



CAPTAIN SILVER

REVENGE ISLAND

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This expansion contains two modules: *New Island Aho!* and *Silver's Tricks*.

Both require you to have the *Treasure Island* base game.

When you play a game of *Treasure Island*, you can use either or both of the modules below.

Contents

1 zone map (double-sided)



1 game board (double-sided)



1 Patrol template



1 sticker (new movement for Silver)



5 markers (black, red, orange, blue, green)

1 Long John Silver miniature



1 "Lie" Information token



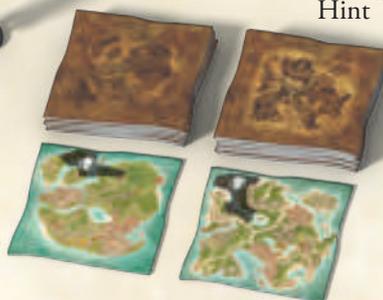
1 "Traitor" Chest token



1 Starting Hint



1 Black Spot Hint



22 District hints



12 Trick cards



1 Long John Silver mini-map (double-sided)



3 Fog tokens

1 tunnel mini-map (double-sided)



4 island mini-maps (double-sided)

New Island Ahoy!

During setup, use the new game board flipped to whichever side you like: Either the new version of the *Treasure Island* map, or the map of a completely new island, Revenge Island.

Playing with perspective

The illustrious cartographer who created these two maps has depicted the islands in an oblique projection (a slightly lower perspective). In game terms, you can never refer to anything from the area hidden behind something in the illustration, because we use the visible limit of each object in the illustration to define what occupies that area on the map.



EXAMPLE

In this case, if the treasure is placed in the visible limit of the tree, it is considered to be in the tree, and cannot be considered as being on the road.



Treasure Island, a new map

This map does not modify the rules of the base game at all. It is simply a new interpretation of the map with which you likely are already familiar.



Use the 11 District Hints in this expansion instead of the ones from the base game.

New District Hint, identifiable by its "Treasure Island" back

Revenge Island

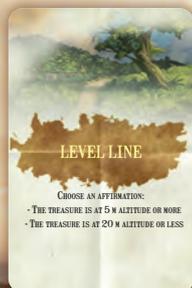


Captain Silver has more than one treasure to protect from the other greedy pirates. He hid one of them on another island that he knows well, one he used to rule as king of the pirates: Revenge Island. Alas, an English garrison has retaken control of this little piece of land, and Long John Silver once again finds himself in irons! Seeing them coming, Silver had time to conceal his precious booty on the island before they caught him and threw him in prison. His selfish and crafty crew know he's hidden something, and will take advantage of his imprisonment to search for this treasure.

If you use the Revenge Island map, you must play with the following rules:

HINTS

Remove the "Altitude" Starting Hint from the base game. Add the "Level Line" Starting Hint and the "Elevation" Black Spot Hint.



Use the 11 District Hints for the Revenge Island map.

New District Hint, identifiable by its "Revenge Island" back



PERIMETERS

- **Urban terrain** (excluding buildings, boats, ruins, and roads). You can neither enter, exit, nor pass through these areas with a move longer than 3 miles.
- **Forested terrain** (trees and forests). You cannot perform a large search entirely or partially in these areas.



PRISON

The towers in which Silver can be imprisoned are marked with a flag at their tops.

Silver's Tricks

Long John Silver's influence and charisma enable him to act from his prison. He will always find a guard to bribe, an officer to blackmail, or an accomplice to come in and transmit his instructions! The pirates are after his treasure? Not to worry! This time, Silver has new cards up his sleeve, and they will have to foil his ruses to achieve their nefarious goals!

The Silver's Tricks module allows you to adjust the difficulty level for Long John Silver, regardless of whether you are using the map for Treasure Island or the map for Revenge Island.

During the Preparation phase, agree on the difficulty level. This will determine the number of Trick Points (♣) Silver has:

DIFFICULTY LEVEL FOR LONG JOHN SILVER	NUMBER OF TRICK POINTS (♣) FOR THE GAME
Difficult	None
Normal (default)	1
Easy	2
Very Easy	3

Then Long John Silver draws 3 value-1 (♣) Trick cards and 2 value-2 (♣♣) Trick cards. He reads them and hides them behind his screen.

During the game, Long John Silver can interrupt the game at any moment to play a Trick card. He must respect 2 conditions:

- The total number of Trick Points he plays during the game can never exceed the number of Trick Points afforded by the chosen difficulty level.
- He must respect the calendar constraint on the Trick card. For example, Max 15 means that the Trick card can be played no later than the turn that takes place on June 15.

TRICK CARD CLARIFICATIONS:



Patrol: Formidable even while locked up, Silver has convinced an officer to patrol the island searching for the dangerous pirates! After each positioning of the Patrol template, record its location by tracing its outline with a marker. The Patrol template cannot even partially overlap one of its previous locations; however, the Patrol template can overlap with a forbidden zone.



Traitor: Silver gives a pirate the Traitor token after an unsuccessful search, in the same way as any other Chest token.



Phantom: Each Silver miniature moves 4 miles twice on each of Silver's turns (see *New movement for Long John Silver*, right).



Concession: You can place this Event card on the space on the calendar board reserved for the canceled hint.



Accomplice: You cannot move the treasure into a forbidden zone. On the other hand, it can move to another District, and its new location can be in a location already cleared by a hint!



Favoritism: This event is canceled if you associate it with the Parrot or Confession hint. Do not mark information associated with the hint on the board. If you need to place components on the board (calipers, compass), the pirates who do not receive the hint must close their eyes while you do so.



Lie: The "Lie" Information token can be associated with any hint. The hint you give MUST be false. For example, for the "Which Way?" hint, it could be true for one pirate but false for another. Place the "Lie" Information token face down; the pirates can consult it by using the Verification action.

ANATOMY OF A TRICK CARD:



New movement for Long John Silver

Long John Silver is more determined than ever. Now he is able to move 4 miles twice each turn after his escape. This rule applies also in the base game, and replaces the old movement of 6 miles once per turn.

Affix the sticker to Long John Silver's Screen from the base game.



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