

## Ta-Te's Treasure Island – Never Give Up

Players: 2 to 6

Time: 30 min

Age: 10+

Welcome to Ta-Te's Treasure Island! You are adventuring on the island with three courageous pets: a cat, a monkey, and a parrot. The goal is to travel to different locations and dig for letters to complete your alphabet puzzle. Most importantly, NEVER GIVE UP. To avoid penalties, complete the puzzle from left to right. When a player completes their puzzle, the game ends at the end of that turn, and the player with the most points wins the game.

### SETUP

1. Prepare two six-sided dice: one red, and one blue.
2. Each player takes:
  - a. A pen or pencil
  - b. A puzzle. When playing with two or more players, use puzzles that have the same number of characters (or somewhat close).
  - c. A set of three tokens: cat, monkey and parrot (circle disc, meeple, and cube). Place them on the boat.
3. The youngest player is the starting player.

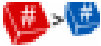
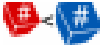




### TURN





Beginning with the starting player, players take turns as the lead (or active) player, in a clockwise direction.

On the player's turn, they roll two dice to determine a target location, then take MOVE and DIG (MD) actions. **Other players can also take MD actions in the same target location at the same time.**


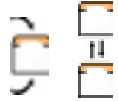
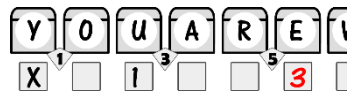
There are six locations: Waterfall, forest, pirates (hook), fort, hut, and boat.

1. Roll two dice to determine a target location. You must choose one:

-  Red die is higher than blue - Waterfall
-  Blue die is higher than red - Forest
-  Evens - Pirates
-  Odds - Fort
-  An even and an odd - Hut
-  Doubles - Boat
- For example, if you roll:
  - Red 6 and blue 4, you may choose waterfall or pirates.
  - Red 3 and blue 4, you may choose forest or hut.

- **Doubles.** If you roll doubles:
  - Immediately cross-off one of the boxes next to the boat. When a set of two or three boxes  are crossed off, you receive a free dig. Cross off a letter in the puzzle or NEVER GIVE UP immediately.
  - **Other players cannot take MD actions if you roll a double.**
- **Rerolling a die before choosing a target location.** Only on the player's own turn.
  -  Every player has three free rerolls per game. After using a free reroll, cross-off a reroll symbol.
  -  When any two letters of NEVER are crossed off, the player receives a permanent reroll in their future turns. When any four letters of NEVER are crossed off, the player also receives 4 victory points.
  - Players can use one free reroll and one permanent reroll per turn.
-  **+1.** Adds 1 to one of the dice rolled before choosing a target location. Only on the player's own turn.
  - When any three letters of GIVE UP are crossed off, the player can add 1 to one of their dice rolled in their future turns, PLUS they receive 1 victory point at the end of the game. When any five letters of GIVE UP are crossed off, they will receive 3 victory points instead of 1.
  - This action can be used after a reroll.

## 2. MOVE then DIG actions.

- a. **MOVE.** Take one of the following actions. Every chest is a space. More than one pet can be in the same space.
- Move a pet in the target location one space to the left or right. The cat can move one extra space.
  - Move a pet from ANOTHER location to the far-left space in the target location.
  - After moving your cat to a new location, it cannot move an extra space, except when
    - it is using shortcuts.
  - Move your parrot to any space that has a wing  on the top. Other players can also move their parrot the same way.
- 
- a. **DIG.** Dig the chest under any one of your pets in the target location and complete one of the letters in the chest.
- Players can complete one letter per turn. Other players can complete a different letter in a different space in the same location.
  - To complete one of NEVER GIVE UP letters, mark an 'x' under the letter.
  - To complete one of the puzzle letters, mark an 'x' under the letter. **However, if there are unmarked boxes to the left of the target letter, write down the number of unmarked boxes instead of 'x'. The number will be negative points at the end of the game.**
  - For example, you have completed an 'E'. Because there are three
    - incomplete boxes to the left, you will write a '3' instead of an 'x'.
  - When digging with a monkey, the penalty is decreased by 1.
- 

**TURN END.** When the turn ends, if no one completes their puzzle, pass both dice to the player to the left of the active player, and start a new turn.

