

## Tilsit Collection

# Key Largo

A game by Paul Randles, developed by Mike Selinker and Bruno Faidutti.

For 3 to 5 players age 8 and up

## Story

The year is 1899. The new century dawns, and with it the promise of a rich future. You have just learned that this little island in the Caribbean was once at the heart of the shipping lanes of old world ships that fell prey to the Pirates of the Seven Seas. Many ships with tons of treasure are ripe for the taking.

The only catch is, only ten days remain until Hurricane Katty shows up. Once the storm season begins, the hurricanes will last for months, making it impossible to dive. By the time they subside, all the big corporations from the mainland will arrive, and push aside the entrepreneurs who seek riches in the deep. Entrepreneurs like you.

During the next ten days, each player invests in his or her diving company and tries desperately to find the most treasures while selling when the prices are the highest.

## Components

- A two-part island board.
- 130 cards, including:
  - 80 wreck cards, including:
    - 20 “shallow water” cards.
    - 30 “mid water” cards
    - 30 “deep water” cards
  - 5 sets of 5 action cards, one set for each player.
    - 24 encounter cards (used only with the optional rules)
    - 1 first player card
- 15 diver tokens.
- 40 diving equipment items, including:
  - 20 hoses.
  - 10 tridents.
  - 10 weights.
- 1 day ring.
- 5 ship pawns, one per player.
- Money in banknotes of value 10 to 500

## Object of the game

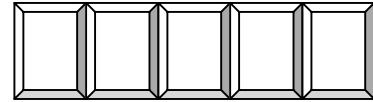
The goal of *Key Largo* is to be the player with the most money at the end of the ten days. Players hire divers and send them to collect treasures from sunken vessels, then bring those treasures to town with the goal of selling them to tourists at the best possible price.

## Setup

- The **island** is placed in the center of the table. The **day ring** is placed in Dolphins Cove on the first Friday. It will move one space forward at the end of every day.



- Each player takes a **ship pawn** and a set of **five action cards** in the same color. Ships and cards not used are removed from the game.



- Each player receives **\$100**. The remaining **banknotes** are sorted into the **bank** and placed near the gaming area.
- Each player gets a **diver** and places it, face up, in front of him. Extra divers are stacked next to the bank.
- **Equipment** items are stacked next to the bank.
- A random player takes the **first-player card**. He will be the first player.

- The **wreck cards** for each water depth are shuffled separately, and stacks of 5 face down cards - the **wrecks** - are placed on the table, around the island. The number of wrecks depends on the number of players:

# of wrecks in	# of players		
	3	4	5
Shallow water	3	4	4
Mid water	4	5	6
Deep water	4	5	6

With 3 or 4 players, remove the unused cards from the game without looking at them.

The game now starts. A game of *Key Largo* is divided in ten days. It ends after the second Sunday.

## The day

Each player will act twice everyday, once in the morning, once in the afternoon. The five action cards list the five places where ships can go.

- Each player directs the actions of his company for the day. To do this, each player selects **two of his action cards** and places them face down in order, with the first action (morning) on the top and the second (afternoon) on the bottom.
- All players simultaneously reveal their first card (morning card) and place their ships in the corresponding areas. A player who has chosen the "Search Wreck" action may place his ship over the wreck of his choice. If more than one player has chosen this action, they select their wrecks in player order. **There can never be more than one ship over the same wreck.**
- Each player in turn, starting with the first player and going clockwise, resolves the effect of his revealed action card. The effect of the action cards are described below.
- After all players have resolved the effect of their first action card, they reveal their second action cards (afternoon cards), which are also resolved in the same way, in player order.
- After all players have resolved the effect of their afternoon cards, the day is over. The first-player pawn

moves to the left, while the day ring is moved onto the next day.

