

RUM AND GOLD

A game of pirates and buried treasure for 2 to 4 players by Jim Rowe

Aaaarrrrggggghhhh! We've sailed 'ere to recover our buried treasure but there be other pirate capt'ns 'ere to. Who'll be the scurvy dog to batten down their hatches and recover the most gold.

COMPONENTS

18 Identical Cards. One side is land, the other is ocean.

OBJECTIVE

Whoever has the most of their treasure symbol uncovered on the Island at the end of the game is the winner.'

SETUP

Assign a treasure icon to each player from: Orange Treasure Chest, Purple Treasure Chest, Orange Rum or Purple Rum.

Choose a first player, whoever was last onboard a boat (or randomly if you like).

The first player takes the entire deck of cards and deals 2 cards to each player (3 for a two player game), to form their hand.

With the remaining cards, roughly arrange the deck to be half land side up and half ocean side up. Shuffle the deck and rotate half of the cards so their icons are upside down.

Shuffle again and then you are ready to create the Island.

Hold the deck of cards at approximately 8 inches (20cm) from the surface of the table and proceed to drop one card at a time (end side down) as quickly as you like. The largest overlapping group of cards on the table is the Island.

Any dropped cards not overlapping the Island are collected and passed clockwise, continuing the dropping procedure until all cards are in the Island.

Play starts with the player clockwise from the player who completes the Island.

GAMEPLAY

Players take turns in a clockwise order until the last card in a players hand is about to be added to the Island.

On their turn, each player has two moves. Firstly to activate an icon on the Island and secondly to add an additional card from their hand if they have one.

Each icon on the Island allows the player to take a different action.

An icon must be visible and unobscured by any other cards to be activated.

Treasure icons cannot be activates.

All actions must be conducted with a single hand.

Cannon

Place one finger on the cannon and a second finger on the same card and flick any cards within reach. Any cards that leave the Island are removed from play.

Spyglass

Place your finger on the spyglass and a second finger on any treasure icon and pinch the treasure icon towards the spyglass. The spyglass shouldn't move.

Helm

Place your finger on the helm and with an adjacent finger rotate the card in one direction.

Galleon

With a single breath blow on the galleon icon. Any cards that leave the Island are deserters from your crew. Deal one of these cards to each other player in a clockwise direction, removing any remaining cards from play.

After performing their action the player then drops one card from their hand (oriented however they like) from approximately 8 inches (20cm) above the Island. Skip this step if they don't have any cards left in their hand.

END OF THE GAME

The game ends after a player takes their action and is about to drop the last card from their hand when no other players have any cards left. This is the galleon they must escape on with whatever treasure they have gathered and they must remove it from play rather than adding it to the Island.

Count up how many of each players treasure icons are visible.

Unlike action icons, as long as an icon is visible enough to be identifiable then it can be counted - this includes partial icons poking out from underneath other cards, chests bobbing about in ocean waves and sand obscured bottles of rum.

The player with the most treasure icons visible is the winner.

In the case of two or more players sharing the same total those players only proceed to sudden death.

SUDDEN DEATH

Players take it in turns, continuing the clockwise order from the game to take one action with no additional cards being added.

After all the players have acted re-check the scores.

Any players who are no longer share the highest score are eliminated (by walking the plank).

When only one player remains they are declared the winner.

There are two additional rules in sudden death.

A player must not perform an action on the same card as the previous player.

If a player uses a galleon and any cards leave the Island they are immediately eliminated, as their crew have marooned them in a rowing boat.

ADDITIONAL GAME MODES

2 Players

The players receive three cards instead of two at the start of the game.

The rum icons are only used for the spyglass action, they cannot be used by either player as treasure icons.

4 Players in Teams

The players divide themselves into the orange team and the blue team at the start.

The team score is either the total chests or the total rum that match their color, whichever is fewest.