

## "X Marks the Spot"

### Aim:

Move backwards and forwards along the coast to collect the tokens that you need.

Each player needs to collect the following tokens:

- 1 ship
- 1 map
- 1 spade
- 1 to 4 skull and crossbones
- as many compass reading and supply tokens as you think you will need.

Then sail to Pirate Island to find the treasure.

"X Marks the Spot" is a game for 2 to 4 players. Each player needs a coloured counter. Place these on the START square. Put the store of tokens in a container near the game board.

Take turns to throw a die. Move in either direction and pick up a token that corresponds to the square that you land on. For supplies and compass readings, pick up 3 tokens. If you reach the end of the coast on a turn, you may turn around and come back in that turn.

Ship: Choose a ship token. This tells you which jetty you must leave from.

Map: You will need this to find the treasure.

Spade: You will need this to dig for the treasure.

Skull and crossbones: You will need these

1. to be allowed on the island which is guarded by pirates, and
2. if you land on the same square as another player at sea.

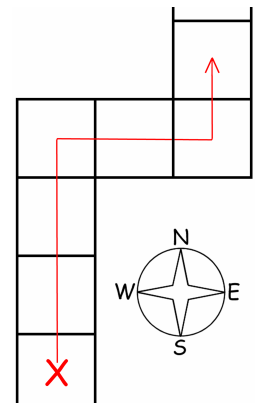
If you already have a ship, spade, map or 4 skull and crossbones, pick up 3 supply tokens or compass reading tokens.

Each time you move you will need to return one supply token to the store.

You must also return one compass reading token

- each time you set off, and
- each time you change direction.

In this move, return one supply token, two North tokens and one East token to the store:



When you are on the island, you do not need to return any compass reading tokens because you have your map to find your way. However, you still need return a supply token on each turn. You may move to the beach and back again in a turn.

If you run out of supplies or compass readings, miss a turn and pick up two tokens (two compass readings, two supply tokens or one of each).

If you land on another player at sea, you must both return a skull and crossbones token to the store. If either player does not have a skull and crossbones, he or she must move back ten places. You may also choose to move back ten spaces if you need to keep your last skull and crossbones token to get onto the island.

If you land on another player on land, send them back to

1. START if you are on the coast, or
2. the nearest beach if you are on the island.

You must return a skull and crossbones token to the store to be allowed onto Pirate Island.

You must roll the exact number to land on the cross. Give in your map and spade to get the treasure and win the game.