

TREASURE ISLAND

Overview

Clash of Corgis Treasure Island is a card game where players aim to gain points (referred to as loot) by building a party of fighters to defeat foes. You'll need to consider the strength and effects of your fighters, but also how you can achieve bonus effects on your path to victory.

Objective

Be the first player to win 10 points (known as loot).

Setup

Shuffle the deck and deal 3 cards to each player's hand. Place aside the remaining cards in the deck face-down in the middle of the table. Randomly pick a player to go first. For consecutive games, the winner of the previous game goes first.

How to Play

Starting with the first player and going clockwise around the table, each player takes a turn consisting of 3 phases in the following order:

Phase 1: Draw

Draw from the deck until you have 3 cards in your hand. If the deck runs out of cards (at anytime during the game), the current turn's player must immediately shuffle all of the cards in the discard pile and form a new deck.

Phase 2: Build your Party

Play up to one card from your hand face-up to table area directly in front of you. (This area is known as your party.) (You can have a maximum of 2 cards in your party.) If you already have 2 cards in your party, you may replace a card in your party with a card from your hand by discarding the card in your party that you wish to replace and playing the desired card from your hand into your party. After playing a card, activate its effect, if possible (see Card Effects).

Phase 3a: Fight

To fight, you must have at least 1 card in your party. You may declare and take 1, 2, or 3 cards from the top of the deck (keeping the face of the card(s) hidden from all players including yourself) and lay the cards face-down in the middle of the table. (These cards, taken in this manner, are known as foes and the number of cards taken represent how many foes you wish to fight with your party.)

Phase 3b: Determine a Victor

Flip the foes face-up for all players to see. Then, compare the total sum of the rank of your party to the total sum of the rank of the foes. (Note that both the Ace and the Wild are treated as a rank of 10). There are 2 possible outcomes, win or lose.

Win

If the total sum of the rank of your party is **greater** than the total sum of the rank of the foes, take the foes and place them as loot face-up into your loot pile (as you have defeated the foes and have taken their loot). (Note that the foes turn into loot if you win.)

Lose

If the total sum of the rank of your party is **equal to or lower** than the total sum of the rank of the foes, discard the foes (as they have escaped with the loot).

Phase 3c: Retire your Party

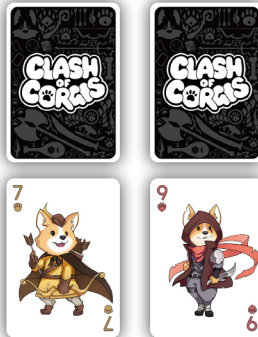
Discard all cards in your party to the discard pile.

Example of a Fight

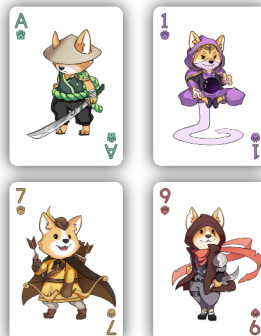
You have a 7 and 9 in your party.



You choose to fight this turn. You feel confident and decide you want to fight 2 foes. So, you declare and take 2 cards from the top of the deck and lay the cards face-down in the middle of the table.



Then, you flip the foes face-up. Then, compare the total sum of the rank of your party to the total sum of the rank of the foes.



Total Rank of Foes

$$10 + 1 = \mathbf{11}$$

Total Rank of Your Party

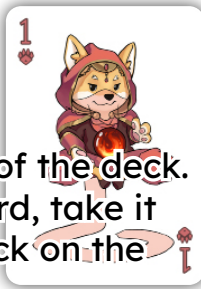
$$7 + 9 = \mathbf{16}$$

You win because your rank is higher! Take the foes as loot and retire your party by discarding your party to the discard pile.

Card Effects

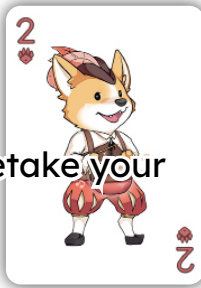
1 Oracle Future Sight

Privately look at the top card of the deck. If it is the same suit as this card, take it as loot. Otherwise, place it back on the top of the deck.



