



*Thick fog covers the whole island as if to diminish all hope. The only sounds are soft slices of a shovel digging into the sandy ground. The dimmed glow of a lantern stands next to a hole, about a meter deep, lighting the outline of a muscular man in a shirt with the sleeves rolled way up.*

*Raindrops begin to fall, which is of little matter to the digger, who continues his task until the satisfying clang of shovel against metal. As the tool meets resistance the seeker's pupils widen. He drops to his knees, and rushes to dig with his bare hands. He found it! The treasure chest, long missing for decades, unveils its heavy, decayed lid...*

## INTRODUCTION

Over the years, *Robinson Crusoe* has been gaining appreciation among fans around the world. Portal Games, meeting the fans expectations of developing this game, released many additions to diversify the gameplay. Now we give you a treasure chest containing everything that adventure-seeking castaways could wish for!

***Robinson Crusoe: Treasure Chest*** is a set of every promo released thus far—created both by the Portal Games team, and creative fans from around the world. Here you will find new Scenarios that present completely

new adventures: encountering cruel poachers, following the footsteps of Doctor Livingstone, boarding the Time Machine, experiencing an adventure in Neverland, and setting out for a quest on Treasure Island. The Treasure Chest also grants access to new Characters and Crewmen as well as ways to diversify your gameplay with Searching the Beach cards. For the players who need a few new surprises, we have added new cards to shuffle into existing decks—bonus Shelter Upgrades, as well as Feature, Mystery, and Event cards. All of this, and more, awaits you inside the Treasure Chest.

## This rulebook is divided into 3 sections:

### Island of Abundance

Includes descriptions of components introducing only visual changes that do not change the gameplay.

### Island of Surprises

Includes descriptions of components that increase the variety of existing elements of gameplay.

### Island of Adventures

Includes descriptions of elements that add new mechanics, such as new actions to perform, and new Scenarios to play.

## ISLAND OF ABUNDANCE

### CUSTOM WOODEN FOOD MARKERS



(min. 8)

Fill your Camp Resources with colorful Food markers—now you can see who's going to eat caught fish, and who scrambled parrot eggs.



(min. 8)

The type of collected food does not influence the gameplay. For the sake of applying game effects, both  and  are treated as .

## ISLAND OF SURPRISES

### ADDITIONAL DISCOVERY TOKENS

#### Set 1



7 Discovery tokens

#### Set 2



6 Discovery tokens



Discoveries bag

*The island hid many little secrets and resources from you that you might discover. Watch your step and don't miss anything!*

During Setup, shuffle the Discovery tokens from this expansion with those from the base game. You may shuffle them in any combination—with set 1, set 2, or both. Place them all in the provided cloth bag. From now on, draw the Discovery tokens from the bag.

## Description of Set 1 tokens



**Bandages:** Ignore the outcome on the Wound die when rolling the Action dice.



**Rum:** Gain 3 , and place them in the Available Resources space. Any player may use them.



**Beast Tracks:** Shuffle 1 Beast card (without looking at it) into the face down Hunting deck.



**Ship Biscuits:** Gain 1 .



**Sail:** Temporarily increase the  by 2 and place a  on the Night space. The  on the Night space is a reminder that, at the end of the round, you must lower the  back down by 2, then remove the .



**Rope:** Build the Rope for free without taking an Action.



**Pistol:** Temporarily increase the  by 3 during a fight.

## Description of Set 2 tokens



**Coconuts:** Reduce  by 1 to gain 2 .



**Salt:** Discard 2  to gain 1 .



**Map with a Cross:** If players have a Map, they may discard this token to gain 5  and place them in the Available Resources Space. Any player may use them.



**Tiny Totem:** If players have a Shovel, they may discard this token and treat it as finding another . For this action, this  is treated as if it was adjacent to the tile with the .



**Vodka:** When resolving a dice roll, a player may discard this tile to treat a failure as a success. Do not gain 2 .



**Sling:** Discard 1  to increase the  by 2.

## ADDITIONAL BEASTS CARDS



7 Beasts cards

Your travel journal is filled with sketches of beasts from all around the globe. You didn't expect that after being shipwrecked on this island you would add so many new sketches to your collection...

