



Box cover art by; Bubbleslazer Art

A 2 to 6 player game for ages 8 to adult

Estimated play time - 45 mins to 90 mins

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You find yourself in an ethereal world of Ghosts. Four Pirates, a Viking, and a Nights Templar are stuck on the Island and need your help.

There is a curse keeping them on the island until the treasure is found.

Find the Treasure to set them free, but you need to prove yourself as well. Collect Equipment for their ship so they can sail away in full gear or as much as you can get and in return, they will reward you.

Players will journey around the board collecting equipment, camps, treasures and skills, taking and repairing damage along the way.

Use your Skill to traverse the Island digging your way to find small treasures and to the final big treasure.

When a player finds all of the Blue equipment, that player receives a map giving them access to Oak Island by unlocking the secrets of when to approach the island.

That player then continues the journey on the island spaces. Be the first player to find the big treasure to end the game, count your victory points to see who wins.

Grab your shovel, prepare for battle and have fun!!

## Game Components

12 player movement meeples (2 each of blue, yellow, red, green, orange and purple)

2 four-sided dice (2D4)

1 eight-sided dice (2D8)

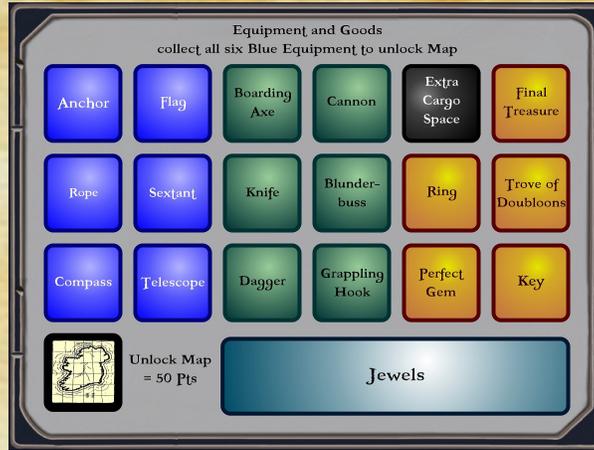
54 Movement cards include make up 6 decks of 9 cards each

39 Action\Rumor cards

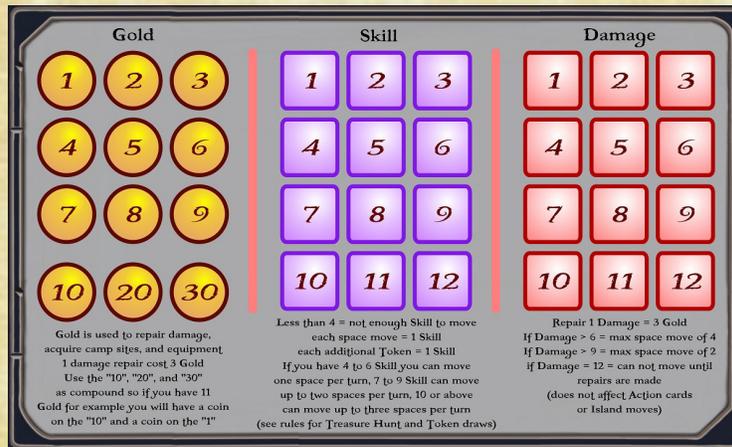
6 Camp cards (see image below)



6 Equipment boards, one for each player



6 Resource boards, one for each player



1 Main Game Board



1 Bag

## Tiles

1 Treasure Chest, 30 Jewel, 6 Skull (damage) counters, 6 Skill counters, 12 Gold coin counters, 2 Success, 3 Dirt



## Additional Tiles

6 Tiles each of the following: Anchor, Compass, Rope, Sextant, Telescope, Flag, Blunderbuss, Boarding Axe, Cannon, Dirk, Grappling Hook, Knife, Extra Cargo Space, Ring, Trove of Doubloons, Perfect gem, Key, and Map.



