BURIED

TREASURE

INDEX

COMPONENTS

- 151 Tiles
  - Dock Tile (x1)
  - Water Tiles (x75)
  - Island Tiles (x30)
  - Pirate Tiles (x15)
  - Sea Creature Tiles (x15)
  - Diving Tiles (x10)
  - Shop Tiles (x5)
- 5 Player Boards
- 280 Tokens
  - Ship Tokens (x10)
  - Cannonball Tokens (x75)
  - Plundered Tokens (x45)
  - Completed Tokens (x25)
  - Copper Coins (x50)
  - Silver Coins (x50)
  - Gold Coins (x50)

- 160 Cards
  - Shop Deck (x55)
  - Island Deck (x40)
  - Pirate Deck (x20)
  - Sea Creature Deck (x20)
  - Diving Deck (x15)
  - Storm Deck (x10)
- 7 Dice
  - Sailing Die (x1)
  - Exploration Die (x1)
  - Retribution Die (x1)
  - Attack Dice (x1 red, x1 blue)
  - Treasure Dice
    (x1 Amount Die, x1 Multiplier Die)

Shop Deck
Five cards from this deck form the storefront.

Island Deck
Draw when an island tile is drawn.

Diving Deck
Draw when a diving tile is drawn and the player has a diving bell.

Storm Deck
Draw when a storm is rolled on the sailing die.

Pirate Deck
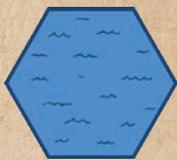Draw when a pirate is rolled on the sailing die or a pirate tile is drawn.

Creature Deck
Draw when a creature tile is drawn.

Dock
Starting point. Buy items, and stash unlimited treasure.

Water
Nothing special happens here.

Island
The most common tile to find treasure.

Diving
A less common place to find treasure. Need a diving bell to access.

Shop
Buy/sell items. Stash up to 10 treasure per turn. Can't withdraw from stash.

Pirate
Fight pirates. Deal with this tile when landing on it while sailing.

Creature
Fight creatures. Deal with this tile when landing on it while sailing.

Ships
Keeps track of player health and position.

Copper Coin
In-game currency. Value of 1.

Silver Coin
In-game currency. Value of 5.

Gold Coin
In-game currency. Value of 10.

Cannonball
Ammunition for cannons. Value of 2 to buy/sell.

Powder Keg
Ammunition for keg storage. Value of 5 to buy/sell.

Plundered
Placed on island/diving locations after they've been plundered.

Attack
Attacker rolls this die.

Defense
Defender rolls this die.

Exploration
Roll this die to explore.

Sailing
Roll this die to sail.

Treasure
This is the base amount.

Treasure
This is the multiplier.

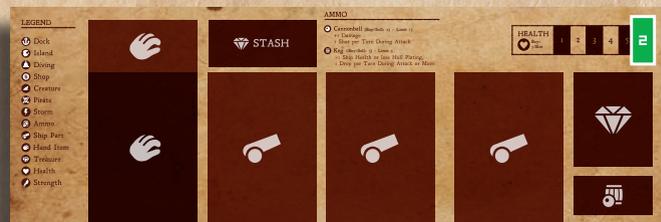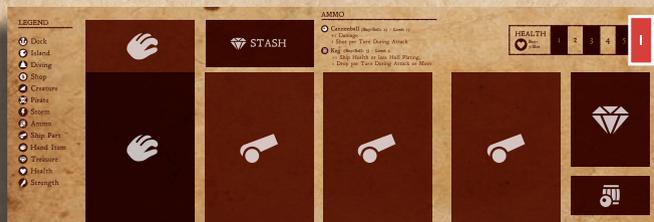## Retribution
Roll when you lose a battle.

INTRO

You've settled into the new world. There are countless islands to explore and treasures to seek in these uncharted waters. Go out there and make your fortune, but beware, you're not the only one out there with that goal. Pirates are scouring the waters looking to claim what you've found, sea creatures lurk in the deep ready to devour you, and your fellow privateers claim to be friends, but are they really trustworthy or will they steal your treasure for themselves? These are lawless and dangerous waters, and you must be prepared for anything. Will you find the treasure you seek, or will you meet your doom? Adventure awaits!

GOAL

Have the most treasure in your stash at the end of the game **(WINNING PG. 7)** to secure your family name in the new world!