**GAME END.** The game ends at the end of a turn when any one of the players has completed their puzzle.

### SCORE AND WIN

To calculate final scores, all players add points from their puzzle and NEVER GIVE UP, then subtract penalties. The player with the most points wins the game. In case of a tie, players share the win.

**Puzzle.** Find the left-most unmarked box and score the victory points on its left. If there are no unmarked boxes, the player scores 14 points.

- In the example on the right, the player scores 7 points.



- In the example on the right, the player scores 5 points.



Penalty. In the above example, the player has 5 penalty points (1+3+1)

### CREDIT

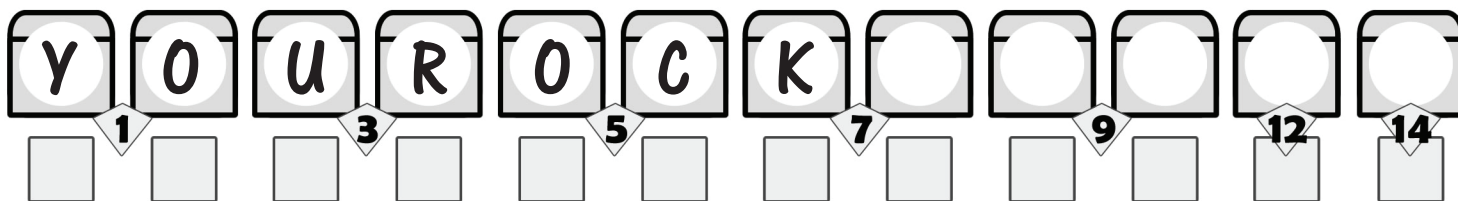
Playtest: Mike Rizzo, Peter Vaughan, Cricket Yee, Robert, Janet, and Sherry Perry.

Publisher: Sunrise Tornado (<https://www.facebook.com/SunriseTornado>)

Game Design: Ta-Te Wu

Rules: Ian Klinck

Note: All images used in the game are downloaded from [game-icons.net](http://game-icons.net).



You rock. - Esther Tsoi

**B C D/F**

**G H J/K**

**L M N P U**

**Q R S T A**

**V/W X/Y/Z E I**

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**N E V E R**

: / :

**G I V E U P**

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Y O U M A T T E R [ ] [ ] [ ]