During Setup, shuffle the Beasts cards from this expansion into the Beasts cards deck from the base game.

## HUNTING ADVENTURES



14 Hunting Adventure cards

Sometimes, after hearing a rustle in the forest and arming yourself with a spear, you won't have to fight for your life. Sometimes, in the bushes, you merely find footsteps leading toward the abandoned cottage full of fragrant herbs!

During Setup, shuffle the 14 Hunting Adventures cards from this expansion into the Beast deck from the base game. Treat the Hunting Adventures cards as regular Beast cards (i.e. for the purposes of drawing, shuffling, or creating the Hunting deck).

**Note:** When a Hunting Adventure card instructs you to draw a card(s) from the Hunting deck and the deck is empty, draw from the Beast deck instead. If you must draw a Beast card, ignore any Hunting Adventure cards, and continue drawing until you find a Beast card. Reshuffle the Beast deck afterwards.

## DESIGN YOUR OWN CARDS

3 Event cards



1. write Event name here
2. write flavor text here
3. draw Adventure icon here
4. write Event effect here
5. write Threat Action name here
6. write Threat Action cost here
7. write Threat Action effect here
8. write Threat Effect here

6 Adventure cards: 2 Build cards,  
2 Gather cards, 2 Explore cards



1. write Adventure name here
2. write Adventure flavor text here
3. write Adventure effect here
4. write Event name here
5. write Event flavor text here
6. write Event effect here

*Write your own history while traversing the endless meadows and forests of the deserted island. Present the castaways' story in your own terms!*

Use these cards to write your own Events and Adventures to encounter in the game. During Setup, shuffle the newly created cards into the corresponding decks from the base game.

## ADDITIONAL EVENT CARDS



7 Event cards

*You know every trick when it comes to dealing with situations on the island... Now it's time to shake-up those familiar Event decks!*

During Setup, shuffle the Event cards from this expansion into the corresponding type (🌀, or 🕒/🕒/🕒) of Event deck from the base game.

## ADDITIONAL MYSTERY CARDS



12 Mystery cards

*Just when you thought you'd seen it all, the gates of an ancient temple emerge before your eyes. Are you ready to discover long forgotten corridors, and elude traps in search of treasure?*

During Setup, shuffle the Mystery cards from this expansion into the Mystery deck from the base game.

## ISLAND OF ADVENTURES

### HUNTING DOG



1 Hunting Dog card

*The happy wagging of your faithful dog's tail can mean only one thing—he's caught the scent of a frightened animal. Tonight you can expect a roasted boar for supper.*

This mini-expansion introduces an alternative helper into the game: the Hunting Dog.

The Hunting Dog is an additional pawn you may use in the solo variant or when you want to make the game easier.

Place the Hunting Dog card and the purple pawn next to the board. The Hunting Dog may only be used as an additional pawn for the Hunting Action (during this action, it provides +1 🐾 and allows you to ignore 1 ❤️). It is advised to keep the Hunting Dog's pawn on its card when it's not used.

**Note:** The Hunting Dog is not the same as the Dog, represented by the purple pawn, from the base game. We suggest you play with only one of the Dogs, but you may still choose to increase or lower the difficulty level by adding or removing helpers.

## CREWMEN



6 Crewmen cards

*"Ahoy, landlubbers!" You hear the Crewmen as they manage to flee the sinking ship. The feeling in your gut tells you that it's not the first shipwreck for these people. These weather-beaten crewmen join your team to help you survive on this cursed island.*

This mini-expansion introduces additional castaway helpers from the ship's crew.

Crewmen cards are not considered players, but are special Characters used to reduce the difficulty of a scenario. Regardless of the number of players, before you start the game, you may choose 1 Crewman card.

The Crewmen cards do not affect the total number of players when considering , , and  costs, nor in any other case.

