

TREASURE ISLAND

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2 to 5 players | 10 years old & up | 45 minutes

Overview of the game

Treasure Island lets players take part in a scavenger hunt across an open world. One of the players embodies Long John Silver, who has been imprisoned by his crew and is holding tightly onto information regarding the whereabouts of valuable treasure! The remaining players act as mutinous pirates, interrogating Long John in his cell, with hopes of uncovering the location where the chest is hidden. But beware, Long John can easily mislead the other pirates, as he has intentions of his own to escape and take back what is rightfully his!

Goal of the game

Long John Silver: he has to escape and recover his treasure before the pirates!

The pirates: each pirate wants to be the first to find Long John Silver's treasure!

Passage from the novel
Treasure Island

I've taken a notion into my old numskull, observed Silver. Here's the compass; there's the tip-top p'int of Skeleton Island, stickin' out like a tooth. Just take a bearing, will you, along the line of them bones. It was done. The body pointed straight in the direction of the island, and the compass read duly E. S. E. and by E."



Old Ben will accompany you throughout the rules of the game to give you valuable advice.



Game content



Game summary

SETUP PAGE 4

The player who plays as Long John Silver takes his game components.
The other players choose their pirate and take their game components.

PREPARATION PHASE PAGE 4

- 1) Long John freely chooses the location of his treasure.
- 2) He gives a District Hint to every pirate.
- 3) He draws 3 Starting Hints.
- 4) He draws as many Compass Hints as the number of pirates + 3.

GAME SEQUENCE PAGE 6

At the beginning of each game turn, Long John Silver moves the last Turn Order token to the next available space on the calendar.

- 1) If an event is present on the arrival date, it is immediately resolved.
- 2) Then, the pirate whose Turn Order token has been moved performs as many actions as stars on the Calendar space. Possible actions consist of:
 - ✂ Horse movement (6 miles).
 - ✂ Foot movement (3 miles) and Small search.*
 - ✂ Large search.*
 - ✂ Verification.
 - ✂ Compass.
 - ✂ Full Gallop.
 - ✂ Special ability.

*When a pirate performs a search, there are 3 possible outcomes:

- 1) The Treasure is found and the pirate wins the game.
- 2) The Treasure is not found, but Long John decides to give a Chest token to the pirate.
- 3) The Treasure is not found and the pirate finds nothing.

LONG JOHN SILVER'S ESCAPE PAGE 9

When the last space of the Calendar is reached, Long John escapes immediately:

- ✂ Play resumes in clockwise order beginning with Long John Silver.
- ✂ Long John has only one Horse movement action (6 miles) per turn.
- ✂ The pirates perform 2 actions per turn as listed above.

If Long John reaches the Treasure before the pirates, he wins the game.

– I thought you said you knowed the rules, returned Silver, contemptuously. Leastways, if you don't, I do; and I wait here – and I'm still your cap'n, mind – till you outs with your grievances, and I reply; in the mean time, your black spot ain't worth a biscuit. After that, we'll see.

– Oh, replied George, you don't be under no kind of apprehension: we're all square, we are. Oh, we see through you, John Silver; you want to play booty, that's what's wrong with you."

Hints summary

Long John Silver has various types of hints that he will have to give to pirates in certain conditions.

