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Game: **TREASURE ISLAND**

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Page 1: **Rules summary front**

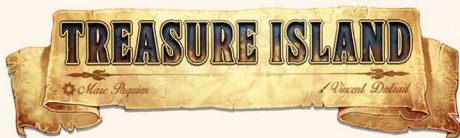
Page 2: **Rules summary back (including *Captain Silver* expansion)**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SETUP

Place the **main board** in the center of the play area (you may use either side). Place the **calendar board** next to the south end of the island (use the side that corresponds to the number of players).

Separately shuffle the **starting hints**, the **black spot hints**, and the **compass hints** and place them near the main board.

Place the **caliper**, the 2 **search templates**, the **ruler**, the 2 **compasses**, and the **mini-ruler** within reach of the players.

One player is **Long John Silver** and sits at the south end of the main board, next to the calendar. This player takes the **black marker**, the **chest**, the 6 **chest tokens**, the **treasure token**, and the **Long John Silver miniature**, then places the 2 **information bluff tokens** on the corresponding calendar board spaces. They then put their screen in front of them and hides behind it their **mini-map**, 1 **mini-ruler**, the 6 **information truth tokens**, and the 11 **district hints**.

Each other **pirate player** takes a pirate's **miniature**, **marker**, **screen**, **character sheet**, and **turn order token** all of the same color, and hides a **mini-map** and a **memo sheet** behind their screen.

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

In a 3 player game, each pirate takes an extra miniature and the corresponding markers, only.

Starting with the player on the right of Silver, then continuing 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.

1. Pirate starting locations

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

2. Burying the treasure

Once the miniatures are on their locations, Silver hides the treasure on the island by marking its location with a black cross on his mini-map. Any location may be chosen except inside of the '2 mile' circle that surrounds a pirate players' starting location, inside any restricted area surrounded by a red line, or on top of any dotted line border.

3. District hints

Each district hint allows players to eliminate one of the 11 districts on the island when searching for the treasure. Pirates keep their hint secret and cannot show or tell their district hint to any other pirate. Silver first removes the district hint that corresponds to the district containing the treasure by placing it facedown behind his screen, then shuffles the remaining district hints, draws the top one, looks at it and gives it to the player on his left. He repeats this process in clockwise order until each pirate has been given a hint.

4. Starting hints

Silver draws 3 starting hints.

5. Compass hints

Silver draws as many compass hints as the **number of pirates** + 3 and places the rest back in the box.

GAME SEQUENCE

The game is played in a series of **turns** consisting of 3 steps:

1. CALENDAR UPDATE

Silver moves the turn order token on the oldest calendar space to the next available one, then tells the involved pirate they may prepare their action(s).

2. CALENDAR EVENT

If the turn order token is placed on a space with an event, Silver must resolve this event before the pirate may resolve their action(s).



Starting hint: Silver chooses and plays a starting hint from his hand.



Information bluff token: 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 on the prison event chooses one of the 8 towers on the game board and places Silver's miniature on it. The pirates may discuss where to place the miniature, but the active pirate makes the final decision.



The black spot: Silver discards the starting hints from his hand and then draws 3 black spot hints.



Black spot hint: Silver chooses and plays a black spot hint from his hand.



Escape: Silver escapes.

STARTING HINTS & BLACK SPOT HINTS

When Silver plays a **starting hint** or a **black spot hint**, follow these steps:

a. Play a hint and an information token

Silver chooses a **hint** from his hand and plays it faceup on the leftmost available space of the calendar and places a facedown **information token** below that hint (except for the first one which must be a *truth*).

There are 2 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.

After the first hint is given, the information tokens are played facedown. The pirates can consult them by using the **verification** special action.

If 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 board.



Some hints display a **chest icon** and are more advantageous to Silver. For each hint of this kind Silver wants to play, he must have previously given a chest token to a pirate.

If 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 draw 3 new hints.

b. Draw the information on the board

Some starting hints and black spot hints require Silver to draw information on the board with his marker. In this case, Silver is the only player that is allowed to make these markings and must use the game tools provided (caliper, compass or ruler) to do so.

c. Draw a new hint of the same type

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.

In 2 or 3 player games, each pirate has multiple miniatures. During their turn, pirates choose 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.

Lines drawn during the game must never be erased, except when stated otherwise. All moves must be drawn.

NORMAL ACTIONS

There are 3 kinds of **normal actions**:



1 horse movement allows a miniature to move up to 6 miles. Take the ruler and trace a line on the board, starting from your actual location (the cross).

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

Once the line is drawn, mark the end of the line with a cross, indicating your new location, then move your miniature onto this new cross.



1 foot movement action and **1 small search action** may be resolved in the order of your choice. A **foot movement**

follows the same rules as a horse movement, but only up to 3 miles. A **small search** allows you to look for the treasure by using the small search template. Place the template on the board with the center of the cross showing the miniature's actual location inside the template. Then draw a circle inside the template and ask Silver if the treasure is hidden inside this circle. Silver cannot lie.

If the circle contains or touches the **location of the treasure**, the treasure is found, Silver secretly places the treasure token in the chest and gives the chest to the pirate who searched. This pirate has won the game. If Silver 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. Silver can *either* tell the pirate that the search is a failure, or secretly place a chest token of his choice inside the chest and give it to the pirate.



1 large search action follows the same rules as a small search, but uses the large search template.

SPECIAL ACTIONS

Each pirate has their own **special actions**. If you use an action that has a box near it, mark one of the empty boxes on your character sheet. Once all of the boxes next to an action are marked, that action can no longer be used during the game.

