

Special Cards :

When you receive the Treasures you have found during your adventure, take the Swords, Shields and Treasure tokens in the stock or on the Treasure board, and discard those cards. If you receive the Treasure exchange card, use it immediately and discard the card.

If the Treasure is a Spy-glass, take the card and put it in front of you. You will be able to use it during a subsequent turn. Once you have used its effect, put the card in the discard pile.



The Spy-glass :

the Spy-glass allows you to check the first card on top of the Island deck. You can use it at any time during the game. Once you have used it, put it in the discard pile.



Treasure exchange :

you may exchange one of your Treasures with the first one available on the Treasure board.

※ This action is used right when you pick up this card as a Treasure.

Triggering the Bomb token

After each adventure, before the Island cards are discarded, add the number showing on the Bomb symbol on the cards (if there are any). When **the Bomb die** goes over 10, the Bomb triggers. The player who currently has **the Bomb die** in front of him or her, loses half of his Treasure tokens, rounded down. The

discarded Treasure tokens can be of any value. These Treasure tokens are removed from the game.

※After the Bomb has exploded, put **the Bomb die** back in the stock until a player is rolling a Bomb symbol in a subsequent turn.

End of the game

Whenever the Treasure board is empty, the game immediately ends. The players add up the value of all the treasure tokens they have in front of them. The player with the highest total value wins the game.

Red Treasures are worth 1 VP, Green are worth 2 VP, Orange 3 VP, and Blue 4 VP.

If there is a tie, the player with the most Treasure tokens wins the game.

If there is still a tie, the player with the most Blue Treasures wins the game.

Other rules

When you receive a Treasure token from the Treasure board, you have to take the only one available at that moment. The Treasure tokens are taken from the first column on the left, and from top to bottom. Once the first column is empty, the players take Treasure tokens from the second column, again from top to bottom...

Example: If the first column on the Treasure board has no Treasure token left, start at the top of the 2nd column, and take the Treasure tokens from top to bottom.

When you want to take a **Sword** or a **Shield** from the stock and it is empty, you instead take one from another player of your choice!

Variants

Rules for nice people

All the Treasure tokens are worth 1 VP.

Rules for kids

Play the game without **the Bomb die**.

The perfectly too nice rules

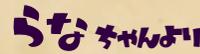
All the Treasure tokens are worth 1 VP and **the Bomb die** is not used.

Credits:

Design: Lana & Papa (@koudojnika) Art: Inoue Osamu, Hasegawa Tori

JP rules: Masato Uesugi, Shihori Uesugi

Special thanks: Takako Inagaki, Masato Uesugi, Shihori Uesugi, Hasegawa Tori, Inoue Osamu and everyone who played the game with us!



みんなで盛り上がりたければ、うれしいです。



らなちゃんと2作目が出来て、とてもうれしいです。娘とゲームを作るのは、貴重な時間だと思っていますので、またこれからも、たくさんゲームを2人で作りたいと思います！

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The English rules will be available on BGG at the time of the release. Check Nyanko Pirates page on BGG.

Les règles françaises seront disponibles sur BGG. Rendez-vous sur la page BGG de Nyanko Pirates.