DISTRICT HINT PAGE 5

STARTING HINT PAGE 6

BLACK SPOT HINT PAGE 6

INFORMATION TOKENS (BLUFF OR TRUTH) PAGES 6-7

CHEST TOKENS PAGE 8

COMPASS HINT PAGE 9



Setup

- 1 The Game board that depicts the Treasure Island is placed in the middle of the table on the side of your choice.
- 2 The Calendar board is placed next to the South end of the Island on the side that corresponds to the number of players.
- 3 The Starting Hints, the Black Spot Hints, and the Compass Hints are shuffled separately and placed near the Game board.
- 4 The caliper, the two search templates, the ruler, the two compasses, and a mini-ruler are placed within reach of the players.
- 5 Choose a player who will embody Long John Silver. He should sit at the South end of the Game board, next to the Calendar and take:
 - ✂ the black marker,
 - ✂ the Chest, the 6 Chest tokens and the Treasure token
 - ✂ Long John Silver's miniature and the 2 Information "Bluff" tokens, which he then places on the corresponding Calendar board spaces,
 - ✂ he puts his screen in front of him and hides behind it:
 - his Mini-map, and one mini-ruler,
 - the 6 Information "Truth" tokens,
 - the 11 District Hints.
- 6 The pirate players each take:
 - ✂ one pirate's miniature,
 - ✂ a marker corresponding to their miniatures' color,
 - ✂ a screen corresponding to their miniatures' color,
 - ✂ the Character sheet corresponding to the chosen screen,
 - ✂ the Turn Order token corresponding to their screen color,
 - ✂ a Mini-map to hide behind their screen,
 - ✂ a memo sheet.

*In a 2-player game, the pirate takes two more miniatures and the corresponding markers, only.**

*In a 3-player game, the two pirates each take an extra miniature and the corresponding markers, only.**

**Screens, Character sheets, Turn Order tokens, Mini-maps and memo sheets of these extra miniatures are not used during the game.*

- 7 Starting with the player on the right of Long John Silver, then in counterclockwise order, each pirate places their Turn Order token on the nearest free Skull space located to the left of the 1st of June on the Calendar board.



For your first game, I advise you to choose the most experienced player of your crew to embody Long John Silver.

Preparation phase

1) PIRATE STARTING LOCATIONS

Each pirate player places their miniature on their starting location and traces a circle with their marker on the dotted line surrounding their miniature.



The starting location of each pirate is noted inside each screen.



2) BURYING THE TREASURE

Once the miniatures are standing on their locations, Long John Silver hides the Treasure on the Island. To do so, he marks the Treasure's location by drawing a black cross on his Mini-map. He may choose any location except:

- ✂ inside of the "2 mile" circle that surrounds a pirate players' starting location.
- ✂ restricted areas surrounded by a red line.
- ✂ on top of any dotted line border.



*The Treasure is in the house.
This location is valid.*



*The Treasure is
in a restricted area.
This location is invalid.*



*The Treasure rides two
different districts.
This location is invalid.*

3) DISTRICT HINTS

Each District Hint allows players to eliminate one of the eleven districts on the Island when searching for the Treasure. Pirates keep their hint secret: they cannot show or tell their District Hint to any other pirate. Long John Silver first removes the District Hint that corresponds to the District containing the Treasure by placing it face down behind his screen. He then shuffles the remaining District Hints, draws the top one, looks at it and gives it to the player on his left. Long John Silver repeats this process in clockwise order until each pirate has been given a hint.

WARNING: the District Hint containing the Treasure is never shuffled with the other District Hints.

*The black zone
containing a skull
indicates that the
Treasure is not in this
District.*

*Long John Silver may write on his Mini-map which hints he
gave to each pirate by writing their initials.*

4) STARTING HINTS

Long John Silver draws 3 Starting Hints.

5) COMPASS HINTS

Long John Silver draws as many Compass Hints as the number of pirates + 3 and places the remainder back in the box.

Game sequence

A game of Treasure Island is played in a series of turns until a player (a pirate or Long John Silver) finds the Treasure.

Long John Silver and the pirates play differently:

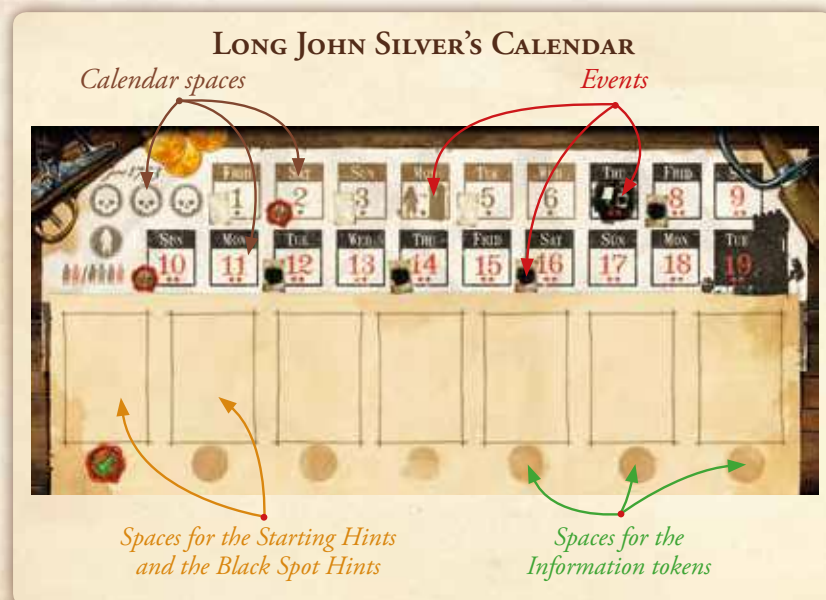
- ✦ Long John Silver updates and resolves the Calendar events. In addition, he responds when a Pirate performs a search action and asks if the Treasure has been found.
- ✦ Each day, a different pirate plays a number of actions defined by the Calendar.