For the Artist and the Old Cook, apply the same rules as for Friday, with the following changes:

- Both the Artist and the Old Cook require , otherwise, during the Night phase they suffer  for sleeping in the open air.
-  are useless for them.
- The Old Cook is affected by Weather effects.
- When playing with the Artist the First Player receives +1  during the Morale phase.
- When playing with the Old Cook, during each Hunting action, players gain an additional +1  and +1 .



### Pilgrim

- Each round, during the Action phase, a single player may reroll 1 Action die of any color.
- Is immune to all game effects.



### Quartermaster

- Each  may be used 4 times instead of only 2 (place 4 markers on each  at the beginning of the game).
- Is immune to all game effects.



### Sawbones

- Any time a player heals a  and their Wound marker passes  increase the Morale level by 1.
- Has limited health indicated by their Wound track.
- Is affected by Weather effects.
- Does not have to eat in the Night phase.
- Does not provide an additional Action pawn.



### Tribesman

- Allows you to play the game with the Hunting deck face up.
- Does not provide an additional pawn.
- Is immune to all game effects.

## SEARCHING THE BEACH



9 Searching the Beach cards

*The sea washes up many different curiosities. There's a big chance that among algae and damp wood, it would return to you valuable items from your shipwreck...*

This mini-expansion allows for taking a special Gathering action on the  tile (tile no. 8). Instead of Gathering  or  from the tile, players may draw and resolve 1 Searching the Beach card.\*

For this action, treat the  as the source. Players may only take 1 such action per round.

## TRAITS

Set 1:  
5 Trait cards



Set 2:  
5 Trait cards



*Your explorer is an exceptionally stubborn person. Among all others, they strive to achieve their goal. Sometimes it's their downfall, and sometimes they spend several days staring at the map...*

This mini-expansion introduces traits for players' characters. You can build your character's story around them based on additional rules simulating your character's trait.

During Setup, randomly give out 1 Trait card to each player. Players must obey the rules on their card.

## SECRET TRAITS

9 Secret Trait  
cards



*There's one thing you don't want your crew to know about... You hope that you'll manage to solve the problem on your own...*

This mini-expansion introduces Secret Traits for players' characters.

To make the game a little harder, randomly give 1 Secret Trait card to each player.

Players must obey the rules on their Secret Trait card, but they may not reveal it until they have met the condition on the card.

**Note:** If you are playing with regular Trait cards, each player may have both a Trait and a Secret Trait card.

## GLASS INVENTION



9 Glass Invention cards

You had a hard time conceiving certain materials would exist in this place, but now that you've found them, the quality of your inventions has increased.

During Setup, after placing the 9 default items, take 1 Glass Invention card and place it Invention side face up on the available Inventions area of the board. Shuffle in rest of the Glass Inventions with the rest of the Inventions in the Invention deck, then draw 5 cards from it and place them on the available Inventions area.

## HERB GARDEN & PEN

1 Herb Garden tile



1 Pen tile



*You hope that during your exploration of the island you'll find a few plants and animals you could grow or breed in your Campsite.*

This mini-expansion allows you to breed Parrots in your Campsite and grow some Herbs in your garden. During Setup, place the Herb Garden and Pen tiles next to the game board. Obey the text on the reverse of the tiles.

### Herb Garden

You do not have to discard Gathered Resources to place a  on the Herb Garden. After passing space III, you do not have to earn  again, just move the  back to space I.

## SHELTER UPGRADES



4 Shelter Upgrades tiles

*You look at the trees surrounding you and come up with an idea—you could use the local nature to make your camp work even better!*

This mini-expansion allows players to upgrade their ▲. During Setup, place all of the Extension tiles near the board, Invention side up.

Once the ▲ has been built, you may Upgrade it. To do so, take the Build action: Shelter Upgrade. You may only Build Upgrade tiles of the terrain type your Camp is currently placed on. After you Build it, flip the tile and place it on the corresponding space on the board. An Upgraded ▲ provides the bonus shown both on the Invention side and the Shelter side.

