



For 2-4 Players

Before Game Play

1. Make Three Piles
 - Pile 1—Treasure Cards
 - Pile 2—Conflict, Rock of Iris and Demeanis Deyol Cards
 - Pile 3—Character Cards
2. Shuffle and deal out four cards to each person from Character Cards (Pile 3). Each player will place their four cards in a *Line-Up* face up in front of them.
3. Shuffle remaining Character Cards (Pile 3) with Pile 2 cards and place face down in a Draw Pile.

How to Win

1. Earn the majority (4) Treasure Cards and have the Prince Gustavor Card within your Line-Up.

During Play

1. Players take turns drawing a card from the Draw Pile. They must replace it with one from their Line-Up. The replaced card goes into a Discard Pile. The Line-Up may not be rearranged unless it is your turn immediately following a drawn/replaced card.

How to Earn Treasure

1. Win a conflict over a player that has a Treasure Card. If your score is higher than your opponent's in conflict you may either trade one of your Line-Up cards for one of theirs or take one of their Treasure Cards.
2. If you have four of a kind (i.e.: four Gustavor Crew Cards). This may be done only once per kind.
3. Draw a Rock of Iris card from the Draw Pile. The Rock of Iris Card immediately goes into the Discard Pile.
4. Treasure Cards are kept in a Treasure Chest for each player separate from their Line-Up.

Conflicts

1. A Conflict occurs when you see a Conflict Card showing from the top of the Draw Pile. Do NOT draw it yet. You must first select an opponent to have a conflict with (unless you are playing a 2-person game).
2. Draw the card and turn it over to see what to score. It might say Cards 1 & 2, which would mean add up point totals from the 1st and 2nd cards in your Line-Up. Remember there are negative point cards (which would mean subtract).
3. The winning player (highest total) of the conflict must either trade a card with their opponent or take a Treasure Card from them.
4. If it is a tie in score then no action is taken.
5. Place the Conflict Card in the Discard Pile after the conflict.

Draw and Discard Pile

1. When there are no more cards in the Draw Pile shuffle the Discard Pile to make a new one and resume play.

Demeanis Deyol Card

1. If the Demeanis Deyol Card is drawn, that player must return all Treasure Cards to the Treasure Card Pile and immediately place Demeanis Deyol into the Discard Pile.

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