1 3 5 7 9 12 14

x / # →

You matter. - Susie Dance


# > #  > **B C D/F**  **E**

# < #  > **G H J/K**  **E**



E E  > **L M N P A**



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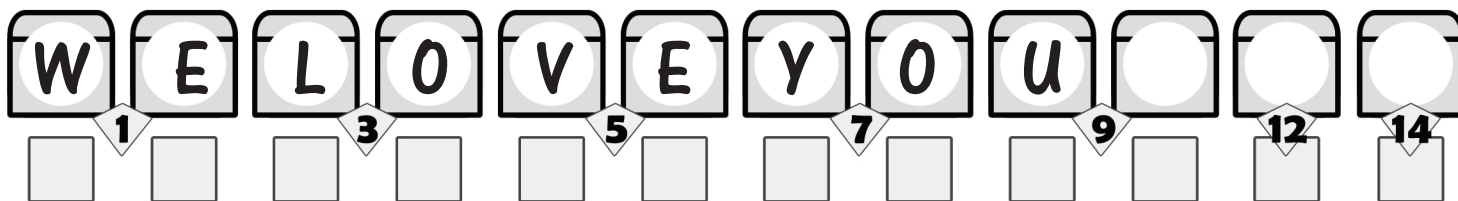
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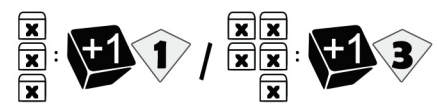
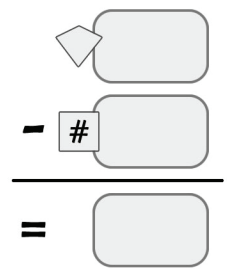
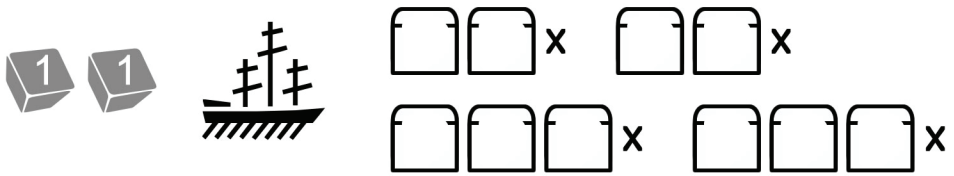
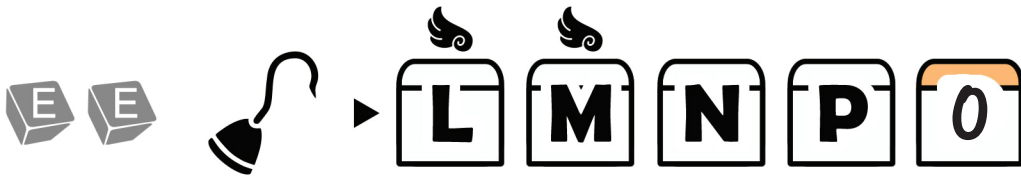
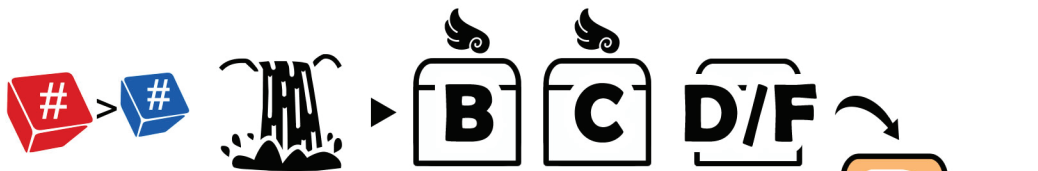


**Treasure Island**  
 by Ta-Te Wu

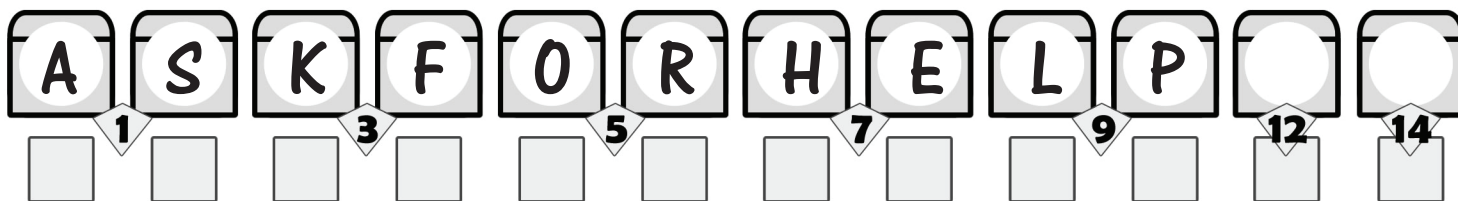


x / # →

We love you. - Esther Tsoi

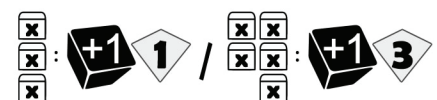
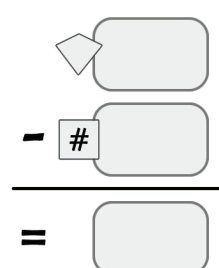
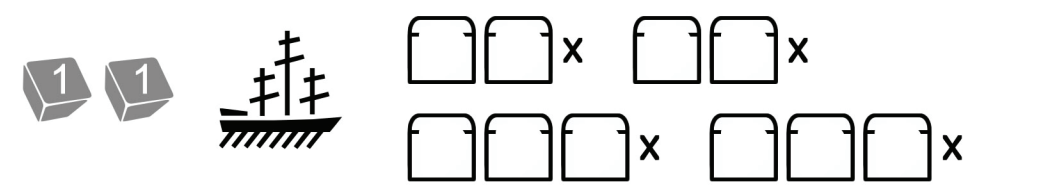
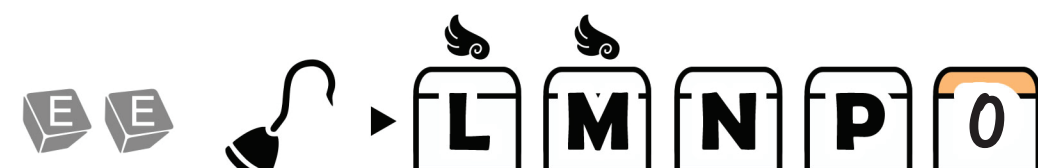
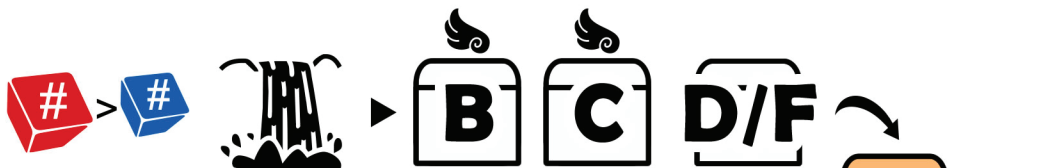


