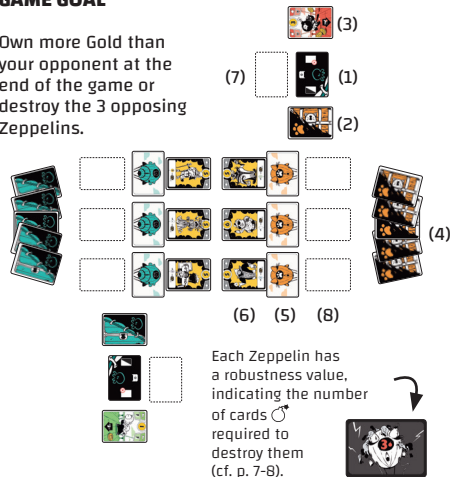


GOLD n' CRASH

GAME GOAL

Own more Gold than your opponent at the end of the game or destroy the 3 opposing Zeppelins.

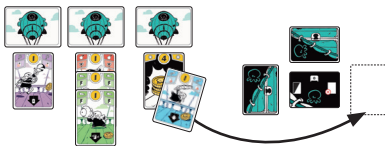


Game Setup example

c. Discard a card:

Place the last card of one of your columns in your discard pile.

You must trigger their discard effect.



END OF THE GAME

You keep on playing alternatively, until one of the game ending conditions is met:

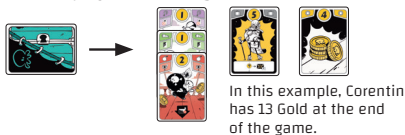
- **The last Zeppelin of a player has been destroyed.**

In that case, the player who destroyed that Zeppelin wins the game instantaneously.

- **The Crew deck of a player is empty.**

In that case, their opponent plays one last turn, then sum up the Gold stored in each player's Treasure (central value in the yellow circle).

The richest player wins the game.



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GAME SETUP

Choose between Octopirate and Meowmurai.

Each player:

- takes 1 Crew deck, its Banner and its Zeppelins,
- places the **Banner card** (1) of their crew on the right side of their game area, with, on their left side, the **Crew deck** (2), previously shuffled, face down,
- places the 5 first Crew cards, face up, in their **discard pile** (3), on the right side of their Banner card,
- draws 5 Crew cards as a **starting hand** (4),
- shuffles and places their **3 Zeppelin cards** (5), Undamaged face up, without watching the other side, in front of them as indicated here after,
- shuffles the **Esteemed Guests** (6), then draws and places 1 face up above each of their Zeppelins.

Finally, choose randomly who starts the game. You may start the fight!

Clarifications:

- as soon as you place a card in your **Treasure**, place it above your Banner card (7).
- you may play your cards in **each column** below your Zeppelins (8).

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THE ESTEEMED GUESTS:

When you meet the requirements indicated on their card, secure them: place them immediately in your Treasure.

This card cannot be discarded from your Treasure, nor the cards underneath it.



Secure the Esteemed Guest as soon as:		
	x4	you have 9 Gold in the column,
	x2	you have played 2 cards in this column in the same turn,
	x5	you have played or moved the 5 th card in this column,

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TURN SEQUENCE

On your turn, you may carry out 2 actions, same or different, amongst the 3 following. Then, it is the turn of your opponent.

The actions available on your turn:

a. Draw:

Take the first card of the Crew deck and add it to your hand.

There is no hand size limit.



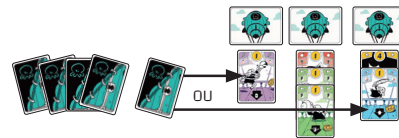
b. Play a card:

Place one card from your hand, face up, in one of the columns below one of your Zeppelins. **You cannot play this card in the row that has the most cards.**

- If your 3 columns have the same number of cards, play your card in any column.

- If 2 columns have the same highest number of cards, you must play your card in the column that has the least: the 3rd one.

You must trigger the play effect.



