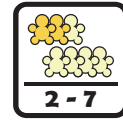


Good Luck!



- Rule Book ver1.1 -
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Illustrator: Galgimuri



Find pirate's treasure! We have gathered in a desert island of wrecked pirate ship to find treasure. To take more gold and treasure each other in frantic, pirates still remain on the island. Who could take the treasure most avoiding pirates? Good Luck~!

Components

53 Cards

(48 Gold Cards)

(5 Special Cards)



1 Gold
33 pieces



2 Golds
10 pieces



3 Golds
5 pieces

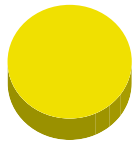


Pirate
4 pieces



Treasure Box
1 piece

35 Treasure Tokens



Objective

To get the most treasure(tokens).

Preparation

3~5 Players: Give 7 treasure tokens to each player. (2 players: Please refer '2 Players Rule'.)

6~7 Players: Give 5 treasure tokens to each player.

Shuffle 53 cards all and place face down on the middle of a table. It is a draw deck.

Decide who's going to be a start player. Game Start!

Game Play

In your turn, draw a card from top of the deck and give it to any player(including you). Rules to give a card are as follow.

1. You can give a card up to 7 times. (In case of 6~7 players, up to 5 times.)
2. Do not look a card when draw. Choose a player and then open a card in front of him/her. You can also choose yourself and open in front of you.
3. Give cards to at least 3 people including you before your turn ends. You can give to more than 3 people, but you should be included.

Conditions to end your turn

1. When you give all 7 cards(times). (5 cards in 6~7 players)
2. Before you give up to 7 cards, if you have given to more than 3 people including you, you can say 'Stop!' and finish your turn.
3. When a special card(Pirate or Treasure Box) appears during you are giving cards. In this case, your turn ends though you have not given to 3 people(including you).

After a turn ends, each player puts earned gold cards face-down on front of him/her. If there is a pile of gold cards acquired before, stack on it. Then turn over to next player clockwise. Go ahead next turn!

<Example>

Player D's turn:

It's good to gather much money first, so D draws 2 times to himself.

After that, D gives A and B a card to satisfy the condition to give cards to at least 3 people.

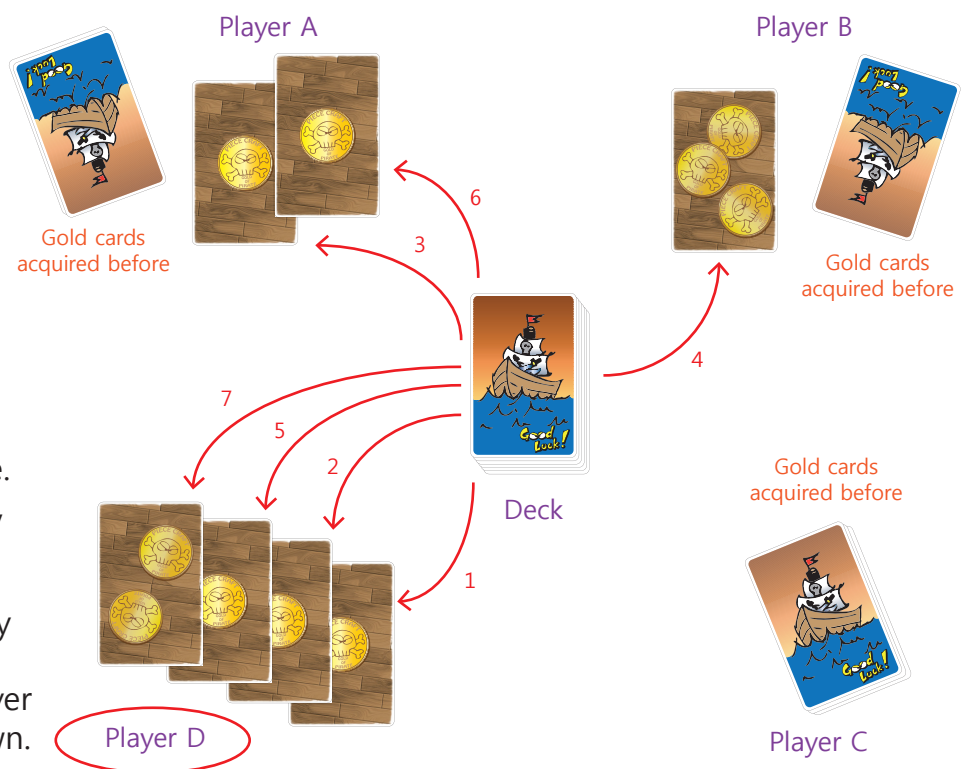
One more to himself, and one to A for afraid of pirate.