SETUP

Take the dock tile and place it anywhere on the table. Every player takes a player board **(PLAYER BOARDS PG. 8)**, and 2 ship tokens of the same colour. One is placed on the maximum ship health (6) and the other on the dock tile. Each deck is shuffled. After shuffling the Shop deck, deal each player 1 shop card which is immediately placed face up on their player board . After all players take their shop card, the store front is made. Place 5 shop cards face up in a row. All players roll the attack or defense die. The player who rolled the highest number goes first.

ACTIONS

On their turn, a player can take one of three possible actions:

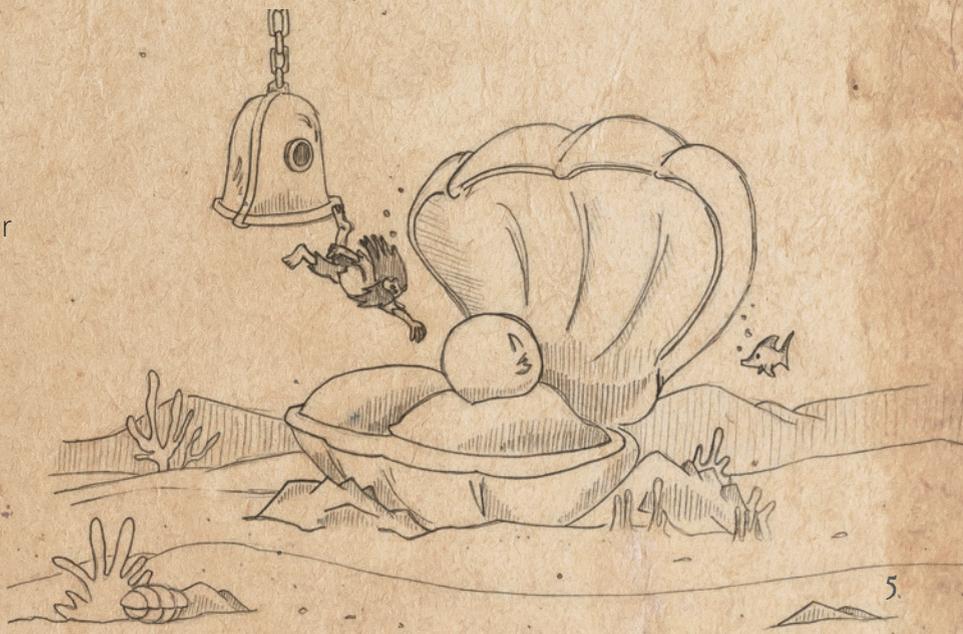1. Explore
2. Sail
3. Remain

1. EXPLORE

Into the unknown! The player rolls the exploration die (green). They need to reveal and deal with the total amount of tiles as displayed on the die. **ONLY ONE TILE IS REVEALED AND DEALT WITH AT A TIME.** If the player successfully deals with the tile, the next tile is revealed. If the player fails, no other tile is drawn and their turn ends. When placing these tiles, they need to be placed adjacent to the player's current tile, and the player needs to move to them right away. If there's an object in the way (ie. table edge, boards, cups, etc.) you cannot go further in that direction. See **GAME TILES (PG. 9)** for more information on tiles.

2. SAIL

Sailing through charted waters. The player rolls the sailing die (blue). They need to travel the total amount of explored tiles as displayed on the die. If the player lands on a pirate or sea creature tile, they immediately stop and deal with that tile. If they land on an island, diving bell, shop, or dock, they have the choice to stop and deal with the tile. After dealing with that tile, their turn ends, even if they had further distance to travel. Exclusive on the sailing die is a storm icon and a pirate icon. If you roll a storm, you need to draw a storm card and deal with it. See **STORMS (PG. 13)** for more information. If a pirate is rolled, the player deals with it just like a pirate tile. See **PIRATE TILES (PG. 11)** for more information. **Players CANNOT move onto the same tile twice in a turn.**

3. REMAIN

Players can choose to remain on the tile that they're currently on for their turn. However, if they choose this action, they MUST either explore or sail for their next turn. If the player is currently on a special tile, they must deal with that tile appropriately. If they have an anchor, they may choose to remain for an extra turn before they need to move. NOTE: If a player rolls the sailing die and gets a storm or pirate, it does NOT count as a remain, and the player can remain for their next turn unless they've used up their remain options for that tile or if the player cannot remain on that type of tile.

