

GOLDEN CREEK



7+



2-4



15'

• A game by Ségolène & Jean Paul Monnet • Illustrations by Michel Verdu

Legend tells of a king's ship that was loaded with treasure but sank near 3 islands on its return from a long voyage.

Ever since the shipwreck, the tide has washed up waves of precious stones, gold, and other treasure onto their shores. Pirates from all over are lured by the dream of bountiful booty, but only the craftiest will find their fortunes!

GAME OVERVIEW

Turn after turn, Treasure piles up in the coves of the 3 islands. These are rich pickings for your Pirate crew as they try to gather the most Treasure and win the game! But you are not alone on the waters – you will have to be smart if you want to grab the best booty and scupper your opponent's plans.

CONTENTS



• 4 Bonus markers

• 24 Ship cards
(6 cards per player)

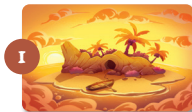
• 3 Island boards
(red, yellow, and green)



• 36 Treasure tiles
(16 Coconut, 10 Gold pieces,
6 Diamonds, and 4 Jewel halves)

SETUP

- 1 Place the 3 Island boards in a line, in the order of your choosing, in the middle of the table. Leave some space between them.
- 2 Choose a Pirate card and place it in front of you.
Take the Bonus marker that matches your Pirate and place it on location 0 of the Bonus track, at the bottom left of your Pirate card.
- 3 Take the 6 Ship cards that match your Pirate (recognizable from the Pirate portrait on the front and back of the cards).
You have 3 Plunder Ships cards (Treasure Chest icon) and 3 Attack Ships cards (Skull icon).
- 4 Shuffle the Treasure tiles face down and place them in stacks to form a reserve.



HOW TO PLAY

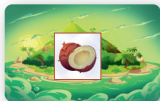
Everyone plays at the same time. For each round of the game, complete these 3 steps in this order:

1. Deposit new Treasure
2. Choose Ship cards
3. Resolve Ship cards

1. Deposit new Treasure

The tide comes in, leaving more Treasure on the Islands! At the start of each turn, place 1 new Treasure tile, taken randomly from the reserve, on each Island board.

- If there is no Treasure on the Island, place the tile face up.
- If there is already a Treasure tile on the Island, place the second tile face down, then the third face up and so on, alternating between face up and face down.



2. Choose Ship cards

Pirates prepare to plunder! Secretly select one of your Ship cards and place it face down in front of you.

The color of your card (red, yellow, or green) indicates which Island you are sending your Ship to. The icon at the top of the card shows which action the Ship will perform.

The **Treasure Chest** icon shows you are sending your Ship to **Plunder**, to bring back the Treasure that was washed up on the shore.

The **Skull** icon shows you are sending your Ship to **Attack** any Pirates you find returning from the Island with Treasure.

Example 1:

- Green Island
- Plunder Ship



Example 2:

- Yellow Island
- Attack Ship

3. Resolve Ship cards

When all players have chosen Ship cards, turn them over and place them next to the corresponding Islands. Resolve the actions of each Ship on each Island as follows:

- **If you chose the same card as your opponent** your actions cancel each other out and you take your card back into your hand. However, move your Bonus marker up one step on the Bonus track: Pirates learn from their mistakes!
- **If there is only 1 Plunder Ship on an Island:** the owner takes all the Treasure from the Island and stores it face down next to their Pirate card. Mission accomplished!
- **If there is 1 Plunder Ship and 1 Attack Ship on an Island:** the attacking player takes all the Treasure. A successful ambush!
- **If there is only 1 Attack Ship:** nothing happens. A wasted turn for those Pirates!

Example 1:

There are 2 or more Plunder Ships on the same Island: the expeditions all fail, but each player moves their Pirate's Bonus marker up one step on the Bonus track.



Example 2:

If there is 1 Plunder Ship and 2 Attack Ships on the same Island: the Attacks fail and the player with the Plunder Ship takes all of the Treasure. The Attack Ship players move their Bonus markers up one step on their Pirate's Bonus track.



USING A BONUS

At the start of a round, just before the Choose Ship card step, you may use one of the 3 bonuses available on your Bonus track:

- A Bonus is available if your Bonus marker is at the same or a higher level than the Bonus.
- Announce that you will be using the Bonus and then take the action that corresponds to that Bonus.
- Then move your Bonus marker back to location 0 of the Bonus track.



Telescope

Secretly look at the face-down Treasure tiles on 1 Island of your choice



Treasure Chest

Take one Treasure card at random from the Reserve, without showing it to the other players. Look at it, then place it face down with your other Treasure.



Ship x2

Choose 2 Ship cards instead of 1 during the Choose Ship cards step. Both cards are resolved during the Resolve Ship cards step.



END OF THE ROUND AND END OF THE GAME

When all of the Ship cards are resolved, return all your Ship cards back to your hand.

If there are no more Treasure tiles in the reserve at the end of a turn, the game ends immediately. Count up the points from your Treasure tiles and your Bonus level. The player with the most points is the winner.

Each Treasure tile is worth the following:



Coconut:
1 points



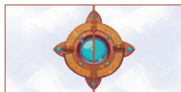
Gold pieces:
2 points



Diamonds:
3 points



Incomplete Jewel:
0 points



Complete Jewel:
8 points

Your Bonus marker ● is worth the following number of points depending on its level on the:

