



TOBAGO

VOLCANO

by Bruce Allen

Can only be played with TOBAGO!

The legendary treasure hunt continues! Years ago, you already dug under palm trees, next to huts, on beaches and in the mountains, and crossed jungle, scrubland, and the rivers and lakes of TOBAGO countless times.

But now there is also something completely different that attracts your eye: A huge volcano towers over the ancient enchanted statues. Obviously, some curses of this island have still remained concealed to you...

The inside of the volcano has already started rumbling fiercely. It can just be a matter of time when the eruptions from this mighty rock will spill glowing lava right in front of the tires of your ATV. But nevertheless, you'll certainly make a new find...

Game Materials

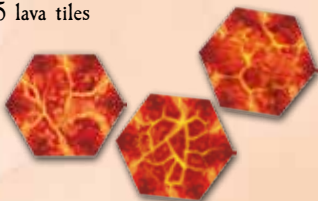
1 volcano



4 volcanic clue cards



25 lava tiles



4 terrain triads



Set-up of the Game

- (Re-)Acquaint yourself with the game rules of TOBAGO.
- Set up TOBAGO as explained in the supplementary sheet of the original game.
- Place the volcano in the approximate center of the gameboard so that it completely covers 7 spaces there.

Once you become a bit more familiar with VOLCANO, you can alternatively place the volcano anywhere else on the island. This allows you to play new scenarios every time.

Keep all lava tiles handy, next to the gameboard and close to the amulets.



Lay out the four volcanic clue cards in a row next to the gameboard.

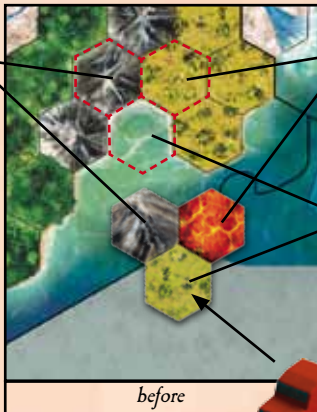


Each player takes one terrain triad. They can be drawn randomly or chosen and then placed in reversed turn order (i.e., ending with the starting player).



Connect your terrain triad to the coast of the island in the following way:
You can choose which hexagon of the triad you want to be at the top.

One terrain of the triad has to cover an island terrain of the **same type** (e.g., a mountain space on top of another mountain space).



The volcanic hexagon covers any other terrain of the island.

Place the third hexagon in the ocean, thus expanding the island.



Terrain triads may be placed adjacent to each other, but not on top of one another.



Put your own ATV on this space. It will start from here.

Game Play

All the game rules of TOBAGO remain in effect.

With the new VOLCANO game materials, the following new rules are added.

The volcanic clues



Next to the lava



Not next to the lava



Next to the volcano



Not next to the volcano

The 4 volcanic clues are accessible to all players and can be added to any treasure map (just like other clue cards can).

However, access to the volcanic clues is only granted if you proceed as follows:

- Choose the action “Play a clue card.”
- Play a clue from your card hand that **breaks** at least one of the three “rules for adding clues” on the chosen treasure map (see TOBAGO game rules, p. 3).
- Then you immediately cover this “illegal” clue with a laid-out volcanic clue of your choice. This clue must **not break** any of the 3 rules for adding clues.
- Put the compass rose of the covered card on the volcanic clue.
- If there is no volcanic clue available that complies with any of the rules for adding clues, playing an “illegal” clue is not allowed, and so this action is not possible.



Anna adds the “In the jungle” clue to the gray treasure map. In doing so, she breaks a rule for adding clues, since the first clue laid out in this treasure area has already ruled out the jungle. Nevertheless, she may lay out this clue card – but only because she immediately covers the “illegal” clue with a volcanic clue. To do so, she chooses the “Next to the volcano” clue and thus abides by all rules for adding clues.



If you raise a treasure that contains a volcanic clue, you then put this clue back into the display, so that it can be used again.

The volcano

You can never drive on the volcano.

The volcano may not contain any statue, hut, palm tree, amulet or treasure location.



The lava tiles

The mysterious amulets make the volcano spit fire.

Each player who collects an amulet immediately takes a lava tile from the supply and puts it on an island space adjacent to...

- ... the volcano or
- ... a volcanic hexagon or
- ... an already-placed lava tile.

- If there is a palm tree, a hut or a site marker on this space, these pieces “burn up” and are removed from the game.
- Lava spaces can never become treasure locations.
- Lava tiles may not be placed on spaces that contain statues, ATVs or amulets.
- New amulets don’t come up on lava spaces, but on the last lava-free island space in the viewing direction of the respective statue. If there is no lava-free space at all in the viewing direction of a statue, the respective amulet won’t come up. If the volcano is located in the viewing direction of a statue, this statue looks “through” the volcano.)



The shore at which this statue makes the new amulet appear is covered by lava. The amulet doesn't surface there; instead, it comes up where the lava – as seen from the shore – ends.

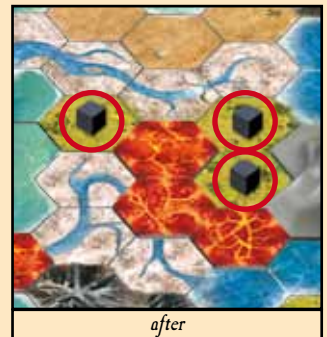
Every time a lava tile has been placed, you check immediately whether this changes possible sites of individual treasure maps. If this is the case, you immediately change the positions of all site markers, so that these match all clues again:



If a hut or a palm tree “burns up” under a lava tile, possible sites change:

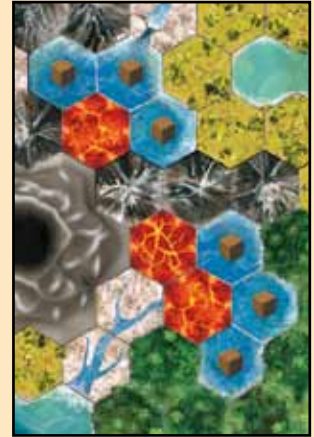


Bobby places a lava tile on a hut. According to the clue on the treasure map, the black treasure is located “not next to a hut.” Because the hut has “burned up,” the surrounding scrubland spaces within sight of the largest river have now become possible treasure locations and are marked.





Because of the volcano, terrain triads and lava, there can be multiple and changing “largest areas” of the same terrain type.



Roger places a lava tile in the largest lake. As a result, this lake becomes smaller. Now there are two largest lakes. Consequently, from now on, the brown treasure that – according to the clue on the brown treasure map – is situated in the largest lake can be located in either of these two lakes.

Bobby places another lava tile in the same lake, so that the other (initially smaller) lake becomes the (only) largest lake. Now, this is the only terrain where the brown treasure can be located.

When *Anna* also diminishes this lake later on, both lakes once again become the “largest” ones and now qualify again as sites of the brown treasure.



Each newly placed lava tile makes the spaces located “next to the lava” move.



The white treasure is located “next to the lava”. After *Anna* has placed a lava tile, there are currently three other spaces that have now become potential treasure sites. The site covered by lava no longer exists.



If the very last space of a terrain type (e.g., the entire jungle) disappears under lava, ...

- ... immediately remove from all treasure maps all clues of card types 1, 2, and 3 (see TOBAGO supplementary sheet) that show this terrain.
- ... give the compass roses lying there back to their owners.
- ... after that, correct the positions of all site markers until they match all clues that are still on display.
- ... you can, from now on, play clue cards of this terrain from your card hand only as “illegal” clues (see p. 9).

If the last site marker of a treasure falls victim to the lava, this treasure has vanished without a trace:

- Remove all clue cards from this treasure map and put them on the discard pile.
- Give the compass roses lying there back to their owners.
- The player who has caused the disappearance of the treasure (by placing the lava tile) adds a new clue from his card hand to this treasure map and puts one of his own compass roses on it.

Note: Only lava tiles can (and may) cause treasures to “vanish without a trace.” It is still forbidden to make treasures disappear by adding a clue card to a treasure map.

With the ATV through the lava – this works only with an amulet

Connected lava tiles form a terrain.

The volcano separates lava terrains that are not (directly) interconnected.

ATVs may never rest on lava.

Only the magic of the amulets can help you overcome this heat during a drive: If you give up one amulet, you may use your game turn for traversing a lava terrain. To do so, you need to arrange the (usual) 3 legs of your ATV move in such a way that your ATV is standing outside of any lava terrain before and after the drive. If, in doing so, you land on an amulet, you may collect it, provided that traversing the lava was not an extra “Move your ATV” action (see TOBAGO rules, p. 6: “Amulet powers”).

Special case: If you don't own any amulet, you may – following the rules explained above – use your game turn for traversing a lava terrain if you give up the most valuable treasure card you have already collected, i.e., the card with the most gold coins (... and, as you know, you can get gold in TOBAGO even without using an ATV...).



Lola gives up an amulet. This allows her to move her ATV through a lava terrain. She uses the 3 legs of her move as follows:

1. She changes terrain by moving her ATV from the edge of the jungle onto the adjacent lava terrain.
2. She passes through the lava all the way to its border.
3. She changes terrain by moving her ATV from the edge of the lava onto the adjacent scrubland.
4. She may collect the amulet she lands on, since this was not an extra “Move your ATV” action.



Anna's ATV is completely surrounded by lava. She has no amulet. In order to get away from there, Anna gives up the most valuable treasure card she has collected. Now she may pass through the lava (in the same way Lola does in the example above).

Good luck with the treasure hunt!

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2020 Zoch Verlag
Simba Toys GmbH & Co. KG
Werkstraße 1, D-90765 Fürth

service.zoch-verlag.de
zoch-verlag.com