When you move your Camp during the Night Phase onto another tile with the same terrain type, nothing happens. When you move your Camp onto a tile with a different terrain type, remove the Upgrade tile from the board and return it to the other Upgrade tiles, Invention side up. You may again take the Build action: Shelter Upgrade for the terrain type your Camp is currently on.

## SPYGLASS

3 cardboard  
Spyglasses



*Right at the treeline, under a palm tree, you notice a blink. It's light reflecting from a lens in a spyglass held by a skeleton's bony hand. Without a pause, you take the wooden instrument from the deadman's grip.*

Every Spyglass may be used only once. Break the Spyglass in half to get 5 . Additionally, after the game, record breaking the spyglass by typing #damnspyglass on Twitter and join the group of players who broke their spyglass too!

## VOLCANO

1 mini-Volcano  
tile



*You are not the first bounty hunters to reach this island. The footsteps of other expeditions lead toward an awakening volcano. The goal is out of this world, as these daredevils were not afraid of death, just to reach the treasures. Will you succeed in finding the treasure before the volcano fully awakens?*

This mini-expansion allows you to take an additional Action while playing the Volcano Island Scenario.

After you place the Volcano tile (no. 8) cover it with the mini-expansion Volcano tile. During the first 3 rounds, you may resolve the Explore action on the Volcano (but only once per round—the road to the top of the Volcano is very narrow). If the Action is successful, choose 1 of the following rewards:

- Draw 2 Mystery cards (resolve 1 .
- Increase  by 2.
- Gain 2 Starting Equipment cards.

After resolving a reward, cover it with a black marker, it is no longer available. At the beginning of the 4th round, according to the rules of the Scenario, the Volcano starts to erupt. When this happens, remove the mini-expansion Volcano tile from the board.

## 2 DOUBLE-SIDED CHARACTER SHEETS

### Gamer



1 Gamer card



2 Gamer pawns



4 pawn stickers

*As you were almost beating the next level of your favourite game you passed out...  
When you came to and opened your eyes, you realised you were on the beach...*

During Setup, you may choose the Gamer as a Character to play (regardless of the number of players in the game).

The Gamer does not begin with an Invention card assigned to them.

### Noob

Gained Pawn may be used only once.

### Sailor



1 Sailor card



2 Sailor pawns



4 pawn stickers

*Saber in your right hand, old map in your left hand, a gun tied down to your belt...  
You walk towards the red X on the map, the symbol of danger... and riches!*

During Setup, you may choose the Sailor as a Character to play (regardless of the number of players in the game).

## 3 DOUBLE-SIDED SCENARIO SHEETS

### Treasure Island Junior



8 Letters  
of an Old Pirate

**Note 1:** To play this Scenario you also need a classical poker deck to prepare the Foundings deck.

**Note 2:** You must not read the attached Letters of an Old Pirate before beginning the game.

### Poachers



#### Fishing Pole

Roll the  die in every Production Phase until the moment you build.

## Time Travel



### Discovering the Totems

If you discover more than 2 tiles with  in one time zone, ignore the surplus —do not place the Number tokens on them. You must discover 2  in one time zone, and 2 in the other.

### Gather an Ingredient

If an Ingredient is on the tile with the Camp, it is not Gathered during the Production Phase, but it may be Gathered normally during the Action Phase.

### Antidote

The Antidote Action is not always played in the Camp and is not affected by the distance rules. If you use 1  to take an Antidote Action, roll the Build Action dice. After taking the Antidote Action, players do not receive  from the poison at the end of the round.

## Adventure in Neverland Junior



## Tracing Doctor Livingstone



1 newsletter

**Note:** Do not read the enclosed newsletter before beginning the game.

### Brainstorm

● must be spent by the Character who takes this Action.

### Items cards

Using Carpenter's ability: A New Idea, you do not draw Invention cards. Instead, just like in Brainstorm's case, take any card and place it in the Available Resources Space.

### Examining the Campsite

While taking the Examining the Campsite Action, you must follow distance rules.

Example: if you take the Action on a tile 2 spaces away from the Campsite, 3 🧑 give you immediate success, and 2 🧑 require you to roll a 🎲.

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