A turn consists of the following steps:

- ✦ Calendar update (*Long John Silver*),
- ✦ Calendar event, if applicable (*Long John Silver*),
- ✦ Choose and resolve actions (*Pirates*).

1) CALENDAR UPDATE

Long John Silver moves the Turn Order token placed on the oldest Calendar space to the next available one. He then tells the involved pirate they may prepare their action(s).



Example:

Long John Silver moves the Red Player's Turn Order token as it is the last token on the Calendar. An event is on the next available space, so Long John Silver must resolve it immediately. Once the event is resolved, the Red player can perform an action of their choice since the Calendar space has one star.

2) CALENDAR EVENT

If the Turn Order token is placed on a space with an event, Long John Silver has to resolve this event before the pirate may resolve their action(s).



Starting Hint

Long John Silver chooses and plays a Starting Hint from his hand, following the steps below.



Information "Bluff" token

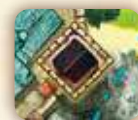
Long John Silver recovers an Information "Bluff" token from the Calendar board, and places it behind his screen. He may use this token later when playing a Starting Hint or a Black Spot Hint.



Prison

The owner of the Turn Order token which is on the Prison event chooses one of the 8 towers on the Game board and places Long John Silver's miniature on it.

The pirates may discuss where to place the miniature together, but the active pirate is the one who makes the final decision.



The Black Spot

Long John Silver discards the Starting Hints from his hand and then draws 3 Black Spot Hints.



Black Spot Hint

Long John Silver chooses and plays a Black Spot Hint from his hand, following the steps below.



Escape

Long John Silver escapes! (See page 10.)

STARTING HINTS & BLACK SPOT HINTS

When Long John Silver plays a Starting Hint or a Black Spot Hint, follow these steps:

- A) Play a Hint and an Information token.
- B) Draw the information on the Game board (if necessary).
- C) Draw a new Hint of the same type.

A) Play a Hint and an Information token

Long John Silver chooses a Hint from his hand and plays it face up on the leftmost available space of the Calendar and places a face-down Information token below that Hint (except for the first one which must be a "Truth").

There are two types of Information tokens: "Bluff" or "Truth".

- ✦ If he chooses an Information "Truth" token, the Hint he gives has to be right, he cannot lie: pirates take this Hint into account when searching for the treasure.
- ✦ If he chooses an Information "Bluff" token, the Hint he gives may be right or wrong: pirates must not take this Hint into account when searching for the Treasure.

Note: After the first Hint is given, the information tokens are played face-down, the pirates can consult them by using the Verification Special action (see page 8).

WARNING: If Long John Silver has doubts about a Hint he has to give, he may ask pirates to close their eyes in order to verify the information directly on the Game board.

Example of a Black Spot Hint:



Information tokens:



Some Hints display a Chest icon and are more advantageous to Long John Silver. For each Hint of this kind Long John Silver wants to play, he must have previously given a Chest token to a pirate (see Chest tokens page 8).



If Long John Silver ever has a hand of 3 Hints with a Chest icon, he may show these Hints to the pirates and shuffle them into the Hints draw pile, then draws 3 new Hints.

B) Draw the information on the Game board

Some Starting Hints and Black Spot Hints require Long John Silver to draw information using his marker on the Game board. When this is the case, Long John is the only player that is allowed to make these markings and should use the game tools provided (caliper, compass or ruler) to do so.



Example:

Long John Silver plays the "Distance" Black Spot Hint. He chooses a miniature on the game board and indicates that it is between 5 and 8 miles from the Treasure. Then, he reports the information on the Game board using the caliper.

C) Draw a new Hint of the same type

Long John Silver draws a Starting Hint or a Black Spot Hint depending on the Hint he just played.

3) CHOOSE ACTIONS

During their turn, a pirate chooses one of their miniatures and performs 1 or 2 actions of their choice, depending on the number of stars shown on the Calendar space their Turn Order token is placed on.

There are two kinds of actions:

- A) Normal actions,
- B) Special actions.

In 2 or 3-player games, each pirate has multiple miniatures. During their turn, pirates chose one of their miniatures to perform their action(s). They may use the Special actions on their character sheet even if the miniature they are acting with is different.

A) Normal actions

There are three kinds of Normal actions:

- Horse movement,
- Foot movement & Small search,
- Large search.

• Horse move



A Horse movement allows a miniature to move up to 6 miles.

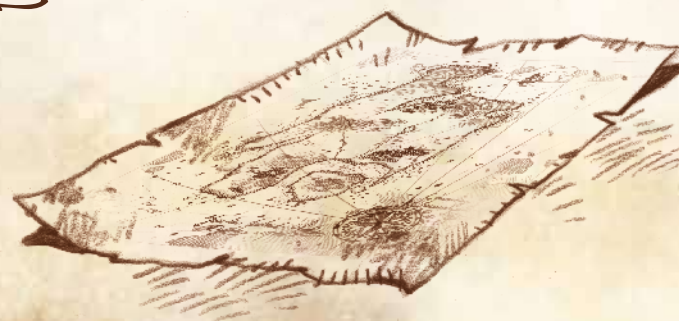
The player takes the ruler and traces a line on the Game board, starting from their actual location (the cross) and following these rules:

- the ruler cannot be moved while drawing the line,
- it is forbidden to pass through or stop in restricted areas (surrounded by a red line).

Once the line is drawn, the player marks the end of the line with a cross, indicating their new location. They then moves their miniature onto this new cross.



The lines drawn during the game shall never be erased, except stated otherwise. All moves must be drawn as they will be used to resolve some hints.



• Foot movement & Small search



The player may resolve 1 Foot movement and 1 Small search in the order of their choice.

- Foot movement

A Foot movement follows the same rules as a Horse movement, but only up to 3 miles.

- Small search

This action allows the player to look for the Treasure by using the Small search template.

The player places the template on the game board with the following restriction:

- ✂ The center of the cross showing the miniature's actual location must be apparent inside the template.



The cross is not inside the template, this search is not valid.

Then they draw a circle inside the template and ask Long John Silver if the Treasure is hidden inside this circle. Long John Silver cannot lie.

- ✂ **If the circle contains or touches the location of the Treasure:** the Treasure is found! Long John Silver secretly places the Treasure token in the Chest, then gives the Chest to the pirate who searched. This pirate has won the game! If Long John has any doubts, he must declare that the Treasure has been found.

- ✂ **If the circle does not contain the location of the Treasure:** the Treasure is not found. Two options are available to Long John Silver: he can simply tell the pirate that the search is a failure OR he secretly places a Chest token of his choice inside the Chest and gives it to the pirate.

CHEST TOKENS

Chest tokens give an advantage to a pirate, but allow Long John Silver to choose a more advantageous Hint for himself in the future. Long John Silver is never required to give a Chest token.

If he decides to give a Chest token, he then crosses it off on his Mini-map which tells him how many Hints with a Chest icon he is allowed to play (see page 7).



Long John Silver has crossed two Chest tokens on his Mini-map, so he can play up to two Hints with a Chest icon.



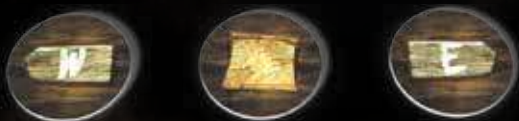
Chest tokens are single use and are given to the pirates when they make an unsuccessful Search (see Small search above).

There are two kinds of Chest tokens:

- ✂ Item tokens that allow 1 additional action during the pirate's turn and then are discarded.