INTERACTING WITH OTHER PLAYERS

Players can interact with other players in two different ways:
1.   Ship-To-Ship Combat
2.   Trading

1. SHIP-TO-SHIP COMBAT

When players enter into the same tile as another player, they can choose to attack them with ship-to-ship combat. See **COMBAT (PG. 6).**

2. TRADING

Instead of attacking the other ship, players can trade with them instead. This is only available on standard water tiles, shop tiles, or the dock tile. Trading is NOT allowed on island tiles, diving tiles, pirate tiles, or sea creature tiles. They can trade however they like with the other player, but if they can't come to an agreement, the current player can either end their turn, or either player can attack the other player. See **COMBAT (PG. 6).** If both players traded, they cannot attack each other.

COMBAT

During the game, players can fight pirates, sea creatures, island challenges, and other players. Combat includes 2 sets of bonuses: the attack/defense die roll, and the built-in bonus (pirates, creatures, islands) or applicable ship bonus (player's hand items and/or ship parts). Adding these 2 bonuses together will give the total strength bonus for that side. Remember to look at the weapon type in the bottom right hand corner of both the drawn card and the player's ship parts to add the correct bonus. As a general rule, ship parts may only be used against pirates, sea creatures, and players, and hand items may only be used on islands and diving locations. The only caveat is if a player has a boarding plank; this allows them to use hand items in addition to ship parts against pirates and players ONLY. See **CARDS (PG. 8)** for more information.

During any combat, the current player rolls both the attack (red) and defense (light blue) dice. Unless they're attacking another player, the player is by default defending and adds the defense die to their total strength bonus. If the player is attacking another player, they roll the attack die and the defending player rolls the defense die.

If the player wins against a card (non-player), they roll the treasure dice and multiply their values for the total received treasure. If they win against a player, the defeated player rolls the retribution die and loses that item to the victorious player. If the player loses against a card, they roll the retribution die and lose that item. See **RETRIBUTION DIE (PG. 12)** on how to deal with lost items. If the player ties another player, both will lose 1 health. If the player ties anything else, the player wins.

TREASURE

Treasure can be earned in a variety of ways: discovering islands, exploring underwater diving locations, defeating pirates and sea creatures, as well as fighting fellow privateers **(INTERACTING WITH OTHER PLAYERS PG. 6) & (RETRIBUTION DIE PG. 12)**. Unless otherwise stated, if a player receives treasure, the player rolls both the standard and multiplier treasure dice and multiplies the values together. If the player rolls a **4** and **x3**, they receive a total of **12** treasure. The amount of treasure ranges between 4 and 16. If the card the player is dealing with has a multiplier on it such as the Pirate Hoard island card **(CARDS PG. 8)**, that multiplier is added on top of the multiplier die; **4 x3 x2** for a total of 24 treasure.

STASHING

Players can take their treasure that they have and stash it back at the dock (unlimited) or at a shop (up to 10 per turn). Players can only take treasure out of their stash at the dock (unlimited). Accessing the stash takes the player's action for their turn, once they finish stashing their turn ends. Stashes are completely safe from other players, sea creatures, pirates, and death.

SHIP HEALTH

Each player has 6 ship health to begin with. When a player loses all hearts, their character dies. See **DYING (PG. 7)** for more information. Players can fix their ships and restore ship health by visiting **SHOP TILES (PG. 10)** and as a part of their buy/sell action, pay to repair their ship.

DYING

Players die when their ship health reaches 0. When a player dies, they lose all of their ammo, ship parts, hand items, treasure, and they place their ship token back to the dock tile. Only their stash is left untouched. On their next turn, they play as their previous character's heir and have access to their stash and get all starting materials as if they're starting the game over again **(SETUP PG. 4)**.