1 Navigator board (Rune chart for movement)



# Setup

## *Sample four player setup*



## Game Setup

- Place the board in the middle of the table.
- Each player chooses a set of movement meeple currently by color, stretch goal meeples upgrade may include a rune to distinguish each players meeple.
- Place one meeple at the Start position on the outside track of the board. The second meeple remains with each player until island movement is unlocked.
- Give each player;
  - 1 Equipment board and 1 Resource board
  - 1 Skill tile counter and 1 Skull tile for damage tile counter
  - 2 Gold tile counters, each player begins with 10 Gold
  - 1 deck of Rune/movement cards. Each deck has nine cards and each marked with a rune and color per deck. Players shuffle the deck, then take two cards to hold in their hand. Place the remaining 7 cards face down in front of them.
- Separate the remaining tiles into individual stacks and place the equipment tiles on the main board on top of the dotted circle (see above photo for example) and place the small treasure tiles in order near the island (see above photo for example), place the jewel tiles in a corner of the main board.
- Note: place the small treasure tiles next to the space they were found on when a small treasure is found, showing that small treasure is "unlocked"
- Place the 3 Dirt tiles and 2 Success tiles into the bag.
- Shuffle all the Actions cards and deal two action cards to each player face down. These cards are for each players hand. Then place the remaining action cards face down next to the game board.
- The player that has been to an island the most recent (within 6 months) is the first player. If not, then the youngest player becomes the first player or each player rolls a die with the highest roll winning. The first player gets the Navigator board and the 2 D4 dice.

## Game overview

A game round consists of three phases for each player. Started by the first player who performs as the Navigator for that round, then going clockwise to the left. Three phases are done by each player before the next round begins passing the Navigator board. The phases are as follows;

Phase 1: Outer ring movement

Phase 2: Action\Rumor card

Phase 3: Island movement

## Phase 1: Outer ring movement

The Navigator will roll 2 D4, then looks at their hand of two Rune/movement cards and determines which of the two dice results they want to play, placing that dice on the Navigator Rune board for the other players to see. This is where the navigator has a slight advantage over the other players but that's ok because each player gets to be the Navigator.

The first player then discards face up the chosen card and moves their meeple that many spaces and performs the space actions, then passing the play to the next player until each player has completed the move phase.

See "Space actions" for more details

## Space Actions

Most of the spaces explain the action well for example; one space states "Safe Harbor +1 Skill Repair 1 Damage", so the action for landing on that space would be to increase your skill counter by one and decrease your Damage counter by one. There are some spaces which might require more explanation so here are the following details for spaces around the outer ring of the main board.

### *Blue, Green and Brown dotted spaces*

These Camp spaces are surrounded by a dash line as shown in this image. Each camp is designated by their associated ghost on the main board.



These three spaces actions are typical across the main board. To Acquire the Camp simply land on one of these three spaces and if the camp has not been acquired then for five gold you can acquire the camp taking the card and placing in your game area.

Players will be limited to how many camps they may acquire. See below.

2 players - each player can acquire up to three camps

3 players - each player can acquire up to two camps

4 or more players - each player can acquire only one camp

### *Battle space*

If you land on a battle space and it has been acquired then you will battle that player for one of their Green equipment tiles that you do not have.

If they do not have a green equipment that you can win then you will battle that player for two of the defender's gold. If they do not have two gold and you could not battle them, then you can Plunder the space for two gold, see "Plunder Camp sites" for more details.

see "Player damage level effects during battle" for additional information.

### ***Acquiring Blue and Green equipment***

When a player lands on a space with the green or blue dot, (at each of the Camp sites) the associated green or blue equipment can be acquired, but only one each of the equipment can be acquired. If a player's equipment has been stolen then the equipment can be acquired again when landing on that space or stealing from another player.

If a player can not acquire equipment or a camp because lack of gold and they plunder the space, then they can not acquire during that move, acquiring equipment or spaces must be done at the time of landing on the space.

