

# SCAVENGERS GOLD™ INSTRUCTIONS

#4827

## FOR 2 PLAYERS:

One player chooses to be the Scavenger ship. The other player is the Naval ship.

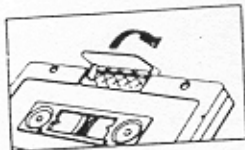
## CONTENTS:

- 1 Flipsider Game Unit
- 4 Magnetic Playing Pieces

## OBJECT:

**SCAVENGER SHIP:** Collect 7 gold coins before being sunk by the Naval ship.  
**NAVAL SHIP:** Score 7 cannon hits and sink the Scavenger ship before it collects 7 gold coins.

## SET-UP



1  
Figure

### 1. REMOVING THE MAGNETIC PIECES:

Using your thumb, slide the cover back, as shown. Shake the pieces out. Slide the cover forward to close.



2  
Figure

### 2. OPENING THE GAMEBOARD:

Flip the gameboard out with a few quick shakes, as shown in Figure 2.

### 3. SETTING UP PLAYING PIECES:

The Scavenger ship player controls the red pieces; the Naval ship player controls the blue pieces.

**SHIP MARKERS:** You and your opponent each place one of your pieces on its matching color circle (Start circle) on the game map. These markers represent the movements of your ships around the map.

**SCORE MARKERS:** Place the remaining markers on their matching color "S" blocks of the scoring blocks (located on the sides of the map). These markers track how much gold you've collected if you are the Scavenger ship or how many cannon hits you've made if you're the Naval ship.



3  
Figure

### 4. SPINNING THE DUAL SPINNER:

To spin Spinner A and Spinner B slide the spinner switch over as far as it will go and release it. See Figure 3.

**NOTE:** throughout the game, if a spinner arrow points to a line, spin again.

## GAME PLAY:

The Scavenger ship always goes first.

### THE SCAVENGER SHIP'S TURN:

Spin the spinner. Move your ship marker as many dots on the game map as Spinner A indicates. Your object is to land on a gold dot to collect gold and to avoid moving within firing range of the Naval ship. Once you spin and move, your turn is over, unless you move onto a gold dot. Here are your movement rules:

- Move from map dot to map dot horizontally and vertically along the white line and diagonally along the red lines.
- Always move full count of Spinner A. **EXCEPTION:** you do not have to land on a gold dot by exact count.
- You can move back and forth onto the same dots in the same turn. **EXCEPTION:** you **CANNOT** return to a gold dot you just visited until you have moved onto another gold dot.
- You cannot jump over or land on the same dot your opponent occupies.
- The colored Start circles are considered regular map dots to the Scavenger ship.

**GOLD DOTS:** when you move your ship marker onto a gold dot, spin the spinner and do either of the following:

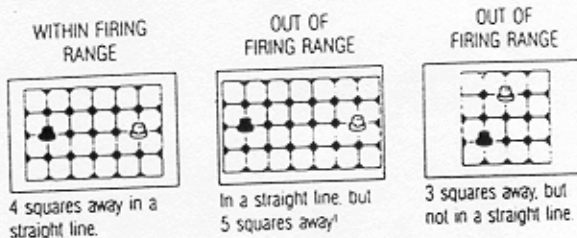
- If Spinner B points to a gold space, you've found gold! Move your score marker to the next gold coin block. Your turn is over.
- If Spinner B points to a white space, you fail to find gold! Your score marker remains where it is and your turn is over.

### THE NAVAL SHIP'S TURN:

Spin the spinner. Move your ship marker the number of dots on the game map that Spinner A indicates. Your object is to hunt down the Scavenger ship and move within range to fire at it. Once you spin and move, your turn is over unless you move within firing range. Here are your movement rules:

- Move from map dot to map dot horizontally and vertically **ONLY** along the white lines. You **CANNOT** move along the red lines!
- Always move the full count of Spinner A.
- You can move back and forth to the same dots on the same turn.
- Gold dots and colored start circles are considered regular map dots to the Naval ship.

**FIRING — HITS AND MISSES:** when there are no more than 4 squares (that 3 dots) in a straight line between your ship marker and the Scavenger ship, you're in firing range. See illustrations below for details.



4 squares away in a straight line.

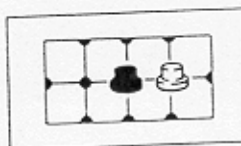
In a straight line, but 5 squares away!

3 squares away, but not in a straight line.

**HOW THE NAVAL SHIP FIRES:** You **CAN** only fire **ONCE** per turn. You **CANNOT** fire on a diagonal red line. To fire, spin the spinner and do either of the following:

- If Spinner B points to a number of cannonballs that is equal to or greater than the number of squares between you and the Scavenger ship, you score a hit (cannonballs are the black dots in Spinner B spaces). Move your score marker to the next "cannon hit" block.
- If Spinner B points to a number of cannonballs that is less than the number of squares between you and the Scavenger ship, you miss your target. Your score marker remains where it is.

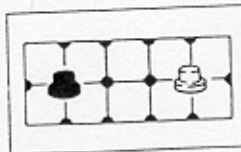
See Figure 4 for examples of a hit and a miss.



4  
Figure

### A HIT!

The Naval Ship is 1 square away from the Scavenger ship and has spun 1 cannonball for a hit!



### A MISS!

The Naval ship is 3 squares away from the Scavenger ship and has spun 2 cannonballs for a miss!

## WINNING THE GAME:

**SCAVENGER SHIP:** If your score marker is moved to the seventh gold coin block before the Naval ship sinks you, you win the game.

**NAVAL SHIP:** If your score marker is moved to the seventh "cannon hit" block before the Scavenger ship collects 7 gold coins, you sink your opponent and win the game.