D thinks for a while to stop, but give himself last card.

(D did not give C a card because C has already many cards acquired before.)

D's turn ends and each player piles earned cards face-down.

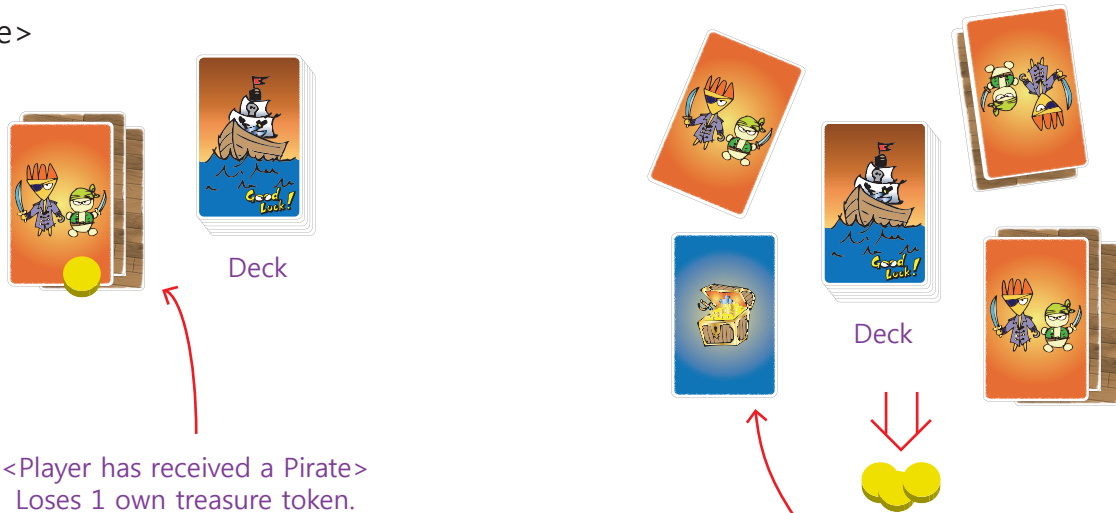
The next turn is A.



When a special card appears

1. Pirate: The player has received it loses his/her one treasure token. Also loses earned gold cards in this turn, and places these token and cards with the pirate card beside the deck.
2. Treasure box: The player has received it takes all treasure tokens placed around the deck. (The tokens are placed by pirates.) Cannot take if there is no token. Places the treasure box card beside the deck.

<Example>



<Player has received a Pirate>
Loses 1 own treasure token.
If there are earned gold cards in this turn,
loses them together.



<Player has received a Treasure Box>
Takes all treasure tokens around the deck.
If there are earned gold cards in this turn, gets them
and places the treasure box card beside the deck.

Round Ends

The round ends when 4 pieces appear among the 5 special cards, like as the upper right figure of the example. In other words, the round ends at the moment that 4th card appears - there would be 4 pirate cards or be 3 pirate cards and 1 treasure box card.

At the end of the round, each player counts total golds from earned gold cards. The player who gathered the most golds receives a treasure token from the lowest 2 players. (receives total 2 tokens) If the most players tie, no one can receive the tokens.

Proceed the new round after shuffle all cards. At this time, the treasure tokens taken by pirates should be around the deck. (They are left until the treasure box card appears.) A new start player is the next one from the last player of the previous round.

Game Ends

The game ends at the end of 3rd round. Or before the end of 3rd round, if someone cannot give own treasure token anymore, the game ends at that moment. The player who gets the most treasure tokens wins.

2 Players Rule

Add a dummy player and play like as with 3 players. The dummy player also gets 7 treasure tokens at start. The action is as follow in a dummy player's turn.

Draw a card from the deck up to 7 times, but give a card to each player clockwise from the dummy player. (If a special card appears the dummy player's turn is end immediately.)

- Please visit the Piece Craft website for more information.

<http://www.piececraft.com>

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