### ***Spaces with cost to Acquire***

there are three spaces where players can "acquire" equipment or a camp site

Blue Equipment - cost 4 Gold

Green Equipment - cost 5 Gold

Camp Site Spaces - cost 5 Gold

### ***Plunder Camp sites***

Green or Blue Equipment spaces - when a player has landed on an equipment space and has already acquired that equipment, then the player can "Plunder" that space for 2 gold, increase your gold counter by two, no other players are affected.

When landing on a Battle space and you are not able to Battle, then you can "Plunder" this space for 2 gold, increase your gold counter by two, no other players are affected.

### ***Player damage level effects during battle***

Players with 7, 8 or 9 damage have a -1 to their dice rolls

Players with 10 or 11 damage have a -2 to their dice roll

Players with 12 damage cannot be selected for battle

### ***Battling***

To do a Battle. The attacking player and defending player each roll one D4 and one D8 dice. The D4 dice is free to use for its value, however if the D8 value is selected, it will cost one gold. If a player has no gold, the D8 value is disregarded. Both players select one of the dice values on either dice. The higher value between the two players selections determines the winner of the battle.

The loser of the battle will take one damage, tie goes to the defender.

### ***Whirlpool space***

When landing on or being sent to the Whirlpool, the player has a choice.

The player rolls one D4 and one D8 and attempt to get a four (4) or higher on either dice. The D4 dice is free and the D8 result will cost one (1) Gold. Player can use one (1) Skill during the move round to move using the rune movement card and avoid damage.

### *True North space*

When a player lands on or passes "True North" they receive 5 Gold, 1 Green Equipment of their choice, and reduce damage by one.

This is also when a player will acquire the Map when they have acquired all six Blue equipment tiles.

## **Phase 2: Action\Rumor Cards**

Following the Move Phase is the Action card phase. Each player on their turn will select and play one of the two action cards in their hand. Follow the rules on the Action card. Some Action cards will have a Rumor, in which case you will check the Token bag for success or fail, follow the details of the cards, refer to rules if needed.

To determine a success or fail check with the token bag, each player gets two free draws. The Star token is a success and a Dirt token is a fail. Once a success token is drawn, it is a success. Tokens drawn from the bag remain with the player. So, after two draws from the bag, there remains three tokens. If a player draws two Dirt (fail) tokens, additional draws from the bag may be given but will cost the player one Skill per draw to do so. Players that have zero skill cannot do additional draws. Return all of the drawn tokens into the bag when done.

When an Action card is played or placed down as a small treasure, replace the card by taking the top card from the deck, shuffle when all cards have been used.

Place used action cards in the discard pile next to the deck.

When using an action card for Battle must also follow rules under "Player damage level effects during battle".

## **Phase 3: Island Movement**

This is where the player will move on the island if they have unlocked the map and have their meeple on the island. Move the number of spaces desired and when you stop moving you can take the option of "find" to see if you can find a small treasure or the final big Treasure. see "Island Movement Limits" for more details.

Landing on the first Island space is free. Each space moved on the island costs 1 Skill point per space moved. Players can traverse multiple spaces within the same move, however, there is a limit based on how much current Skill the player has, as shown in "Island Movement Limits".

### *Island Movement Limits*

0 to 3 Skill: No movement

4 to 6 Skill: Can move 1 space on the island.

7 to 9 Skill: Can move up to 2 spaces on the island.

10+ Skill: Can move up to 3 spaces on the island.

Players can not combine moves, when a move has been made that is the end of the move. The player has an opportunity to find a treasure see "Finding and locating the small treasures" for more details.

### *Finding and locating the small treasures*

The first Island space is where you will find the "Extra Cargo Space" and unlock the ability to collect the extra small treasures, however is not required to collect the key or main Treasure. But if you pass up the Extra Cargo space without acquiring the tile, then you can not get it later. See next for details of acquiring the items.

### *Winning the cargo space, small treasure, or final treasure*

Using the Bag and five tokens inside the player will select two tiles from the bag for free.

Player can stop after drawing two tiles from the bag even if they have not won the item, doing so will cause them to take one damage if they did not win.

Player can continue to "find" by drawing one tile at a time from the bag, which will cost one skill to do so. They can continue to draw until running out of skill or have a success tile.

### *How to Acquire the small treasures on the Island:*

When the player stops moving they will have a chance to find a treasure, but beware how far you are moving before choosing where you stop.

Since there are four (4) small treasures they can be found in a specific order anywhere between and including space 2 and space 10

Once a small treasure has been found, it becomes unlocked for the following players, however, This is when you would place the stack of tiles next to the space where the small treasure was found. It will cost subsequent players two (2) Skills each to acquire that treasure once they have landed on that space.

Small treasures are found in this order:

First small treasure: Ring

Second: Trove of Doubloons

Third: Perfect Gem

Fourth: Key

Example of finding the first small treasure: This will be the first treasure found. Player moves from space 1 to space 4 because they have enough skill points to do so. The player then performs "find" until they succeed in winning the small treasure, unlocks the small treasure, places the stack of tiles on the dotted space next to space 4. This small treasure is now "unlocked"

The next small treasure can be found but not behind space 4 in other words can not be found in space 3. The next small treasure can only be found in space 5 or higher up to space 10.

You can find all small treasures one space after another if that is what players choose.

There is a limit though how far small treasures can be found, for example if a player is on space 7 and no other small treasures have been found then this is the lowest limit for finding the first four

small treasures and finally the Treasure Chest. So, if a player goes past space 7 and the first small treasure has not been found then they can not go back to get the first small treasure but can find the second small treasure on space 8, or third small treasure on space 9 and so forth and so on.

Another example is if the Key has not been found, the first three small treasures have been found, and a player is on space 10 then this is the last space the key can be "found", the Key is required before acquiring the final Treasure Chest.

Once all four small treasures have been found then the final Treasure Chest can be found on any open space after the last small treasure was found.

If a player has passed an unlocked small treasure they can not go back to get it.

## **End of a Game Round**

When all players have made their Outer ring move, played an Action card and if able, made an Island move, the Game Round is over and the Navigator goes to the next player and the new round begins.

## **Final Treasure Chest - End of Game**

Finding the final Treasure Chest ends the game, However, if any players have not completed their "Island Movement" during this phase then they can perform their last Island Move to end the game.

## **Pirate Fight !!**

Landing on the same space in the outer ring during phase 1 when a player is already there will begin a battle for two gold, loser reduces gold counter by two and winner increases the gold counter by two, no damage is incurred. The player who lands on the space will battle each player already on that space but no other battles will take place. Use the Battle dice one D4 and one D8. The D4 dice is free, using the result of the D8 dice cost one gold. Tie goes to the defender. If one or neither player has two gold then they will battle for the minimum common denominator, if neither has gold then no battle ensues.

## **Healing Damage**

At the beginning of your turn at any phase a player can heal damage taken with three gold or one skill per one damage.

## **Victory Points**

Jewel = 15 points each

Blue Equipment = 50 points

Green Equipment = 40 points

Each Camp = 60 points

Gold Coins = 1 point per count on the counter

Rumor cards will have their Victory points listed on the card

## ***Small Treasures***

Extra Cargo space = 20 points

Ring = 50 points

Trove of Doubloons = 40 points

Perfect Gem = 70 points

Key = 50 points

Treasure Chest = 200 points

**Optional Rules - to be determined**

**Player ability cards - to be determined**

## **Credits**

### *Designers*

Timothy Smallwood      Dave "Force of Nature" Otto      Josh Jones

### *Illustrators*

Bubblelazer Art      Timothy Smallwood      Greg Holkan

### *Play testers*

gathering and adding to the list but will include Dave and Alexis Y Otto