Special actions with an **infinity symbol** are not limited but still count towards an action each time they are used.



Verification: You may look at an information token among those played by Silver on the calendar board. You cannot show this token to the other pirates, but may say what you saw (and can lie).



Full Gallop: The pirate may move anywhere on the board, except into restricted areas. Draw a cross anywhere on the board to indicate the new location and move your miniature there. You do not trace a line to link your previous location to the new one.



Compass: You may choose this action to get secret information about the treasure's location. Place the large compass around your miniature, aligning it with north on the board. Silver then chooses a compass hint from his hand and gives it to you. The hint must be truthful. You store the hint behind your screen and cannot show or tell the other players what it is. Finally, you may use the small compass to mark this information on your mini-map.

SPECIAL ABILITIES

Anne Bonny

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 per game.

Olivier Levasseur

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.

Jim Hawkins

Fortune: When he makes a large search, Jim traces the circle with the outer edge of the large search template instead of the inner circle.

Charlotte de Berry

Ancient scrolls: Charlotte receives 2 additional district hints from the draw pile. Silver can check the 2 hints before passing them to her. Remember the district hint containing the treasure is never shuffled with the other district hints.

SEARCHING FOR THE TREASURE

When a hint is drawn on the board, it can be true or false, depending on the information token played by Silver. It is 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.

Since the first Silver hint is always true, it is possible to deduce the areas eliminated by this hint directly on the board.

If Silver has any doubts about the accuracy of his answer he must declare the treasure as being found.

The treasure can be on the border of a hint (so a hint north of a pirate can be on the line that goes through the pirate's position).

You can write helpful information (notes or verified details) directly on your mini-map, however, any measurements taken on the game board always prevail over the mini-map.

LONG JOHN SILVER'S ESCAPE

As soon as a turn order token is placed on the calendar board's escape space, Silver escapes from his cell and the players immediately apply these rules:

- The calendar is no longer used.
- Play resumes in clockwise order beginning with Silver.
- **Pirates have 2 actions per turn** (shown on the escape space).
- **Silver has 2 horse movement actions per turn, each of which allows him to move up to 4 miles.**

If Silver manages to position his miniature on the treasure before a pirate finds it, he wins the game.

END OF THE GAME

The game ends if 1 of the 2 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.

CHEST TOKENS



7 miles boots

Single use. Perform an additional move of 7 miles during your turn.



Playing cards

Single use. Perform an additional action of your choice during your turn.



Shovel

Single use. Perform an additional small search during your turn.



A little further west

Individual hint. 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. Remove from your searches the area to the east of this line.



A little further east

Individual hint. 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. Remove from your searches the area to the west of this line.



Old map

Individual hint. The treasure is not in the district where the miniature made the search. On your mini-map, remove the district where your pirate is currently located.

CAPTAIN SILVER EXPANSION

Use either or both of these 2 modules.

NEW ISLAND, AHOY!

SETUP

Use the new game board flipped to the new version of the Treasure Island map, or the map of the new Revenge Island.

These maps use an oblique projection; you can never refer to anything from the area hidden behind an illustrative element.

The new Treasure Island map does not modify the rules of the base game at all. Use the 11 district hints in this expansion instead of the ones from the base game.

Revenge Island map

Remove the *Altitude* starting hint from the base game. Add the *Level Line* starting hint and the *Elevation* black spot hint. Use the 11 district hints.

Urban terrain (excluding buildings, boats, ruins, and roads): You can neither enter, exit, nor pass through these areas with a move longer than 3 miles.

Forested terrain (trees and forests): You cannot perform a large search entirely or partially in these areas.

Prison: The towers in which Silver can be imprisoned are marked with a flag at their tops.

SILVER'S TRICKS

During setup, agree on Silver's **difficulty level**. This determines Silver's number of **trick points** for the game:

Difficulty level	Trick Points
Difficult	None
Normal (default)	1
Easy	2
Very Easy	3

Silver then draws 3 value 1 (☹️) trick cards and 2 value 2 (☹️☹️) cards, reads them and hides them behind his screen.

During the game, Silver can interrupt the game at any moment to play a trick card. The total number of trick points he plays during the game can never exceed the number of trick points afforded by the chosen difficulty level. He must also respect the calendar constraint on the trick card.

TRICK CARD CLARIFICATIONS

Patrol: After each positioning of the patrol template, record its location by tracing its outline with a marker. The patrol template cannot even partially overlap one of its previous locations; however, it can overlap with a forbidden zone.

Traitor: Silver gives a pirate the traitor token after an unsuccessful search, in the same way as any other chest token.

Phantom: Each Silver miniature moves 4 miles twice on each of Silver's turns.

Concession: You can place this event card on the space on the calendar board reserved for the canceled hint.

Accomplice: You cannot move the treasure into a forbidden zone. It can however move to another district, and its new location can be in a location already cleared by a hint.

Favoritism: This event is canceled if you associate it with the *Parrot* or *Confession* hint. Do not mark information associated with the hint on the board. If you need to place components on the board (calipers, compass), the pirates who do not receive the hint must close their eyes while you do so.

Lie: The lie information token can be associated with any hint. The hint you give *must* be false. Place the token facedown; the pirates can consult it by using the verification action.

NEW MOVEMENT

Silver he is now able to move 4 miles twice each turn after his escape. This rule also applies in the base game, and replaces the old movement of 6 miles once per turn.

Affix the sticker to Silver's screen from the base game.