## Effect of the action cards

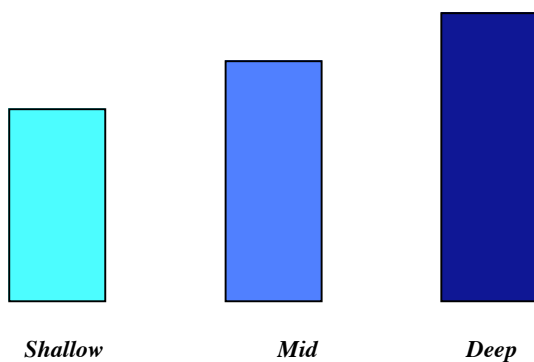


### • Search wreck

A player who has chosen the "Search Wreck" action may place his ship over the wreck of his choice, providing he has at least one diver that can dive deep enough to search the wreck. **There can be only one ship over each wreck.**

A diver with no extra hose card can only search in shallow waters. A diver with one extra hose card can search a wreck in shallow or mid water. A diver with two extra hose cards can search any wreck.

### Maximum dive depth:



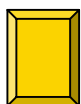
A player must search the same wreck with all of his divers. If some of them cannot dive that deep due to lack of hoses, the player searches only with the divers who are equipped to do it, and his other divers don't do anything, staying on the boat waiting for their colleagues.

*Example :* A player with a diver with two hoses and another one with only one hose can search a wreck in deep water with only one diver, or a wreck in shallow or mid water with his two divers.

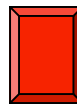
Each diver searching the wreck allows the player to draw one card from the top of the wreck pile. Cards are drawn one by one.

## Drawing wreck cards

For every drawn card:



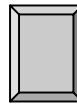
- If it is a **treasure** card (gold, goods, artifact, or jewel), the player keeps it secret and takes it in his hand.



- If it is a **monster** card, the diver is frightened and gives up diving.

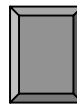
The player *must* discard the diver card and all his equipment, which are removed from the game.

If other divers from the same player didn't draw cards yet, the player can resume searching with his other divers on the same wreck. The monster card is then shuffled again with the remaining treasure cards on the wreck. (If it's the last card in the wreck, it is simply placed back, face down.)



The player can also discard an available **trident** to kill the monster. The trident and monster are both removed from the game.

After killing the monster, the player resumes diving and draws the next treasure card as a replacement. The trident used to kill the monster must belong to the diver who encountered the monster, or to another diver who was diving with him with enough hose to reach the same depth.



After drawing a treasure card, a diver can discard a weight to draw a second treasure card. The weight is then removed from the game.

When all treasure cards have been taken from a wreck, it is not possible to search that wreck again.



### • Dolphins Cove

A player who has chosen the "Dolphins" action places his ship on the Dolphins Cove, and takes tourists for dolphin watching in the bay.

The player is spending this part of the day taking tourists to watch dolphins. On his turn, he receives from the bank the amount of money indicated on the day track under the current day. Dolphin watching pays more on the weekends.



### • "The Siren" Tavern

A player who has chosen the "Siren Tavern" action docks his ship next to the tavern.



A player who has chosen the "Tavern" action may hire one more diver and add him to his team.

The most divers a player can have is **three**, and a player who already has three divers cannot hire a fourth one - though he can still go to the tavern to pay for drinks or hire a thief.

To hire a diver, a player must pay to the bank the price given on the action card, depending on the number of players in the tavern (the number of ships are on the tavern space). The more players have chosen the Tavern action (whether or not they hire divers), the more

expensive it is to hire a diver. The player takes a diver from the reserve and places him in his team.

**A player may hire only one diver every time he goes to the tavern.**



**A player who has chosen the "Tavern" action may hire a thief to steal from another player.**

The player must pay to the bank the price given on the action card, depending on the number of players in the tavern. The player pays the price and draws a treasure card from the hand of another player of his choice. The stolen player holds his cards so that the stealing player sees only the color of their back, and the stealing player draws a card from them and add it to his hand.

**A player may hire only one thief every time he goes to the tavern.**



**A player who has chosen the "Tavern" action may also buy a round of drinks and listen to the old mariners' tales.**

The player pays \$20 to the bank and looks at all the treasure cards in two ships of his choice, and then shuffles the cards in each ship.

**A player may buy only one round of drinks every time he goes to the tavern.**

The three tavern actions are independent one from another. A player whose ship is on the tavern space may do none, one, two, or all of these actions, but he can do each action only once every time he goes to the tavern. The costs to hire a diver or a thief depend on the number of players in the tavern, and are written both on the action cards and on the island.