WINNING

The first player to get 100 treasure in their stash initiates the end game. All other players get one last turn to try to stash at the dock or shop. **The last 20 treasure need to be stashed at the dock to initiate the endgame.** All other players have one last turn to deposit as much as they can into their stash. While the player who initiated the endgame had to deposit their last 20 treasure at the
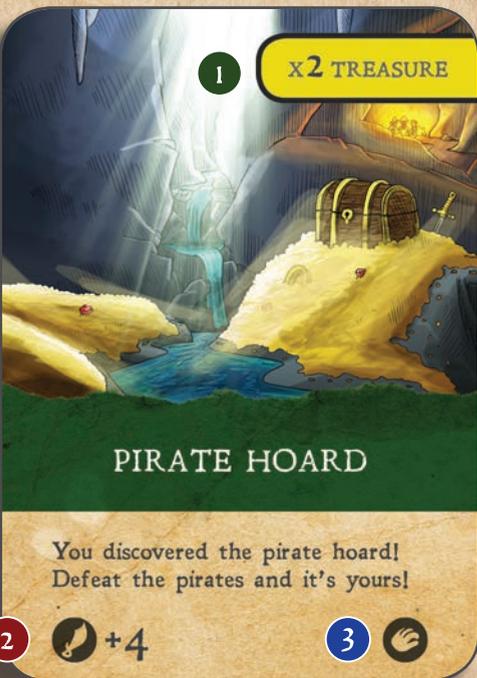
dock, the rest of the players can deposit up to 10 treasure at a shop even if they are 20 or less from the winning amount. The player who has the most treasure in their stash wins. If there's a tie, all assets: ammo, ship parts (sell value), hand items (sell value), and treasure not currently in the stash are counted. If there's still a tie, all tied players are placed on a water tile and attack each other until only one survives. Only health can be lost. This is a battle to the death!

PLAYER BOARDS

Each player receives a player board which keeps track of their hand items, ship parts, health, stash, treasure, and ammo . Each player is limited to 2 hand items (hand icon) and 3 ship parts (cannon icon) at any given time. Also located on the player board is the legend keeping track of all the different icons used on tiles, dice, and cards for quick reference.

LEGEND
- Dock
- Island
- Diving
- Shop
- Creature
- Pirate
- Storm
- Ammo
- Ship Part
- Hand Item
- Treasure
- Health
- Strength

STASH

AMMO
- Cannonball (Buy/Sell: 2) - Limit 15
  +1 Damage
  1 Shot per Turn During Attack
- Keg (Buy/Sell: 5) - Limit 5
  -1 Ship Health or lose Hull Plating,
  1 Drop per Turn During Attack or Move

HEALTH
Buy: 5/Slot   1 2 3 4 5 6

CARDS

x2 TREASURE

PIRATE HOARD

You discovered the pirate hoard!
Defeat the pirates and it's yours!

2 +4   3

1 Cost/Sell/Multiplier

Each shop card has a buy/sell amount. Certain islands, diving, pirates, and creatures will have an additional multiplier in this location.

2 Strength Bonus

This is added to the die roll when fighting (eg. If you rolled a 5 on the attack die, add the +4 from the card for a total of +9).

3 Weapon Type

Most cards have one of the 2 different icons:

HAND ITEM   SHIP PART

If an icon is on a shop card, it shows where it needs to be placed **(PLAYER BOARDS PG. 8)**. Otherwise, it indicates that only weapons of that type can be used for bonuses (ie. only hand weapons can be used on the card to the left).

GAME TILES

There are seven different types of game tiles:

1. **Dock Tile**
2. **Water Tiles**
3. **Island Tiles**
4. **Diving Tiles**
5. **Shop Tiles**
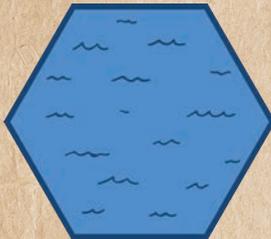6. **Pirate Tiles**
7. **Sea Creature Tiles**

1. DOCK TILE

This is the starting tile where all players start the game. Players can only perform 1 of the 2 possible actions when they land on a shop.

A. BUY

Players can buy shop cards, ammo, and ship health; see **SHOP TILES (PG. 10)** for more information. Players cannot sell items at the dock.

A. STASH

Players can deposit/withdraw unlimited treasure to and from their stash.

2. WATER TILES

This is the most common tile in the game. There are no special abilities to a standard water tile. If a player lands on it, nothing happens.

3. ISLAND TILES

Islands are found throughout the waters and most commonly have buried/hidden treasure on them. If a player deals with an island tile:

A. UNPLUNDERED

Draw a new island card and follow the instructions on it. If successful, the player gets the treasure and they place a plundered token on the island. If unsuccessful, they can remain there for their next turn and try again.
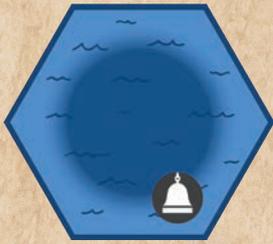
B. PLUNDERED

If a plundered token is on the island, the player must roll the defense die. On a 5 or a 6, they find additional treasure and draw a new island card. Refer to 3.A. for what to do after. If any other number is rolled, they didn't find anything else and their turn ends.

