

Do not touch my treasures

"ARR !! finally we found the treasure of the pirate Woodenfinger !! Now let's divide these doubloons ..."

Pirate captain BoiledBeard

The pirates have found the treasure, but now they have to share it with each other ... and they are not sure they will play clean

Rules of the game numerical version:

The deck consists of 54 cards divided into 3 colors each of which has 18 cards with values from 1 to 5.

Preparation of the match:

- shuffle the deck and place it face down. this is the covered deck.
- decide the order of play
- each player draws 3 cards.

Purpose of the game:

when the covered deck is finished, each player counts his loot: add the values of the card from 1 to 5. who has the highest score wins

Each player in the first round places a face-up card of the ones in front of him.

This card starts its loot.

He can then add other cards.

To add a card to your loot this must have in common with the one on the top of the loot, the color or the symbol or both.

Other actions of the turn:

Each player at the start of their turn draws a card from the covered deck or the discard pile.

He can swap a card in his hand with the last card in opponent's loot, if they share the color or the symbol or both

He can put one or more cards from his hand into his loot

At the end of the round the player must have a maximum of 3 cards in his hand. if he has more, he must discard the excess.

When a player draws the last card from the covered deck and ends the turn, the game is over.

Why swap the card on top of an opponent's stage with another card?

To obstruct the opponent's game by placing a card with a lower value or with a color that the opponent is supposed to have.

Rules of the game version with symbols:

The deck consists of 54 cards divided into 3 colors and 3 symbols: bullion and gem coin. some cards have a "x2" or "x3" bonus symbol

Preparation of the match:

- mix the cards and place them face down. this is the covered deck.
- decide the order of play
- each player draws 3 cards.

Purpose of the game:

When the covered deck is finished, each player counts his or her loot: count the cards in possession, adding the bonuses.

The bonuses x2 and x3 indicate that the cards are valid as if they were 2 or 3 who has the highest score wins

Each player in the first round places a face-up card of the ones in front of him.

This card starts its loot.

He can then add other cards.

To add a card to your loot this must have in common with the one on the top of the loot, the color or the symbol or both.

other actions of the turn:

Each player at the start of their turn draws a card from the covered deck or the discard pile.

He can swap a card in his hand with the last card in opponent's loot, if they share the color or the symbol or both

He can put one or more cards from his hand into his loot

He may discard a card with the symbol x2 or x3 to draw 2 or 3 cards from the covered deck

caution !: if a card with x2 or x3 is taken from the discard pile, it can not be used to draw additional cards in the same turn as it is drawn

At the end of the round the player must have a maximum of 3 cards in his hand. if he has more, he must discard the excess.

When a player draws the last card from the covered deck and ends the turn, the game is over.

Why swap the card on top of an opponent's stage with another card?

To obstruct the opponent's game by placing a card with a lower value or with a color that the opponent is supposed to have.