

Tobago

Overview

- The Caribbean island of Tobago has treasure buried throughout, and you are an adventurer hoping to find the most. The players take turns adding pieces of information (clues) to partial treasure maps, and when the location of a treasure is narrowed down enough, the race is on to be the first to reach it. The treasure hunting continues until all the treasures have been found.
- Teach = 15 minutes; Play = 60 minutes (4 player)

Setup

- See the Setup sheet for details:
 - o Variable game board (3 sections, 2 sides)
- Huts, palm trees, statues
 - o Place on the island on any open space, only 1 per space
 - o Tip: place statues at least 3 spaces away from each other, and none in a straight line
- Treasure cards:
 - o Shuffle, then put 2 curse cards in bottom 27 (of 39 total), place face down on board
- Treasure map area:
 - o Put the 4 (colored) site marker cubes into 4 piles in a row, leave room for the treasure maps
- Amulets:
 - o Put in a stack on the board
- Clue cards:
 - o Shuffle, place face down on the board
 - o Draw 4 clue cards and place one face-up on each (empty) treasure map
- Each player:
 - o Gets 1 ATV, 15 compass rose tokens, 4 clue cards (face down)
 - o Pick a starting player
 - o In player order:
 - Each player places their ATV on any space on the island (can be on same space)
 - Each player places a compass rose on one of the initial clue cards

End Game / Winner

- Game ends when the treasure deck is empty
 - o If it empties during a treasure distribution, then shuffle the discard pile to draw the needed treasure cards, finish the distribution, and then end the game.
- Winner is the player with the most gold coins on their collected treasure cards

General Notes

- Treasure cards (value/count): 2 (x10), 3 (x9), 4 (x11), 5 (x6), 6 (x3), Cursed (x2)
- Terrain Types:
 - o Beach, jungle, river, scrubland, lake, mountain
- Ocean:
 - o Surrounds the island, not part of the island
- Clue cards:
 - o Each card has a landmark and a location
 - o Landmark: terrain type, hut, tree, statue, ocean
 - o Location: Within, Adjacent To, In Sight Of (1 or 2 spaces away)
 - o X = "not" (example: not Within)
 - o Red Arrows = "largest" area of that terrain type
- Amulets
 - o Get placed on the island when the statues move (after distributing a raised treasure)
 - o Can be collected by players and used on their turn to perform special actions

Game Play

- Take turns clockwise (no rounds)
- Each turn: take 1 action
 - o Play a clue card
 - o Move your ATV
 - o Exchange all your clue cards (without using an amulet)

Play a clue card

- Place one of your clues at the bottom of a treasure map
- Place one of your compass roses on the played clue card
- Then draw a replacement clue card
 - o Always end your turn with 4 in hand
- Rules for adding clues:
 - o Must reduce the number of possible sites where the treasure might be located
 - o Cannot eliminate all remaining possible sites
 - o Cannot contradict existing clues
 - o "Within" cannot also be "Adjacent To" or "In Sight Of"
- Marker cubes:
 - o When the number of possible sites is 17 or less, place a marker cube for that map on each of the possible sites (same color)
 - o When a new clue is added, remove marker cubes from the eliminated sites
 - o When only 1 cube for a map remains, it marks the location of the treasure

Move your ATV

- Can move your ATV up to 3 legs
 - o Within a terrain any distance
 - o To an adjacent space of a different terrain type
- Spaces are never blocked (by huts, statues, palm trees, or other ATVs)
- Cannot drive through the ocean that surrounds the island
 - o You can drive through the Lake terrain type
- Special cases
 - o Collecting an amulet ends the current leg of your move
 - o When raising a treasure, any unused legs of your move expire
 - o If your ATV is at the location of a treasure (1 cube) at the beginning of your turn, you may raise the treasure first and then take your action

Raising a Treasure

- You may raise a treasure, if possible, at any time during your turn
 - o It is still your turn immediately after playing a clue card or moving
 - o It is possible to raise multiple treasures on the same turn (with amulets)
- 2 conditions to raise:
 - o Exact location is known (1 cube on board)
 - o It is your turn and your ATV reaches/occupies the treasure site
- Procedure to raise a treasure:
 - o Place one of your compass roses below the last clue card in the corresponding map
 - o Remove the last site marker from the island
 - o Draw Treasure cards:
 - Deal 1 face down treasure card to each player who has a compass rose on the map
 - If a player has 2+ roses, they get 1 card for each rose
 - Each player secretly looks at the treasure card(s), and then gives it face down to the player who will manage the distribution
 - Add 1 more treasure card to the pile, and then shuffle
 - o Distribute the treasure:
 - Reveal the top treasure card
 - From bottom of map to top: player who owns the compass rose takes the treasure or passes
 - If take: remove your rose, keep the treasure face down next to you (score pile)
 - If all pass: discard the treasure
 - If it is a cursed treasure, *see notes below for action to take*
 - Repeat until no more compass roses on the map
 - o Start a new treasure map:
 - Discard all clues on the map
 - The player who claimed the last treasure starts a new map by playing a clue card
 - Put a compass rose on the clue
 - Draw a replacement card
 - Place 3 amulets on the board (1 for each statue)
 - Location is on the coastal terrain space in the direction that the statue faces
 - Only 1 amulet is allowed on a space at the same time
 - Rotate the statues 60 degrees clockwise (facing the next adjacent space)
 - o Play resumes with the current player

Cursed treasure (2 in deck)

- Two consequences:
 - o Remaining treasure is not distributed
 - o Anyone with one or more compass roses still on the map must do one of the following:
 - Discard an amulet (protection from curse)
 - Discard their most valuable treasure card
- Remove the cursed card from the game
- Discard the other (unclaimed) treasure cards
 - o Unless it is a Curse card, then remove it from the game

Amulets

- If your ATV is on an amulet at the start of your turn, you may pick it up and then do your action
- If your ATV moves to a space with an amulet, you must stop that move leg to pick it up
- It is possible to collect more than one amulet during a move action
- Amulet powers can be used any time during your turn, and you can play any number of amulets in a turn
- Powers (do not count as your action):
 - o Protect against a cursed treasure
 - o Remove a site marker from the island
 - o Play a clue card
 - o Move your ATV (you may not pick up amulets while using this power)
 - o Exchange your clue cards (all of them)