C. OCCUPIED ISLAND

If the player tries to access an island and another ship is there, they MUST deal with the other ship first. See **COMBAT (PG. 6)**. If they are successful in dealing with the other player, they are free to follow the steps in 3.A. and/or 3.B. If they are unsuccessful see **RETRIBUTION DIE (PG. 12)**, and their turn ends.

PLUNDERED TOKEN

4. DIVING TILES

Much like island tiles, diving tiles can hold hidden treasure beneath the water. In order to interact with a diving tile, the player MUST have a diving bell. If they don't have a diving bell, it's treated just like **WATER TILES (PG. 9)**. If the player does have a diving bell:

A. UNPLUNDERED

Draw a diving card and follow the instructions on it. If successful, the player gets the treasure and places a plundered token on the tile. If unsuccessful, they can remain there for their next turn and try again.

B. PLUNDERED

If a plundered token is on the tile, the player must roll the defense die. On a 5 or a 6, they find additional treasure and draw a diving card. Refer to 4.A. for what to do after. If any other number is rolled, they didn't find anything else and their turn ends.

C. OCCUPIED DIVING LOCATION

If the player tries to plunder/re-plunder a diving area and another ship is there, they MUST deal with the other ship first. See **COMBAT (PG. 6)**. If they are successful in dealing with the other player, they are free to follow the steps in 4.A. and/or 4.B. If not, see **RETRIBUTION DIE (PG. 12)**, and their turn ends.

PLUNDERED TOKEN

5. SHOP TILES

When a player draws a new shop tile, all face up shop cards are discarded and 5 new cards are placed down as the new shop. Players can only perform 1 of the 2 possible actions when they land on a shop.

A. BUY/SELL

Players can perform any of the following 3 actions when they buy/sell.

I. SHOP CARDS

Players can buy as many of the face up shop cards as they'd like. All shop cards have a buy/sell value on them. The player may sell as many shop cards as they'd like and immediately take the treasure to either keep or use during their current turn. The player may also spend 5 treasure and discard all face up cards, and draw 5 new cards for immediate purchase. At the end of their turn, the shop is restocked up to 5 face up cards, however the current player is not able to buy any of these cards until their next turn.

II. AMMO

Players need **AMMO (PG. 12)** to use their ship weapons. Cannonballs are 2 treasure, kegs are 5 treasure. Sell value is same as buy value. Each player can have up to 15 cannonballs and 5 kegs.

III. FIX YOUR SHIP

Players can fix their ship by paying 5 treasure per missing ship health. For example, if they're at 1 health and want to max out at 6 again, they need to pay 25 treasure.

B. STASH TREASURE

Players can stash up to 10 treasure at a time at a shop tile. Players CANNOT withdraw treasure from their stash at a shop. The last 20 treasure MUST be deposited at the Dock Tile for the player initiating the endgame. Other players can deposit treasure into their stash at a shop after the endgame has been initiated, but only up to 10 treasure.

6. PIRATE TILES

When players encounter a pirate, draw a pirate card. If they enter into a pirate tile and another ship is currently there, they deal with the pirate instead; players can't interact with other players on a pirate tile. If the player defeats the pirate, they roll the treasure dice and receive the rolled treasure amount. If they lose, roll the **RETRIBUTION DIE (PG. 12)** and deal with the result. If they lose treasure, roll both treasure dice and lose that much treasure. Nothing is lost if they rolled something they don't have. After dealing with a pirate tile, players cannot remain on their next turn.

7. SEA CREATURE TILES

When players encounter a sea creature, draw a sea creature card. If they enter into a sea creature tile and another ship is currently there, they deal with the sea creature instead; players can't interact with other players on a sea creature tile. If the sea creature is defeated, roll the treasure dice and receive the rolled treasure amount. If the player loses, roll the **RETRIBUTION DIE (PG. 12)** and deal with the result. If they lose treasure, roll both treasure dice and lose that much treasure. Nothing is lost if they rolled something they don't have. After dealing with a creature tile, players cannot remain on their next turn.

RETRIBUTION DIE

When players lose in **COMBAT (PG. 6)**, they need to roll the retribution die. Below is a list of all available items to be plundered from their ship.

