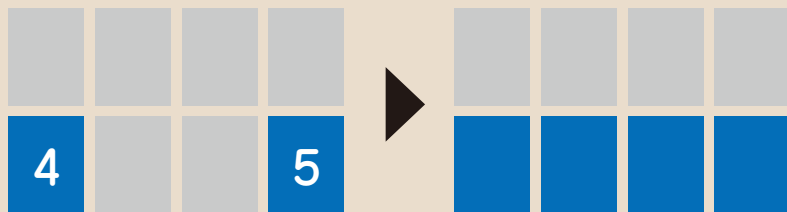


4. TREASURE PHASE

During this phase, the players receive the treasure cards on their surviving territories as reward, and restock the field with new treasure cards from the main deck. The players are rewarded with the treasure cards on which their own attack cards remain placed. **In addition, they can also obtain every treasure card sandwiched between their attack cards in a vertical, horizontal or diagonal line.** But none of that counts if there are cards of another player placed in between their row of cards.

EXAMPLE

The blue player's attack cards, "Wrath of the Great Squid King [4]" and "Spy Ship [5]", surround 4 treasure cards horizontally, so they obtain all 4 cards.



• After the players obtain the treasure cards, the used attack cards are gathered in a pile, and put face down on the table close to themselves.

*1 treasure card in possession is worth 1 point, and the player with the most treasure cards wins.

• After obtaining the treasure cards, restock the empty card spots with new cards from the main deck.

Restore the field to its original 4 x 4 placement with treasure cards from the main deck. **This is done by the first player.**

If there are no more cards remaining in the deck, and the 4 x 4 field with 16 cards cannot be maintained anymore, then re-arrange the available treasure cards to form a rectangular formation. This is also done by the first player.

TIPS & NOTES (TREASURE PHASE)

- It is possible to gain a large score, if the players can obtain the treasure cards lying in between their attack cards in a vertical, horizontal or diagonal line. Trying to squeeze as many treasure cards in between during the DICE PHASE or selecting the right attack cards to protect sandwiched territories during the BATTLE PHASE are all important choices to make.

END OF THE GAME & HOW TO WIN

The game ends when there are no more treasure cards left in the deck and less than 8 treasure cards left on the field after the TREASURE PHASE (when the 3 x 3 formation is not possible anymore).

At the end of the game, the player with the most amount of treasure cards wins.

- If there are multiple players who end up with the same number of treasure cards, then the player with the most treasure cards containing matching dice numbers (11, 33, etc.) comes off victorious.
- In the extremely rare case of players obtaining the same number of matching dice as well, all of you should communicate with each other, and **"the player who was the most delightful bell ringer" shall emerge as winner.**

Start the next round (1. DICE PHASE™) if there are more than 8 treasure cards on the field.

The first player can ring the bell to begin the DICE PHASE for the next round at any time. The same player who rang the bell to end the DICE PHASE of the previous round becomes the new first player.

ADDITIONAL NOTES

Basis If there is a conflict with overlapping timing between players while playing Captain Dice, priority is always clockwise from the first player.

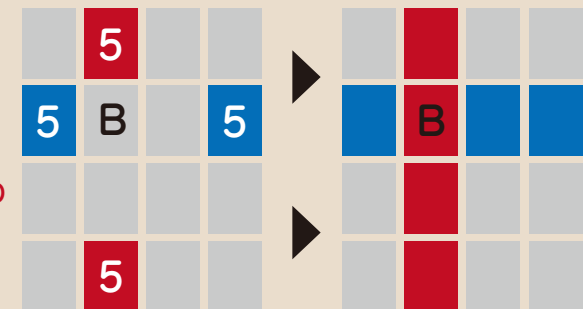
Whoever rings the bell to end DICE PHASE is the new first player until the end of the next DICE PHASE. The first player has 3 special advantages.

1. If the order of attack speed (the number on the upper left of the attack cards) overlaps, conflict is resolved in clockwise order from the first player. (In other words, card effect of the first player gets priority first, making it very easy to gain the upper hand during the BATTLE PHASE.)
2. The first player can ring the start bell for DICE PHASE at any given time. They can do so when everyone is distracted during a conversation or after memorizing the dice numbers on the open treasure cards.
3. If more than 1 player were to secure a row of treasure cards with their attack cards, then the priority to get the sandwiched cards during TREASURE PHASE is clockwise from the first player.

As shown in the example below, the player in red is able to obtain "Card B".

EXAMPLE

FIRST PLAYER: RED



• During DICE PHASE, it is possible to place the dice on 2 different cards, even with only 1 remaining attack card on hand. **When it is the player's turn to place a card, but they are empty-handed during the SET UP PHASE,** they can redraw all of their discarded attack cards from the waste pile.

• If the priority of attack speed (the number on the upper left of the attack cards) overlaps during the BATTLE PHASE, play order is clockwise beginning with the first player.

• When restocking the treasure cards on the field during the TREASURE PHASE, the players can continue the game even if there are not enough cards for a 4 x 4 formation. Re-arrange a rectangle formation with the cards available. This task should be conducted by the first player.

• If there are cards of other players placed in between the player's sandwiched treasure cards, then it does not count as 'sandwiched'.

As shown in the example below, the player in red is not able to obtain "Card A".

EXAMPLE

FIRST PLAYER: RED