**• "Old Salt" Equipment Shop**

**A player who has chosen the "Equipment shop" action docks his ship next to the shop and goes shopping for equipment for his divers.**

The player may buy up to two equipment items for every visit to the shop.

Items must be attached to existing divers in the player's team as soon as they are purchased. A player cannot purchase an item that he cannot attach to a diver.

The price for the various items is given on the action card and depends on the number of players whose ships are on the Equipment Shop space, no matter what items the other players buy.

If there is no more of an item in the reserve, that item cannot be purchased.



**Hose:** This allows the diver it is attached to search for deeper wrecks. A diver with no hose can search only in shallow waters, a diver with one hose can search in shallow or mid water, and a diver with two hoses can search in shallow, mid, or deep water.



**Trident:** This kills one monster. If, when searching a wreck with a diver carrying a trident, a player draws a monster card, he may discard a trident from the searching diver or

from another diver diving with him to "kill" the monster. This allows the player to draw the next treasure card in this wreck, if any.

**Weight:** These allow divers to carry up an additional treasure. On a dive, if a player discovers a treasure, the player may choose to "drop" the weight and pick an additional treasure. If it is a second treasure the player gets both. If it is a monster, the player is "scared away" with just the first treasure drawn and has lost the weight. If the player has a Trident, the player may still "kill" the monster to have an additional draw.

Equipments are designed so as to be attached to the corresponding diver when bought. **Each diver can carry up to two hoses, one trident, and one weight.**



**• Tourist Market**

**A player who has chosen the "Tourist Market" action docks his ship next to the market and goes selling the treasures he has found in the wrecks.**

A player can sell only cards of one type (goods, gold, or artifacts) per visit. He can sell as many cards of a given type as he wants, and may keep cards if he wishes to, but he must sell at least one card.

### Value of treasure cards

There are two numbers on a treasure card : its quantity on the upper corners, and its endgame value at the bottom. The price for a treasure card sold at the market is its quantity times the price for each unit, as given on the action cards and on the island. It depends on the number of players at the market, no matter what the other players sell.

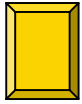
Jewels are an exception and are never sold at the market.

**Goods:** The price for goods is better if you are the only one at the market. You get \$40 per crate if you are alone, \$30 per crate if there are two people selling, and \$20 per crate if 3+ players are selling. That is also the price at the end of the game.

*Example : The card above, with five crates, can be sold for \$200, \$150 or \$100, depending on the number of players at the market. It is worth \$100 if unsold at the end of the game.*

**Artifacts:** Quite opposite of goods, the price is better for artifacts if lots of people are there. Alone, a player will get \$20 per artifact; 2 players will get \$30 per artifact; and 3+ players will get \$40 per artifact. They sell for \$20 apiece at the end of the game.

**Gold:** The price on gold never fluctuates during the game. It is always \$30 for each gold piece, so a 2-gold card can be sold for \$60. Only at the end of the game, gold pieces on unsold cards are worth \$20 each.



Jewels are never sold at the tourist market, only at the end of the game for the value printed on the card.

## Game end

- The game ends after the second Sunday. All unsold treasure cards in the player's hand are cashed out for the value written at the bottom of the card, and jewels for their face value. After this, the richest player wins.

### Game turn example:

*First game turn with four players (In turn order Red, Green, Yellow, and Purple)*

- All players select their morning and afternoon action cards and play them face down in front of them.

- Players turn their morning cards face up. Red is going to the Tavern, Green and Yellow to the Dolphins Cove, Purple to the Equipment Shop. Each player places his ship facing the corresponding place.

*Red hires a diver for \$80 and pays \$20 for drinks, and pays a total sum of \$100. He takes a diver and places it next to the one he already owns, then looks at the five cards in a wreck, shuffles them and places them back, and then does the same with a second wreck.*

*Green and Yellow each receive \$50 from the bank, since it's Friday.*

*Purple buys a hose and trident at the shop, and pays \$50 to the bank. He attaches trident and hose to his diver.*

- Players turn their afternoon cards face up. Red and Purple search wrecks, while Green and Yellow go to the Tavern.