Type	Description	Losing Against	
		Non-Player	**Player**
Treasure	Roll treasure dice and pay the amount rolled.	Pay Bank	Pay Player
Ammo	Lose 5 ammo.	Discard	Winner's Choice*
Hand Item	Lose 1 hand item.	Discard	Winner's Choice*
Ship Part	Lose 1 ship part.	Discard	Winner's Choice*
Health	Lose 1 health.	-	-
Wild	Lose 1 available item (see list above).	See Above	Winner's Choice*

If the player doesn't have the rolled item, then nothing is lost. If they roll a Wild, they need to lose one item that they currently have. They can't choose an item if they don't currently have it; ie. they can't choose to lose ammo if they don't have any. If they roll a wild and are facing a player, the winner gets to choose a part if the defeated player has multiple items to choose from.

AMMO

There are 2 types of ammo in the game: cannonballs and powder kegs. Cannonballs can only be used in combat, but powder kegs can be used in combat or while sailing. Players will need either a cannon/double cannon to use cannonballs, and a keg storage to use powder kegs. Each player can have up to 15 cannonballs and 5 powder kegs.

1. IN COMBAT

Players can use cannonballs or powder kegs in combat. The player needs to have either a cannon/double cannon to shoot a cannonball or a keg storage to release a powder keg. When used this way, cannonballs have a +1 strength bonus per shot and powder kegs have a +3 strength bonus per shot. Each cannon and keg storage can only fire 1 ammo per combat, while each double cannon can fire 2 ammo per combat. If a player has 2 cannons and 1 double cannon, they can effectively shoot 4 cannonballs per combat. Once used, discard the ammo.

2. WHILE SAILING

Players can release a powder keg while sailing to create a sea mine for any player to deal with. They can only do this once per turn on a tile that doesn't currently have a player on it and isn't the current player's final tile. When a player lands on a tile with a keg they need to fire a cannonball at it. After firing, the player rolls the attack or defense die. If they roll a 5 or a 6, they successfully shoot the keg and blow it up at a safe distance and keep sailing. If they miss or can't fire a cannon, they lose 1 ship health, or they lose their hull plating instead if they have it, and end their turn.
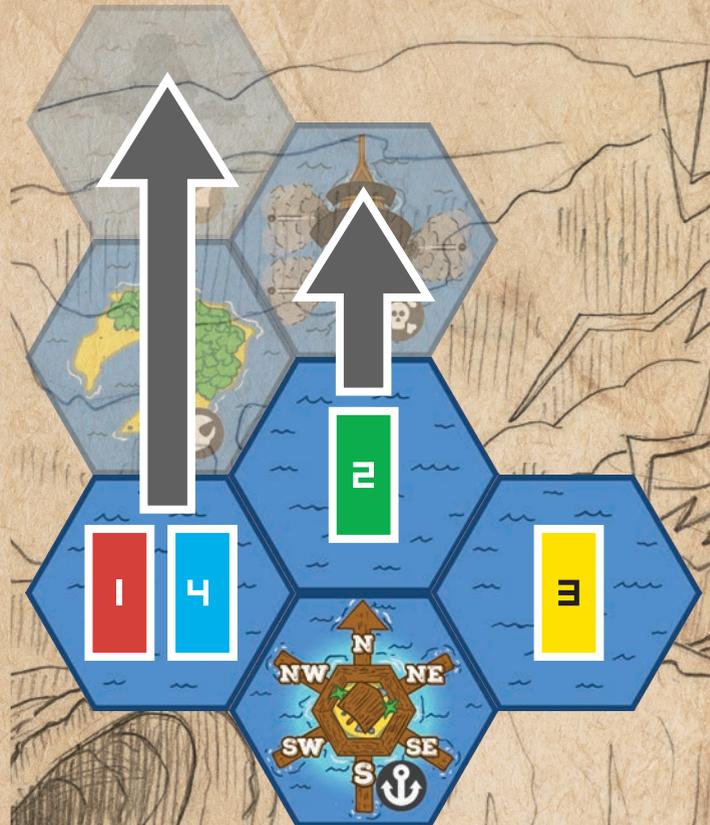
STORMS

If a storm is rolled on the sailing die, the player needs to encounter a storm. Draw a storm card, and roll the exploration die. This will show the range of the storm. If another player is within the same range of tiles as the exploration die shows, they are in the storm as well. Every affected player needs to roll the defense (player) and the attack (storm) dice. No other bonuses count. If the player's die is greater or equal to the attack die, they endured the storm. If the player lost to the storm, they need to roll the **RETRIBUTION DIE (PG. 12)**.