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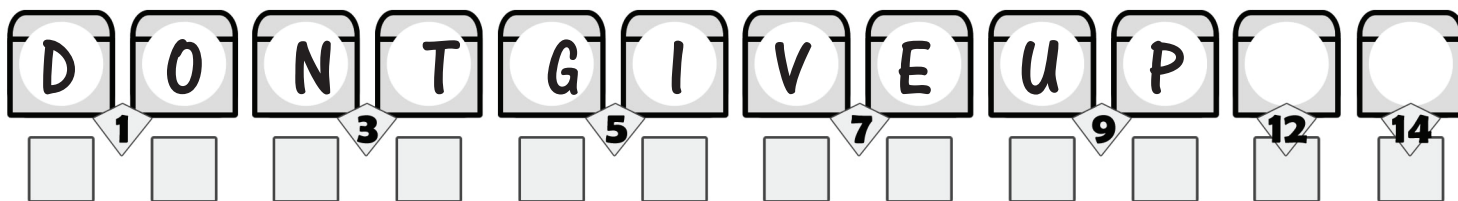


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Ask for help. - Merciful Meng

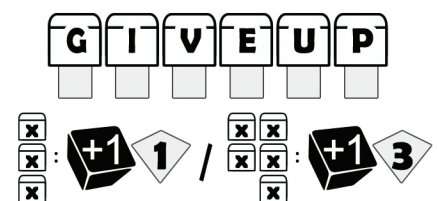
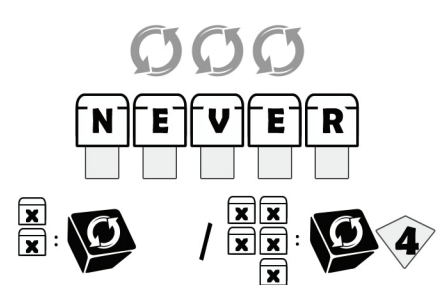
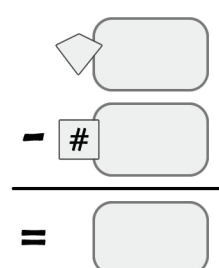
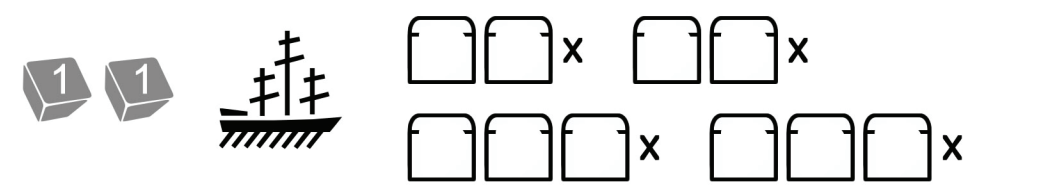
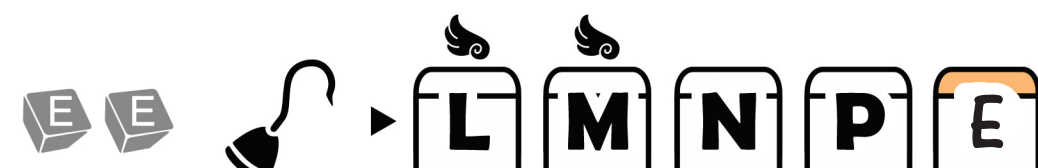
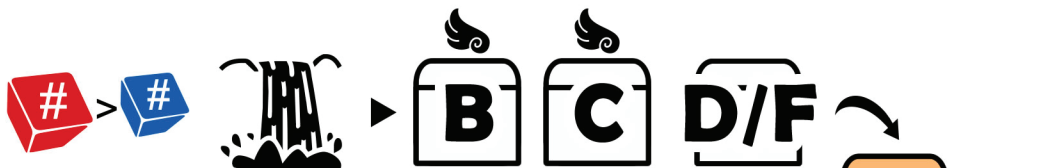


