

Gods, Pirates and Monsters

For 3 or more players.

OBJECT OF THE GAME:

The first Explorer to cross the game board and get to the other side wins.

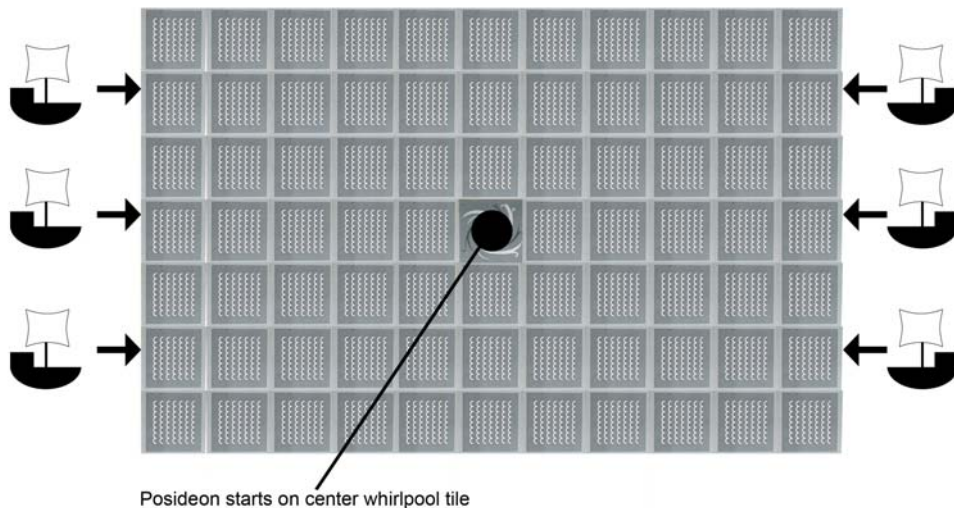
OVERVIEW:

Explorers race across the ocean discovering treasure, islands, sea monsters, storms, dolphin, pirates, whirlpools, and the ferocious god of the sea, Poseidon, along the way! A game of luck, strategy, and exploration in the spirit of *Checkers* combined with *Sharks and Minnows*.

SETUP:

77 square picture tiles are shuffled and placed face down in random order within a 7x11 grid space to create the game board. One whirlpool tile is always placed facing up in the center of the game board. Players draw straws to see which one will start the game as Poseidon and all other players start as Explorers. Poseidon, represented by a cylinder block, starts in the center of the game board on the whirlpool tile. Explorers, represented by wooden boats, evenly place themselves on opposite sides of the game board (for example, if there are 6 Explorers total, then 3 boats start on each side of the board. If there are 5 Explorers, then 3 boats start on one side and 2 boats start on the other). Moving clockwise around the board starting with Poseidon, all players take turns moving one tile at a time across the board.

Game Set Up



PLAY:

POSEIDON:

When it is Poseidon's turn, the player may choose whether or not to move one space at a time in any direction (horizontally, vertically, or diagonally). The player who is Poseidon can not win the game; therefore, the player's goal is to catch one of the Explorers by landing on the same tile.

Capture:

When Poseidon lands on a space occupied by an Explorer, the two players automatically switch characters. The player who was originally Poseidon becomes the Explorer, with his predecessor's ship and treasure. He/she immediately moves one space in any direction, but does not reveal or act upon the tile he lands on. The player who was the Explorer now becomes Poseidon and returns back to the center of the game board.

EXPLORERS:

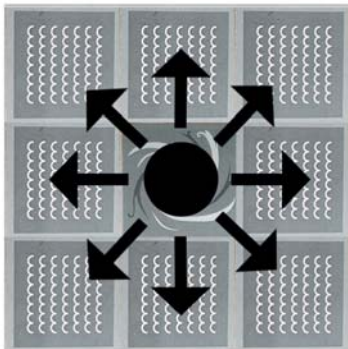
When it is an Explorer's turn, the player must move one space at a time vertically or horizontally. Tiles are revealed as they are landed upon. Once revealed, tiles remain face up for future game play. The Explorer's goal is to reach the opposite side of the game board.

Challenge:

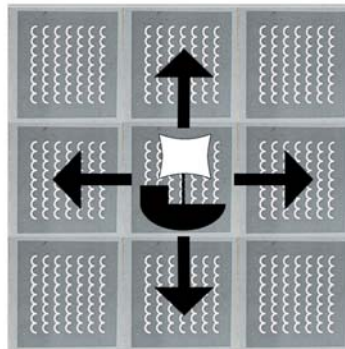
If Explorers occupy the same space, one Explorer may challenge the other in a fight to steal their treasure. The winner of the fight is determined after three rounds of "Rock, Scissors, Paper." If the challenger loses the fight, he/she must give all his treasure to the challenged Explorer. If the challenger has no treasure, he/she must return to start. If the challenger wins the fight, he wins all the treasure.

END OF GAME:

The first Explorer to reach the other side of the board wins the game. Players may choose to continue the game to determine second, third, etc winners. The last explorer on the board becomes Poseidon in the next game.



Posideon moves one space horizontally, vertically, or diagonally each turn.



Explorer moves one space horizontally or vertically each turn.

TILES:

14 Treasure Chests:

Explorers automatically receive 1 gold coin every time they land on this tile.

10 Pirates: (3-1 gold coin, 3-2 gold coins, 3-3 gold coins, 1-4 gold coins)

Explorer must pay the amount the Pirate tile demands. If they do not have the full amount, the Explorer must move backwards the number difference of what they still owe and stop. If they have no treasure to pay, they must go back to start.

11 Sea Monsters:

Explorer loses a turn

6 Storms:

Explorer moves one step in the direction of the wind blown the reveals and acts upon the landed tile.

4 Islands:

This is the one tile Poseidon can not land on. It is a safe tile for Explorers.

9 Compasses:

Explorer moves in any direction (horizontally, vertically, or diagonally) one space and reveals and acts upon the landed tile.

7 Dolphin:

Explorer moves 3 steps (horizontally or vertically) then reveals and acts upon the landed tile.

5 Whirlpools:

When first revealed, Explorers may move one space in any direction (horizontally, vertically, or diagonally), but may not reveal or act upon the landed tile. Poseidon may use whirlpool tiles to skip instantly across the ocean. Two whirlpool tiles are needed to complete passage. One whirlpool tile is always upturned as the center of the board.

2 Diamonds:

Explorer automatically receives 1 diamond every time they land. One diamond is equal to 3 gold pieces.

9 Water:

Neutral. Nothing happens.

