

**ARRR**

**Battle for the Treasure**

**Hello pirates and welcome to the enchanting island of St. Derijo, wherein lies a trunk filled with gold, jewels, and treasure. You and your rival pirates are on a quest to find it by building roads throughout the jungle, but be careful, the native Joderi tribe is protective of their land and a “X Marks the Spot” could lead you in the wrong direction!**

**Objective:**

**The pirate that gets to the “X” card which holds the real treasure first will win the game.**

**Set up:   
1. Place one tribesman in the middle of the island in the space marked with a white skull.  
2. Place your own individual pirate onto the place where you would like to start. These places are denoted with an “S” on the game board.  
3. Shuffle the hexagonal road cards and distribute four cards out to each player.  
4. Decide on the number of treasure chests you would like to place on the board, depending on how competitive you wish the game to be. Then with a total of 12 “X” cards, shuffle and randomly place down on the corresponding spaces on the island (game board).  
5. Decide who goes first, however which method you please.  
  
Playing the game:   
1. At the beginning of every turn, draw one road card and place one down. The road card that you place down must connect either your own road or connect to an opponent’s road.  
2. After placing a road card down, spin the spinner. If you land on a 1, 2, or 3 you can move up to that many spaces on any connecting road, no matter who it belongs to. However, you must to move at least one space. If you land on “Spin Again” this means that you get another try at spinning the spinner and “Destroy Path” means that you get to take away one of the opponent’s road card or your own (it can be any road card on the island). If you happen to land on “Tribe”, one of your opponents can move the tribesman in any direction two or one spaces, either blocking you from getting to the closes “X” or by landing on the road you are on, driving you out of the jungle back to where you started.  
3. Once you have landed on top of an “X”, you are now allowed to dig for the treasure by flipping the “X” card over. If the other side unveils a road card, then you must put your figure on the road and continue your search for the treasure. If it is a treasure card, then congratulations, you have won the game!!**