*Red places his ship on a shallow water wreck, since his divers have no hoses.*

*Green and Yellow moor their ships next to the tavern.*

*Purple, whose diver has one length of hose, places his ship on a mid-water wreck.*

*Red has two divers. He draws the two first cards of the wreck where his ship is placed, and keeps them in hand.*

*Green pays \$100 to hire a diver and \$20 for drinks, for a total of \$120. He takes a diver, and looks at the cards in two wrecks of his choice, shuffling each wreck deck after looking at it.*

*Yellow pays \$100 to hire a diver, and doesn't pay for drinks.*

*Purple draws the first card of the wreck where he has placed his ship. It's a sea monster! He kills the monster with his trident. The monster and trident are removed from the game, and Purple draws the next card as replacement. If Purple had no trident, he would have lost his diver and hose, and the cards in the wreck would have been reshuffled, with the monster in them.*

- The day is over, and the game moves to the next day. The day ring is moved forward to Saturday, and Red passes the first-player pawn to the player on his left, Green.

## Optional rules: Tourist encounters

Players who already know the game can make it more dynamic by adding encounter cards.

Encounter cards are shuffled before the game starts and placed in a drawing pile, face down, in the Dolphins Cove. Each card is a person that the players can meet when taking tourists to watch dolphins in the bay.

When a player plays the "Dolphins" action card, he receives his normal payment from the bank, and additionally draws an encounter card and keeps it in hand.

A player who has drawn an encounter card can play it, and apply its effect, later in the game. To do this, his ship must be in the place stated on the card. The card is discarded after use, and it only affects that half day. "Tourist" cards, with no special effect, are also kept in hand and can only be discarded in the stated place. A player can play only one encounter card every half-day.

**A player may never have more than two encounter cards in hand, even when some of them are just tourists.**

## Encounter cards and effects

### Cards to be played when searching a wreck



- **Tourist:** No effect.



- **Aide:** Draw an extra card if searching in shallow waters.



- **Hasty Buyer:** Immediately sell, at the highest price, a card you've just drawn in the wreck.



- **Frequent Visitor:** Play this card when you've just drawn a monster. Reshuffle the cards in the wreck, with the monster in them, and try again.



- **Saboteur:** Prevent one of your opponent's divers from drawing one card.



- **Painstaking Diver:** If there's only one card left in the wreck after you've searched the wreck, your last diver draws this extra card as if you'd just played a weight.

### Cards to be played at the Siren Tavern



- **Tourist:** No effect.



• **Drunkard:** Look at the cards in a wreck for free.



• **Young Diver:** If you hire a diver, the cost is only \$60.



• **Expert Diver:** If you hire a diver, he comes with a length of hose.



• **Young Thief:** If you hire a thief, the cost is only \$30.



• **Brothers:** You can recruit two divers *or* two thieves.



• **Greenhorn:** Change the type of one of the cards you sell (for example, you can sell a 4-crates goods card together with artifact cards as if it were a 4-artifacts ).



• **Trafficker:** In addition to your normal sale, sell up to five extra cards of your choice, even of different types, at \$30 per crate/gold piece/artifact.



• **Jeweler:** In addition to your normal sale, you can sell a jewel for the value on the card.



• **Goldsmith:** If you sell gold, you sell it at \$40 per gold piece.

### Cards to be played at the Dolphins Cove :

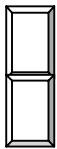


• **Large Family:** You get double the price for taking tourists dolphin watching. You can't play this card on the turn you drew it.



• **Tourist:** No effect. You can't play this card on the turn you drew it.

### cards to be played at the "Old Salt" Equipment Shop



• **Tourist:** No effect.



• **Hose Seller:** You can buy an extra length of hose.



• **Trident Seller:** You can buy an extra trident.



• **Weight Seller:** You can buy an extra weight.



• **Discounter:** If you buy two identical equipment items, you can buy a third one of the same type with a \$20 discount.



• **Buddy:** You pay the lowest price for your equipment, no matter how many players are in the shop.

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### Cards to be played at the Tourist Market



• **Tourist:** No effect.