After the storm, each player moves the appropriate amount of tiles in the direction as indicated on the storm card. The amount of tiles a player moves after a storm is dictated by the range of the storm subtracted by the distance they are from the centre of the storm (the player who rolled it). If the range of the storm is 2 and a player is 1 tile away from the centre, they move 1 tile (2-1=1). If there isn't a tile in the direction they need to go in, the player must draw the proper amount of tiles. If a player moves over a special tile, ignore it. If the player can't move, they're at the edge of the table for example, they don't move. Start with the player who rolled the storm, and proceed clockwise. After everyone has dealt with their tile(s), the next player takes their turn.

Example:

Player 1 sails and rolls a storm. They roll a 2 on the exploration die, giving the storm a range of 2. Players 2, 3, and 4 are within the storm range; Player 4 being 0 tiles away, Player 2 being 1 tile away, and Player 3 being 2 tiles away. All four players need to deal with the storm. Player 1 turns over the storm card and it's a Hurricane, so all players will move north. Each player deals with the storm. Now each player needs to move the appropriate amount of tiles. Players take the range of the storm (2) and subtract the amount of tiles they are from the centre of the storm (Player 1). Player 1 and Player 4 move 2 tiles north since they are 0 tiles away from the centre of the storm (2-0=2), Player 2 moves 1 tile north since they are 1 tile away from the centre of the storm (2-1=1), and Player 3 moves 0 tiles north since they are 2 tiles away from the center of the storm (2-2=0). Even though players end up on a special tile, they don't interact with it.
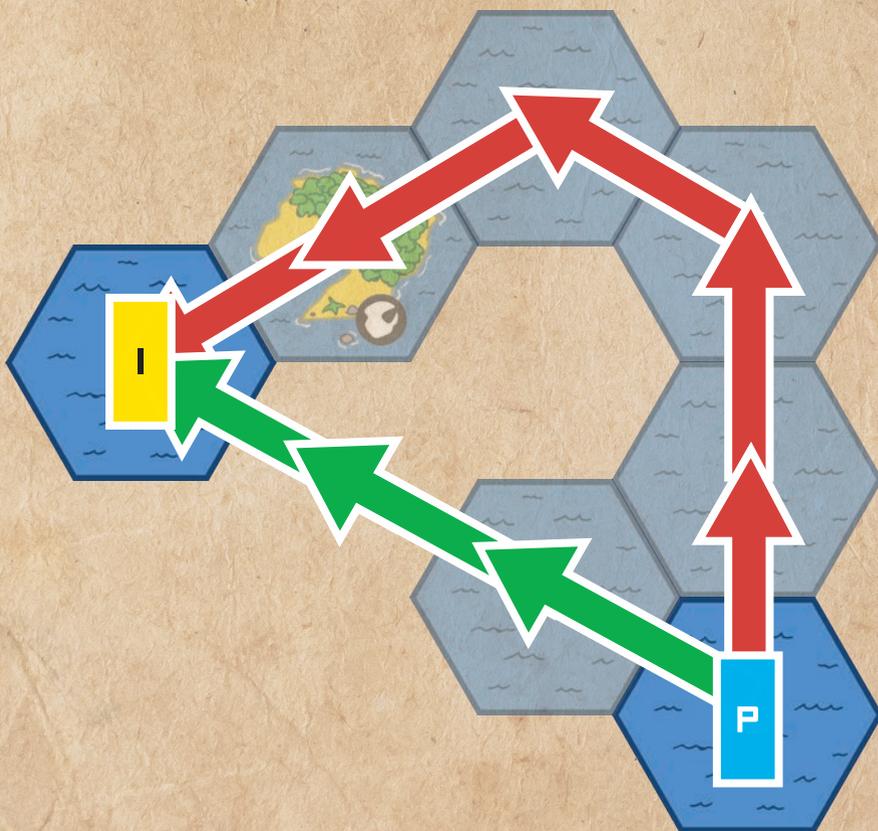
SINGLE PLAYER MODE

A pirate has a vendetta to settle and will hunt the player until the ends of the earth. Set up two game boards; one for the player and the other for the pirate. This is the pirate ship that will be chasing the player around the board. Shuffle the pirate deck and draw the top pirate card and place it in the treasure/ammo area of the pirate's player board. This is the pirate the player needs to deal with every time the pirate enters into their tile. Keep in mind that as in the regular game, players can only be attacked on open water, islands, or diving locations. Deal 1 shop card to the player and 2 shop cards to the pirate. Any applicable strength bonuses will be added to the pirate's strength bonus on their card. Initially the player takes 4 turns without the pirate doing anything. After the player's 4th turn, the pirate takes their turn. Play continues normally with each taking their turn after the other.

