, but do not get any bonuses for wave squares. The pirate always chooses the shortest way to reach the pursued player. A target token of the pursued player's color indicates the player targeted by the pirate.



TARGET TOKEN

5 - Collecting map pieces

The treasure tokens collected in temples indicate on their back the coordinates of a piece of treasure map. Here is how to read the treasure token:

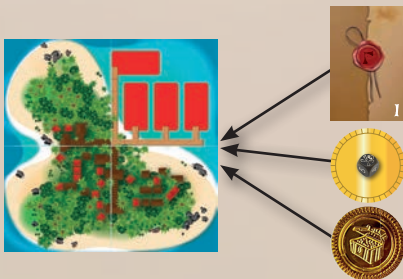
- The compass in the center of the treasure token indicates the correct orientation of the token for reading
- The color on the border of the treasure token indicates one of the 9 areas where the piece of treasure map is located
- The numbers indicate the more accurate position of the piece of treasure map. A piece of map can only be found on land. Each area consists of 4 tiles: one in the northwest, one in the northeast, one in the southwest and one in the southeast. We start by looking to see if the number 1 area indicates a tile containing a land square among its 4 squares. If this is the case we go to the next step but if the tile contains only sea squares we look at number 2 area, then 3, then 4.
- Either the tile designated by the number contains only one land square and in this case this land square corresponds to the position of the piece of treasure map or the tile contains several land squares and in this case we use the number method seen above to designate the land square where the piece of treasure map is located.

When the player has reached the land square where the piece of treasure map is located, he can exchange his treasure token for a piece of treasure map of his choice (piece of treasure map 1, 2, 3 or 4). This corresponds to an action.



6 - Purchases and deposits in town

The player can store treasure tokens, gold coins and pieces of treasure map when the crew is in his city, so in case of defeat he will not lose the possessions stored in his city. However, he will have to come and get back the items in question before he can use them.



How to read cards ?



The cities are neutral areas where no fighting can take place.

When a player's crew is in town (regardless of the color of the town) they can purchase equipment cards that will provide the following bonuses:



7 - Moving third party ships

The pirate ships chasing a player move 2 squares per turn. They are not advantaged by the sea waves.

The pirate ship chasing a player can give up the chase if the player pays him 4 gold coins to be placed in his skull square.

8 - Next level

All the temples are filled, except for the last temple that has just been emptied of its treasures, with the treasure token of the next level up to level 3, beyond level 3 there are no levels and therefore no additional treasure tokens to add.

Pirates get bonuses to the dice throw during the fights at each level passage. Pirates destroyed in previous levels return to the board.

Pirate ship	Level 1	Level 2	Level 3
Close combat bonuses	+2	+4	+6
Distance bonuses	No cannons	+3	+6

1-player variation: the 5 temples are filled directly with level 2 tokens and there will be no level change. From the start a pirate chases the player. An additional pirate chases the player each time he empties a temple and not when he gets a skull and crossbones on the dice roll.












2-player variation: There are 2 levels instead of 3 levels for 3 to 4 players.

The Spanish galleon moves 2 squares each turn in the direction of the city of the color indicated by the compass by the shortest route. It leaves a gold coin in its wake on each square it crosses. The player who crosses these squares collects the gold coins. The Spanish galleon offers more and more gold if it is destroyed at each level crossing and reappeared the next turn:

Spanish galleon	Level 1	Level 2	Level 3
Gold coins	5	10	15

Finally, 4 new pieces of treasure maps are available (one copy of each: piece 1, 2, 3 and 4).

Recap:

		
	2 	2 
	5  +2 	2  +4 
	10  +3 	2  +6 
	15  +6 	

End of the game

The game ends when a player has collected all the pieces of the map (pieces 1, 2, 3 and 4) and has reached the coordinates indicated first.

One player variant: the player loses if his crew is destroyed (not his ship).

SHIP ADVENTURE CARIBBEAN CONQUEST

Goal of the game

To take control of the most strategic points.

Set up

The game can be played with 1 game box or 4 or 9. Turn all the tiles of the games face down, mix them and turn them over to obtain a totally random board. Make sure that all the ports have access to the sea, otherwise you have to reorient the tiles concerned until this is the case.

The treasure tokens are turned color face up and the dice face down and placed on the temples and pirate skulls. Care should be taken to place the same color ships close together. Here is the number of strategic areas and tokens according to the number of game boards:

Nb of boxes	Nb strategic areas	Nb of strategic points per strategic areas
1	3	3
4	9	4
9	9	9

Each player places 1 ship and 2 crews in the various harbors and cities he controls.

Pirate ships, the Spanish galleon and pieces of treasure map do not appear in this game mode.

How does a turn go?

The compass is turned to indicate the first player. Each player makes his moves and then his actions (battles). At the end of the round, each player receives a gold coin for each strategic point he controls.

Strategic points

Cities, temples and pirate skulls are strategic points. Each strategic point earns one gold coin per turn. They change control at the end of a battle.

When a player controls all the strategic points of the same color, he controls a strategic area. All strategy points in the controlled area earn two gold coins per turn instead of one.

Purchasing

Each player can buy cards every turn without having to be in a city.

The bonuses of the cards apply to all the units held by the player.

It is possible to buy a ship that will start in one of the player's controlled harbors/cities for 6 gold coins and a crew for 3 gold coins.

The unit arrives on the board in one of the cities controlled by the player, so if a player does not control any city he cannot recruit new units he can still buy cards.

The moves

Each player may move all his groups of ships and crews up to 6 squares per turn (a group is a set of pieces sharing the same space: maximum 4 per square). For example, a player may move one of his groups by 6 squares or 6 of his groups by 1 square, using the full range of possibilities that this offers.

The moves are made in the same way as in «Ship Adventure Treasure Map»: the crew moves on land only and the ship on sea only. The sea squares with a boat are equivalent to a land square: crews can move on these squares.

Battles

Same as «Ship Adventure Treasure Map» with one addition: strategic points when captured act as static ships and therefore attack enemy ships with cannonballs on adjacent squares (provided you use a cannonball card for each ranged attack, single use).

The crew can only attack in close combat, while the ship can attack in close combat and in range combat (provided it has a cannonball card, single use).

When several units share the same square (maximum 4 per square) each additional unit that can attack brings a +1 bonus to the die roll. In case of a dice victory a unit is removed and the dice rolls resume until one of the players has supremacy on the square.

End of the game

The game ends when:

- a player is eliminated
- when a player controls the majority of the strategic areas

At the end of the last round each player counts his strategic points (when a strategic area is controlled each strategic point in this area counts double).

The player with the most strategic points wins.

If there is a tie in the number of strategic points controlled, the players are separated by the number of gold coins they have.