- ✂ Clue tokens that give secret information about the Treasure's location.



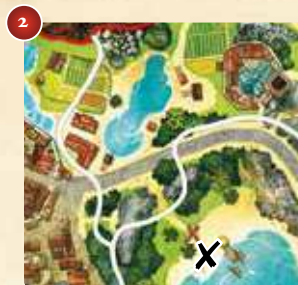
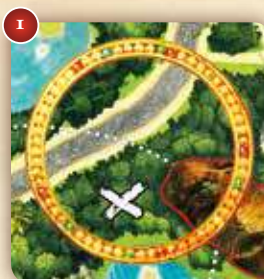
• Large search



A Large search action follows the same rules as a Small search, but uses the Large search template.



The circles drawn during the game are never erased, except stated otherwise. All searches must be drawn, because they indicate areas already searched, and are used for some hints.



Example:

- 1 Jim does a Large search and asks Long John Silver, if he discovered the Treasure.
- 2 Silver checks if the treasure is found on his Mini-map, Jim did not find the Treasure.
- 3 Silver can tell Jim that he did not find the Treasure, but since he has two Hints with a Chest icon in his hand, he decides to give the Chest with a Chest token to Jim so he can play one of those two Hints later.

B) Special actions

Each pirate has their own Special actions as noted on their Character sheet. Some actions have a box near them which indicates that this action may only be used a certain number of times. When a player uses this type of action, they must mark one of the empty boxes on their Character sheet. Once all of the boxes next to an action are marked, then this action can no longer be used during this game. Special actions with an infinity symbol are not limited but still count towards an action each time they are used.



• Verification



The pirate may look at an Information token among those played by Long John Silver on the Calendar board.

The pirate cannot show this token to the other pirates, but may say what they saw (but can lie).

• Full Gallop



The pirate may move anywhere on the Game board, except into restricted areas.

The pirate draws a cross anywhere on the Game board to indicate the new location and moves their miniature here.

The pirate does not trace a line to link their previous location to the new one.

• Compass



A player may choose this action to get secret information about the Treasure's location.

To do that, they place the Large compass around their miniature, aligning it with North on the Game board.

Long John Silver then chooses a Compass Hint from his hand and gives it to that player. The Hint he provides must be truthful. The pirate player stores the hint behind their screen and cannot show or tell the other players what it is. Finally, the pirate player may use the Small compass to mark this information on their Mini-map.

COMPASS HINT



The two zones containing a skull indicate that the Treasure is NOT in these two directions.

Silver was roundly accused of playing double – of trying to make a separate peace for himself – of sacrificing the interests of his accomplices and victims; and, in one word, of the identical, exact thing that he was doing. It seemed to me so obvious, in this case, that I could not imagine how he was to turn their anger. But he was twice the man the rest were; and his last night's victory had given him a huge preponderance on their minds. He called them all the fools and the dolts you can imagine, said it was necessary I should talk to the doctor, fluttered the chart in their faces, asked them if they could afford to break the treaty the very day they were bound a treasure hunting.

• Special ability

Each pirate has at least one Special ability that is described below:



King George

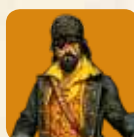


Anne may use her monkey to search a remote area: she conducts a Small search anywhere on the Game board following all Small search rules without taking into account the location of her player miniature.

Compass



Anne may play the Compass action twice during the game.



Spyglass



Olivier may use his spyglass to search an area at a distance: he conducts a Large search anywhere on the Game board following all Large search rules without taking into account the location of his player miniature.

Thoroughbred



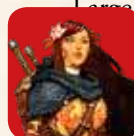
When he plays a Horse movement, Olivier may travel 2 “6 mile” moves instead of 1.



Fortune



When he makes a Large search, he traces the circle with the outer edge of the Large search template instead of the inner circle.



Ancient Scrolls



Charlotte receives 2 additional District Hints from the draw pile. Long John Silver can check the two Hints before passing them to her.

REMINDER: the District Hint containing the Treasure is never shuffled with the other District Hints.

Long John Silver's escape

As soon as a Turn Order token is placed on the Calendar board's Escape space, Long John Silver escapes from his cell and the players immediately apply the following rules:

- ✂ The Calendar is no longer used.
- ✂ Play resumes in clockwise order beginning with Long John Silver.
- ✂ Pirates have two actions per turn (*as shown on the Escape space*).
- ✂ Long John Silver has only one Horse movement action per turn.

If Long John Silver manages to position his miniature on the Treasure before a pirate finds it, he wins the game!



Winning the game with Long John Silver will take a lot of cunning and willpower. Be brave, old sea-dog!

End of the game

A game of the Treasure Island ends if one of the two conditions is fulfilled:

- ✂ A pirate finds the Treasure as a result of a search action and wins the game.
- ✂ Long John Silver reaches the Treasure before the pirates and wins the game.

THANKS:

A tremendous wink to Mr. Stevenson for Treasure Island, his everlasting creation.

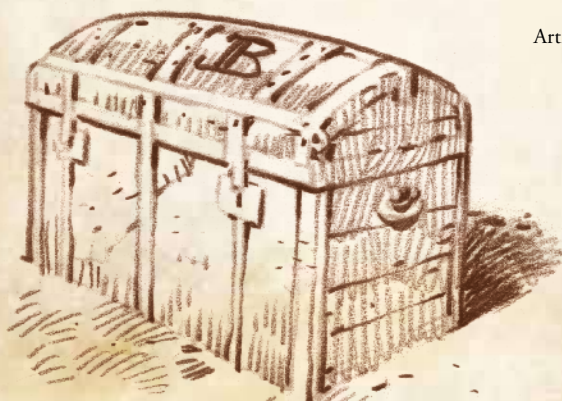
Laure, your continued support helps me move forward: thank you.

Cédric Millet, you are once more linked to this game's genesis. So, once more: thank you my friend.

I would like to also thank, in an approximate chronological order starting from summer 2015: my brother Thomas, Anecy Ludique members, my sister Claire, Bruno Cathala, Laurent B, the Impératrice family, Vincent Dutrait, Sabrina and Fabien, Alexis LG, the Essen Team, JOCA Geneva members, Ben and PierreLine, Philou C and Jérôme E, Matthew Dunstan, the couz Maiz, my Pipich, at the Cafetière: Ludovic Maublanc, Corentin Lebrat, and Antoine Bauza, and Bruno once more, Aurel, Maxime and François, Thierry the Belgian, Lucie B, Mr. Actions at Cannes Games festival, Maël C, Christophe M.

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Game design: Marc Paquien
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Lexicon

Miniatures: The term "miniature" refers to both the Long John Silver miniature and the pirate miniatures.

Note that at the beginning of the game, Long John Silver's miniature is not yet on the Game board and therefore cannot be designated.

Players: The term "player" refers to both Long John Silver and the pirates.

Pirates: The term "pirates" refers to players facing Long John Silver.

Details on the treasure search

Treasure direction: When a hint is drawn on the Game board, it can be true or false, depending on the Information token played by Long John Silver. It is therefore not possible to deduce the eliminated area without seeing the Information token. To remember a Hint, it may be helpful to put small arrows directed towards the Treasure.

For example, if a Hint indicates that the Treasure is within 8 miles of a pirate, trace an 8-mile circle around that pirate and draw a small arrow that points to the inside of the circle.



First Starting Hint: Since the first Long John Silver hint is always true, it is possible to deduce the areas eliminated by this hint directly on the Game board.

Discovery of the Treasure: If Long John Silver has any doubts about the accuracy of his answer he must declare the Treasure as being found.

Treasure at the border of a hint: The Treasure can be on the border of a hint. For example if the hint is North of a pirate, it can be on the line that goes through the pirate's position.

Mini-map: It is recommended that you write helpful information (either notes or verified details) directly on your Mini-map, however, any measurements taken on the Game board always prevail over the Mini-map.

Frequently asked questions

Q1 : Can players share information between them? It is forbidden to show a District Hint, Compass Hint or Information token to other players, it is nevertheless possible to discuss, and of course, to lie.

Q2 : Can I use a "∞" action twice in the same turn? Yes.

Q3 : Can the King George and the Spyglass Special actions lead to a win? Yes.

Q4 : If Long John Silver plays a clue with the words "if that's impossible, say so", can he play a "Bluff" token and lie? Yes.