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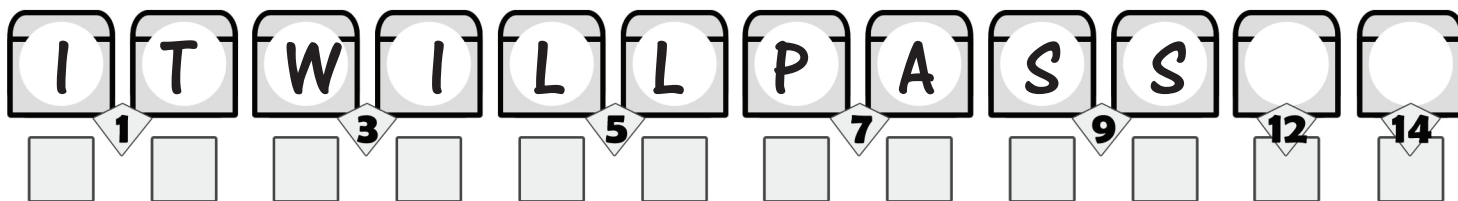
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Don't give up. - Stephanie Straw



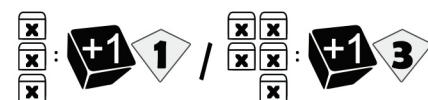
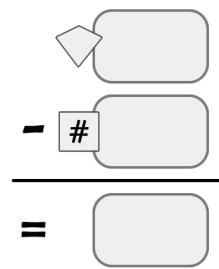
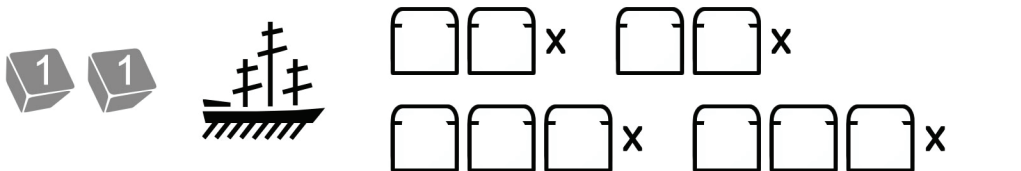
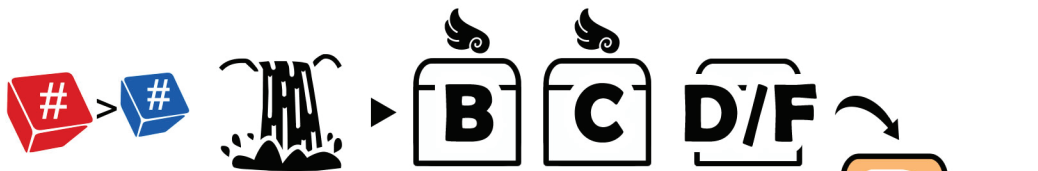
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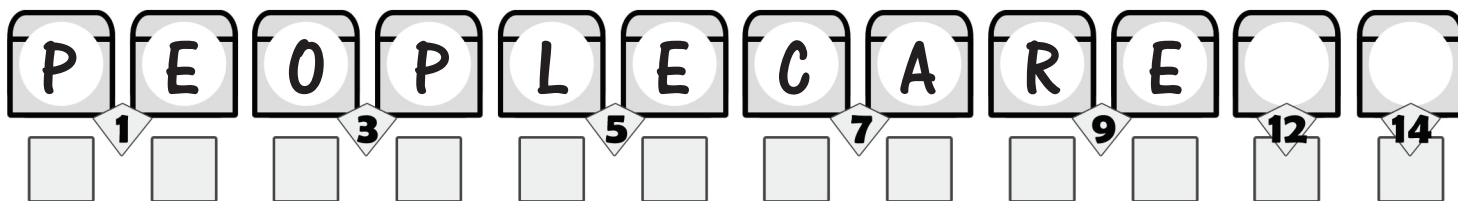