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	x4	you have played or moved the 4 th card of a different type (👁️, 🗡️, 🕸️, 🏠, 🚗, 🕒) in this column,
	x3	you have played or moved the 3 rd 🕸️ card in this column,
	x3	you have played or moved the 3 rd 🗡️ card in this column,
	x3	you have played or moved the 3 rd 🏠 card in this column,
	x2	you have played or moved the 2 nd 🕒 card in this column.

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THE PLAY ACTION EFFECTS:

When you play a card in a column from your hand, trigger its play effect.

- If it is the only card of this type in this column, apply the effect once;
- If it is the 2nd card of this type in this column, apply the effect twice;
- If it is the 3rd card of this type in this column, apply the effect three times then discard the column (cf. p. 10).

		BOMB: target the Zeppelin of the opposite column of your opponent. The opponent checks if the Zeppelin resists the bombing by looking at the robustness value on the other side of the card. If the robustness value is lower than or equal to the number of cards in the opposite column: the Zeppelin card is flipped face Destroyed up. If an Esteemed Guest was on this Zeppelin, put it back in the box. Otherwise, nothing happens. The player who was just attacked simply states that the Zeppelin resisted the attack, and the Zeppelin card remains with the Undamaged face up.
		BOARD: discard the last card of the opposite column of your opponent, without applying its discard effect.
		FISH: take the first card in your discard pile and add it to your hand.
		REINFORCE: draw the first card of the Crew deck and add it to your hand.
		SECURE: place face down the last card of one of your adjacent columns in your Treasure.
		The cards have no play effect. The cards have value only when in your Treasure.

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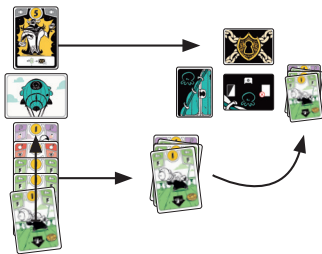
THE DISCARD ACTION EFFECTS:

		CRACK THE SAFE: place the card from the top of your opponent's Treasure in their discard pile.
		MANŒUVRE : move the last card of one of your columns to an adjacent column but do not trigger its play effect.
		CALL BACK: take the last card in one of your columns and add it to your hand.
		OBSERVE: look at the 2 first cards of your Crew deck and choose, for each card, if you leave it on the top or the bottom of your deck in the order of your choice.
		LOOT: place face down the top card of your opponent's discard pile in your Treasure.
		They cannot be discarded with the action "Discard a card".

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After you have played the 3rd card of the same type , , , , in one of your columns:

- trigger the play effect 3 times, except for the .
- secure the Esteemed Guest of this column if the requirements are met,
- regroup the column from bottom to top and place it in your discard pile, without triggering their discard effects.



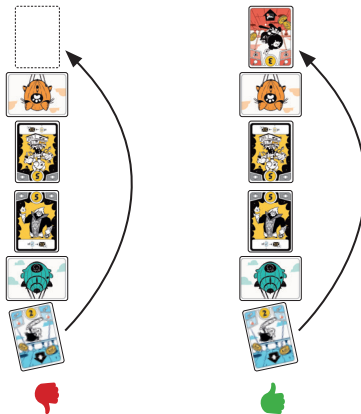
After you have moved a card with the action **MANŒUVRE**, if it is the 3rd card of the same type in this column:

- **do not trigger the effect of the card,**
- secure the Esteemed Guest of this column if the requirements are met,
- regroup the column from bottom to top and place it in your discard pile, without triggering their discard effects.

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Clarifications:

- You must trigger the play effect of a card you play and the discard effect of a card you discard from one of your columns as the result of the discard action. This means that you may not carry out some actions if the effect has no target possible.



The play effect Board cannot be triggered as the opponent does not have any cards in the opposite column. So the card cannot be played in this column.

The play effect Board can be triggered as the opponent has a card in the opposite column. So the card can be played in this column.

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Find our rules and the documentary about the creation of this game on our YouTube channel!

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