MOVEMENT:
The pirate always takes the shortest route possible to the player; this by default will be sailing, but the pirate will explore or sail and explore if there are fewer tiles between them and the player compared to strictly sailing. When rolling the sailing die, if a pirate or storm is rolled, nothing happens and the pirate's turn ends.

Example:
On the pirate's turn, they'll take the green route, sailing then exploring, since there are only 2 tiles between them and the player. The red route has 4 tiles between the pirate and the player. Even though the pirate prefers to sail, the distance is greater, so they take the shorter route.

ISLAND/DIVING TILE:	The pirate doesn't deal with these tiles and ignores them.
SHOP TILE:	The pirate goes up 1 health if not at full health.
DOCK TILE:	The pirate goes up 1 health if not at full health and receives the top face down shop card. If the pirate has no open spot for the part, it's discarded and the pirate continues their turn if possible.
PIRATE/CREATURE TILE:	The pirate fights a random pirate/creature. Don't draw a pirate/creature card. Roll the attack/defense dice. In this case, the pirate player is the defending player (blue die). Applicable bonuses are added for the pirate player. Roll the standard treasure die (not multiplier); this is the strength bonus for the other pirate/creature. Standard attack rules apply. If the pirate player loses and has to choose between two upgrades or if a wild is rolled, the player chooses what they lose. If they win, they continue their movement until ALL of their movement is used up whether exploring or sailing.
PLAYER TILE:	The pirate attacks the player. Ammo isn't needed to use the cannon or keg storage, but the pirate is limited to the shots per turn just as the player is. Hand items can only be used if a boarding plank is used in the combat by either the pirate or the player. The pirate will use a boarding axe to prevent the player from boarding only if the player would win by boarding their ship. If the pirate loses, roll the **RETRIBUTION DIE (PG. 12)** The player receives what the pirate lost. If treasure is lost, the player rolls for the treasure. If ammo is lost, the player gets 5 of any combination of ammo. On a wild, the player chooses what to get.

EXCEPTIONS

• If the pirate lands on the tile where the player is but it's a pirate or creature tile, the pirate player must deal with the tile first. If unsuccessful, they end their turn. If successful, they attack the player.
• If the player rolls a storm, the pirate is affected and deals with it as well. The pirate misses their turn to deal with effects of the storm, effectively giving the player 2 turns in a row. After, play continues normally with each taking their turn after the other.

PIRATE DEATH

The pirate starts at full health, and if they ever go down to 0, the pirate dies and the player then draws the top pirate card from the deck as the new pirate that will chase the player. The pirate gets all starting materials just as they would when starting the game.

PLAYER DEATH

The player starts the game again as they would in the standard game.

PLAYER VICTORY

The winning conditions are identical to the standard game **(WINNING PG. 7)**.

VARIATIONS

TO THE DEATH

In this variation, players cannot regain health. When players die, they're out of the game, there is no starting the game over as the heir. Players should play defensively and have enough ship upgrades to protect themselves or they might find themselves at the bottom of Davy Jones' locker.

HARDER GAME (NO TIES)

For players are finding the world too easy. All players must have at least 1 more strength than non-players (island/pirate/creature) in combat in order to win. Follow existing rules for ties with players.

SHORTER GAME

While Buried Treasure has the possibility of going upwards of 2 hours per game, there are several ways to shorten the game. While any of the options below may be chosen, it is highly recommended that they are not used in combination with each other if you want a game that lasts longer than 30 minutes. If multiple shortening variations are used, the game will be shorted to the point of lasting 15-30 minutes.

1. PLAY TO 50 INSTEAD OF 100

Instead of playing until 100 treasure are stashed, to shorten the game you can play until 50 treasure instead. The same rules apply in regards to stashing treasure at shops and the dock; the last 20 need to be stashed at the dock.

2. NO MULTIPLIER DIE

Similar to playing to first variation, in this variation, you don't play with the multiplier die but instead everything is x4. This will give every player 8, 12, or 16 treasure per roll.

3. MULTIPLE STARTING UPGRADES

Each player receives 2 or 3 ship upgrades from the shop instead of that standard 1. This gives players an upper hand when dealing with enemies.

4. EVERYTHING MUST GO!

Players buy items in the shop for the sell price instead of the buy price. In this mode, players can't sell back items to the shop.

NOTES

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CREDITS

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