2 Bard Inspiration

Draw a card. Then, you may retake your 'Build your Party' phase.



3 Healer Heal

During the 'Retire your Party' phase, you may keep one card on the table (except for another Healer).



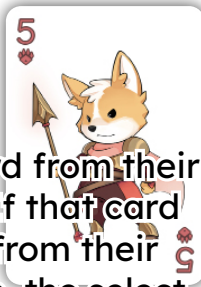
4 Monk Negotiation

Target a player. They must fight 3 foes right now, if possible.



5 Fighter Piercing Lance

Target any player. Select a card from their hand and look at it privately. If that card is lower than 5, steal one loot from their loot pile, if possible. Otherwise, the selected card gets discarded.



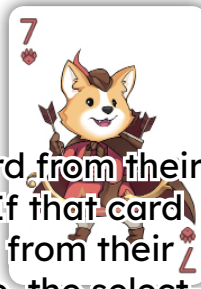
6 Mage Elemental Stun

Target any player. Select a card from their hand and look at it privately. If that card is the same suit as this card, steal one loot from their loot pile, if possible. Otherwise, the selected card gets discarded.



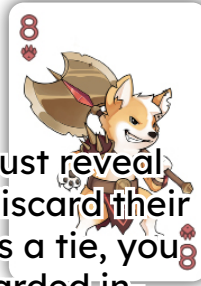
7 Archer Piercing Arrow

Target any player. Select a card from their hand and look at it privately. If that card is higher than 7, steal one loot from their loot pile, if possible. Otherwise, the selected card gets discarded.



8 Berserker Intimidation

Target a player. That player must reveal their hand to all players and discard their highest ranked card. If there is a tie, you can choose which card is discarded instead.



9 Assassin Elimination

Target any player. Discard any card in their party, if possible.



Ace Samurai Parry

During another player's turn, you may activate this card while in your hand to cancel a card's effect that targets you as a player. If played this way, you must play this card to your party. If you have a full party, you may replace a card in your party or discard this card instead.



Wild Illusionist Copycat

Copy a card effect in your party for this turn only.



Bonus Effects

Players can be granted a unique bonus effect during the Fight phase of their turn when two cards in their party both share the same rank (known as a double bonus) or same suit (known as an Earth, Water, Fire, Wind, or Void bonus).

Earth Bonus



If you lose a fight, you may keep your party on the table (instead of discarding them) during the 'Retire your Party' phase.

Wind Bonus



You may choose 1 foe to discard and replace with a new foe from the top of the deck.

Water Bonus



Increase the rank of a card in your party to 10.

Void Bonus



Increase the total rank of your party by 10.

Fire Bonus



Reduce the rank of a foe to 0.

Double Bonus



Multiply the sum of the rank of your party by 2. (A party with an Ace and a Wild do not get a Double Bonus, but a party with 2 Aces or 2 Wild cards will.)

Glossary

Rank

The rank is the relative strength of a card and it is found at the top-left of a card. Cards rank from low-to-high: **1 2 3 4 5 6 7 8 9 10**. The Ace and Wild are treated as a rank of 10.

Suit

The suit represents the clan that a card belongs to and is located below the rank of a card. There are 5 different suits. From left-to-right they are: Earth, Water, Fire, Wind, and Void.

Discard Pile



The discard pile is the pile where cards are sent to when discarded. Cards in this pile remain face-up. It is placed next to the deck, in reach of all players.

Loot Pile

The loot pile is an area on the table next to a player where loot is placed. Every player has a loot pile. Cards in this pile are considered loot. The number of cards in this pile should remain known and visible to all players.

Foe

A foe refers to the card(s) taken from the top of the deck at the start of a fight.

Party

The party is an area on the table directly in front of each player. It is the area that players can play cards from their hand so they can build their party. Each player has their own party.

CREDITS

Art by Lushie

GAME DESIGN

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