

KING'S™ GOLD



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Pierô

blue orange
Hot Games Cool Planet

Ages 8 to Adult
2 to 6 Players
Time to Play:
15 Minutes

CONTENTS:

• 60 Coin Tokens

• 5 Pirate Dice (featuring Cannons, Skulls, Coins, Crossbones)



INTRODUCTION

The Caribbean islands were once a lawless cove, run by merchant marines transporting stolen treasures. When news reached the King that these pirates were amassing great riches, he ordered a cut of their loot. Now it is your turn to be a pirate, and you must try to pillage ships and other pirates along the way. How far will you go to deceive the greedy King and become the richest pirate on the coast and at sea?



GOAL OF THE GAME

Earn the most coins by obtaining the best combinations of dice rolls.



SET UP

Place all the Coins in the game box, and position

them in the center of a table within reach of all players.

Familiarize yourself with the combinations of dice rolls you will try to achieve during the game to earn coins (described below and on the reference card).

To determine the starting player, take turns rolling all 5 Pirate Dice. The player who gets the most Skulls starts the game as first player.



PLAYING THE GAME

On your turn, roll the 5 Pirate Dice up to 3 times to achieve combinations described below (also on the reference card).

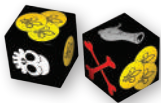
Each time you roll the dice, you can choose to keep or reroll any, all, or none of the Pirate Dice depen-

ding on the combinations you are trying to achieve. You can roll up to 3 times. However, if any of the dice land on Crossbones, those dice with Crossbones are stuck for the rest of your turn and cannot be rerolled. When you have finished rolling, group your dice by the combinations you achieved and apply the results (see below or on the reference card).

Then, it's the next player's turn to roll the 5 dice up to 3 times.

COMBINATIONS OF DICE:

**A Pair of
1 Coin Die
& 1 Cannon
Die:**



Take from the game box as many coins as indicated on the coin die. Then, take an equal amount of coins from the game box and add them to the "King's Gold" (a separate pile next to the game box). If there aren't enough coins left in the box to

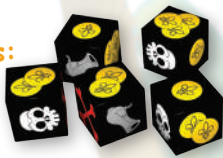
fulfill these two transactions, then take what's left and share it evenly with the King. If there is an odd amount remaining, give the extra coin to the King.

**A Pair of
1 Coin Die
& 1 Skull
Die:**



Steal from the player of your choice as many coins as indicated on the coin die.

All Coins:



Steal all of the King's Gold. Take all the coins from the King's Gold (the pile next to the game box) and add them all to your own pile. The numbers on the coin dice don't matter, the only thing that matters is that they are all coins.

All Skulls:



Steal all the coins from the player of your choice.

All Cannons:



Steal all coins remaining in the game box. Do not share with the King. This ends the game.

Penalty:



If you get 3 (or more) Crossbones during your turn OR if you fail to roll any of the previous scoring combinations: You must take 3 coins from your pile and add them to the "King's Gold". If you don't have enough, give the King all of your coins.

NOTES

- You must always fulfill the results of your dice.
- You cannot use the same die in more than one combination.
- If you have two pairs of 1 Coin Die & 1 Skull Die, you can use them to attack the same player or two different players.
- If you have two pairs of 1 Coin Die & 1 Cannon Die, you must take from the game box twice and pay the King twice.
- If you have both a pair of 1 Coin Die & 1 Skull Die, and a pair of 1 Coin Die & 1 Cannon Die, you must apply both effects.



END OF GAME

The game immediately ends when there are no more coins in the game box.

The player with the most coins wins.

In case of a tie, play another round to determine a winner.