

Scenario no. 9

You have acquired a damaged map. It seems to be leading to a pirate's treasure. You decide to hire Nick, an old sea dog, who will take you to the island shown on the map. Just be aware that he will not, however, work for free, so you have to try and find as many treasures as possible.

TREASURE ISLAND JUNIOR

Goal of the scenario

You must complete 2 tasks in order to win:

1. Find The letter of an old pirate. In order to do it, you must reveal four  and take Search a treasure chest action.
2. Leave the island. In order to do it, you must collect 20 Gold for the boatman.

Treasure chest

On a tile with  you can take a special Search a treasure chest action. Each  only allows for one such action. In order to Search a treasure chest you need to take a Gathering action and use the  as a source for that purpose. After a successful action cover the  with a following Number token 1 2 ... to mark that the action was already taken on the tile.

During the first three actions the player taking the action may discard any number of  (at least 1) to draw the same number of Founding cards. You can find their effects in the Foundings table.

During the fourth action the player taking the action must discard exactly 1  and draw the top Founding card. The number on the card is the number of The Letter of an old pirate which you should read.

Setup changes

Begin the game with the Shovel Item built.

For the first round use Captain's chest Wreckage card instead of Food crates.

Note! To play this scenario you will also need classical poker cards and The letters of an old pirate. For more information visit www.portalgames.pl

Special rule – Beasts

Whenever you reveal a tile with a Beast icon place a Beast card on top of the Event deck instead adding it to the Hunting deck (therefore there will not be a Hunting deck). The card stays on top of the Event deck – draw the card during next Event phase and starting from the first player, each player Fights the Beast

Attention! These Fights will be different from the standard one. What's most important – don't take into consideration the second column of the Beast's stats. Decrease the Weapon level by the number equal to the Beast's strength instead (e.g. if the Beast's strength is 6, decrease the Weapon level by 6). Therefore the First Player compares the Beast's strength with the Weapon level (and receives possible wound) and decreases the Weapon level by the Beast's strength value. Each following player repeats this process (using the lower and lower Weapon value). After each player has faced the Beast, you receive the food and fur once and resolve possible additional effects.

After the Fight is done, draw the top Event and resolve it.

If there are more Beast cards on top of the Event deck, fight only with 1 Beast and leave the other cards for next rounds.

Fighting the Beast during the Weather phase is resolved in the standard way.

Leaving the Island

Once you have found The letter of an old pirate and collected 20 Gold, you can leave the Island at the beginning of the Night phase.

Pirates attack

Foundings

Founding cards, like any other resources gathered during an action, are placed in the Future Resources Space. After use, are discarded. Discarded cards are not reshuffled when the Founding deck is empty.

Note! Each acquired and unused card is worth 1 Gold.

Map!



A treasure in the thicket



Came monkey



Doubleloon
2 Gold

Diamonds
x Gold

Rum
+x 

The Healing can be split between players

Old machetes
+x 

Broken planks
x 

x = the number on the Founding card