

## COMPONENTS



Bell: 1 item



Dice: 24 pieces (6 pieces x 4 colors)



Treasure cards: 42 cards (2 x 21 kinds)



Attack cards: 36 cards (9 cards with 6 kinds x 4 colors)

## HOW TO READ ATTACK CARDS

This number indicates the order of attack card effects during BATTLE PHASE.

The order of priority is as follows:

0→1→2→3→4→5

Name of the attack card

The effect range of the attack cards are as described in the text.

This illustration depicts the area of effect of the attack cards. The attack cards of your opponents that lie within the colored areas will be discarded.



## ATTACK CARDS 6 KINDS



Vile Hostage Strategy  
1 card/color (4 in total)



Squadron Battle on Board  
1 card/color (4 in total)



Side Cannon  
1 card/color (4 in total)



Main Cannon  
1 card/color (4 in total)



Wrath of the Great Squid King  
1 card/color (4 in total)



Spy Ship  
4 cards/color (16 in total)

## GAME PREPARATION

1

Each player chooses a color (red, blue, white or green) as they like, and then takes all 9 attack cards and dice in the same color. The players should hold all of the attack cards in hand.

2

Turn the treasure cards face down, shuffle them well, and then place them into a deck.

3

Take 16 treasure cards from the top of the deck, turn them face up, and line up 4 of the cards vertically and 4 of them horizontally. Place the bell in t

4

Determine the first player with rock-paper-scissors or any other convenient methods.

## 2 PLAYERS

1

After each player receives their respective 9 attack cards, **remove both of the [5] Spy Ship cards and put them back in the box.** These cards will not be used for 2 players. Hold all 7 remaining cards in hand.

2

Turn the treasure cards face down, shuffle them thoroughly, and then place them into a deck. **Take 10 cards from the deck in random order, and put them back in the box.** These cards will not be used.

3

**Take 9 treasure cards from the top of the deck, turn them face up, and line up 3 of the cards vertically and 3 horizontally.** Place the bell to set up the game board.



## BASIC GAME FLOW

### 1. DICE PHASE

Roll the dice on hand, and secure the treasure cards on the field pre-emptively as one's own territory.

### 2. SET UP PHASE

Put the attack cards face down on the treasure cards that have been secured pre-emptively as occupied territory.

### 3. BATTLE PHASE

Turn the attack cards on the field face up, then interfere with each other by activating the effects in order of attack speed.

### 4. TREASURE PHASE

The treasure cards on surviving territories are rewarded, then the field is restocked with new cards from the deck.

END OF THE GAME

Confirm the requirements for ending the game.

The sequence from 1-4 counts as 1 round, which repeats itself until there are only 8 or less treasure cards left at the end of the turn. This marks the end of the game. The player with the most number of treasure cards at the end wins.