Q5 : If the search template completely crosses a forbidden zone, does Long John Silver take into account the area on the other side? No, only the area containing the cross is taken into account.

The search area is cut off by the mountain. The red zone is not taken into account by Long John Silver for the discovery of the Treasure.



Hint clarifications

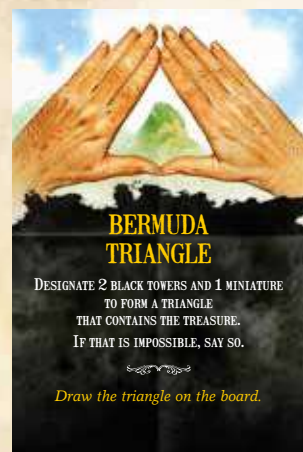


Long John Silver indicates two or three independent directions (ex: East / North / North West).



For each miniature, check if after its last move its position is closer to or further away from the treasure.

Example: Red has moved away from the Treasure, Green has moved closer to the Treasure (even if Green is not going in the right direction).

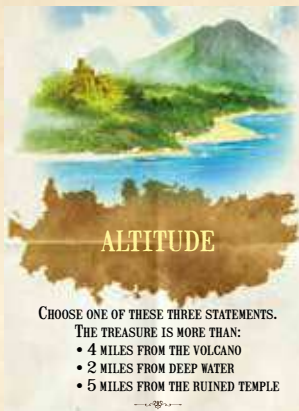


Long John Silver chooses the Green miniature and two black towers to form a triangle containing the treasure.



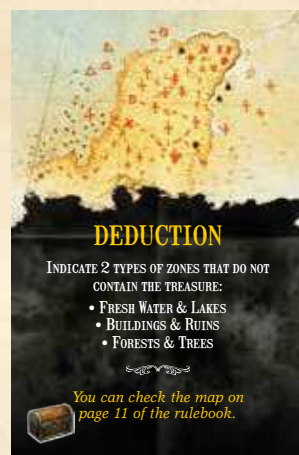
In this configuration, Long John Silver cannot choose any miniature to form a triangle with two black towers containing the Treasure. He tells the pirates that it's impossible.

- Black tower
- Miniature



When Long John Silver plays the "Altitude" hint, he draws the selected zone as shown on the map opposite.

- 1 Dotted line corresponding to the 5 miles of the ruined Temple.
- 2 Dotted line corresponding to 4 miles of the Volcano.
- 3 Dotted line corresponding to 2 miles of the Deep Water.



When Long John Silver plays the Deduction hint, he can check on the map opposite to verify the exact location of his Treasure. If the Treasure is **at the border between 2 zones**, Long John cannot designate these 2 zones. He indicates one, and the zone that does not touch the Treasure. Example: If the treasure is exactly between a forest and a building, Long John can't choose those two zones. He must choose Fresh water and then Forest OR Buildings.



- Restricted Area
- Fresh Water & Lakes
- Buildings & Ruins
- Forests & Trees

Hint clarifications



MANUSCRIPT

REVEAL TWO EXTRA DISTRICT HINTS OF YOUR CHOICE TO ALL PIRATES.

Place the District Hints on this hint. If you play an Information "Bluff" token, you can play the District Hint that contains the treasure.

The two revealed District Hints are among those that Long John Silver did not give at the beginning of the game.



DECOY

SECRETLY LOCATE THE MINIATURE CLOSEST TO THE TREASURE. NAME IT AND ANY OTHER MINIATURE OF YOUR CHOICE WITHOUT SAYING WHICH IS WHICH.



The Green miniature is the closest to the Treasure. Long John Silver announces: "Green miniature and Red miniature".



A FEW MORE MILES

DESIGNATE A MINIATURE WHICH IS MORE THAN 6 MILES AWAY FROM THE TREASURE. IF THAT IS IMPOSSIBLE, SAY SO.

Draw a 6-mile circle around the miniature on the board.

In the unlikely event that all the miniatures are within 6 miles of the Treasure, Long John Silver must say it.



VAST EXPANSE

DESIGNATE A MINIATURE WITHIN 8 MILES OF THE TREASURE. IF THAT IS IMPOSSIBLE, SAY SO.

Draw an 8-mile circle around the miniature on the board.

If all the miniatures are more than 8 miles from the Treasure, Long John Silver must say it.



ILLUSION

SECRETLY LOCATE A MINIATURE LESS THAN 4 MILES AWAY FROM THE TREASURE. NAME IT AND ANY OTHER MINIATURE OF YOUR CHOICE, WITHOUT SAYING WHICH IS WHICH. IF THAT IS IMPOSSIBLE, SAY SO.

Draw a 4-mile circle around the two designated miniatures on the board.

If all the miniatures are more than 4 miles from the Treasure, Long John Silver must say it (he does not, of course, designate any miniature).



GETTING CLOSE

DESIGNATE A MINIATURE CURRENTLY STANDING LESS THAN 6 MILES AWAY FROM THE TREASURE. IF THAT IS IMPOSSIBLE, SAY SO.

Draw a 6-mile circle around the designated miniature on the board.

If all the miniatures are more than 6 miles from the treasure, Long John Silver must say it.



DON'T LOSE YOUR BEARINGS

2 OR 4 PLAYERS: CHOOSE 1 MINIATURE
3 OR 5 PLAYERS: CHOOSE 2 MINIATURES
FOR EACH ONE, REVEAL IF THE TREASURE IS NORTH OR SOUTH OF ITS POSITION.

For each, draw a line from East to West through its position on the board.

The indication may be the same or different for each miniature: the Treasure can be North of the two miniatures, South of the two miniatures or North of one miniature and South of the other.



PARROT

2 OR 3 PLAYERS:
REVEAL TWO EXTRA DISTRICT HINTS, AT RANDOM, TO ALL PIRATES.

4 OR 5 PLAYERS:
EACH PIRATE REVEALS THEIR DISTRICT HINT TO THEIR TWO NEIGHBOR PIRATES. (CHARLOTTE CHOOSES ONLY ONE).

Place an Information "Truth" token face up under that hint.

2-3 players: The District Hint containing the Treasure cannot be revealed. This Hint is always true, it may be helpful to mark the District revealed on the Game board.



INSTINCT

INDICATE IF THE TREASURE IS WITHIN 1 MILE FROM ANY SEARCH AREA OR NOT.

If the treasure is exactly 1 mile away from a search area, consider it is less than 1 mile away.

For this example, do not draw 1-mile circles around each search area, it would be too tedious. Long John Silver simply does a check before answering. If in doubt, he must answer: Yes.



DISTANCE

DESIGNATE A MINIATURE. INDICATE THE DISTANCE BETWEEN IT AND THE TREASURE: 4 TO 7 / 5 TO 8 / 7 TO 9 MILES. IF THAT IS IMPOSSIBLE, SAY SO.

Draw the 2 corresponding circles around the designated miniature.



Long John Silver tells players that the Treasure is between 4 and 7 miles from the Green miniature.



CONFESSION

EACH PIRATE CAN ASK YOU ONE QUESTION WHICH CAN BE ANSWERED BY YES OR NO. STATE AND ANSWER PUBLICLY ONE OF THESE QUESTIONS.

Play an Information Token after you answer the question.

Example question: Am I closest to the Treasure? Long John Silver must tell all pirates what question he is answering, and then indicate if it's Yes or No. Pirates can agree to ask the same question.



RIGHT UNDER YOUR NOSE

DESIGNATE THE MINIATURE WHO PASSED CLOSEST TO THE TREASURE.

Only consider movement lines and position crosses. Ignore search area's circles.



According to the lines of movement, it is the Red miniature that has passed closest to the Treasure.

Chest tokens

Perform an additional move of 7 miles during your turn.



Perform an additional action of your choice during your turn.



Perform an additional Small search during your turn.



The Treasure is West of the current position of the miniature that made the search.



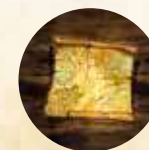
Draw on your Mini-map a North-South line passing by the current position of your miniature, you remove from your searches the area lying to the East of this line.

The Treasure is East of the current position of the miniature that made the search.



Draw on your Mini-map a North-South line passing by the current position of your miniature, you remove from your searches the area lying to the West of this line.

The Treasure is not in the district where the miniature made the search.



You remove the district where your pirate is currently located on your Mini-map.