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It will pass. - David Loret de Mola

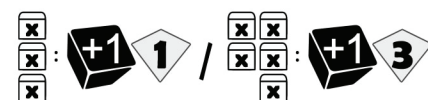
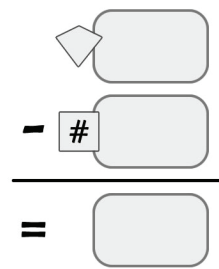
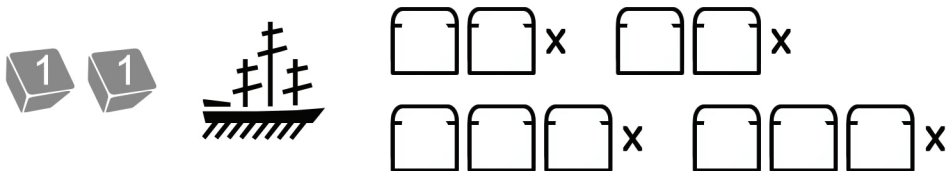
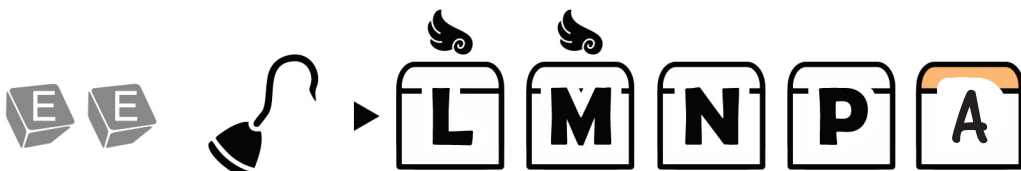
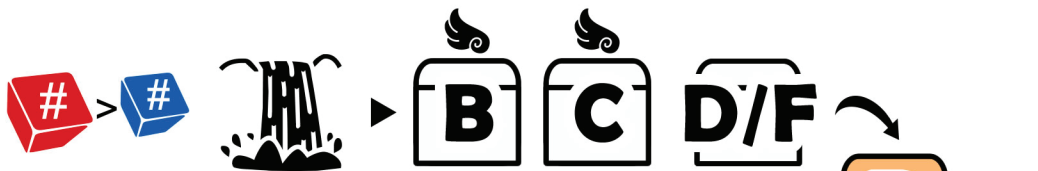


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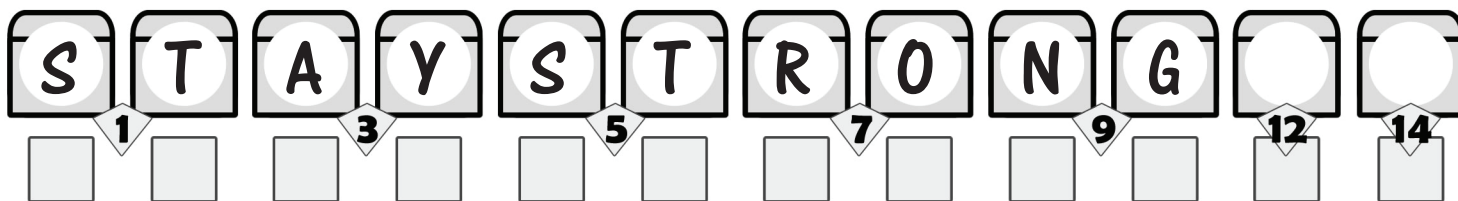


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People care. - Stephanie Straw

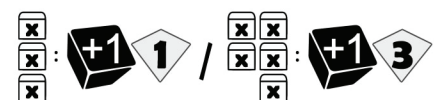
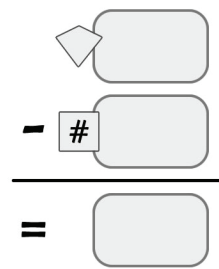
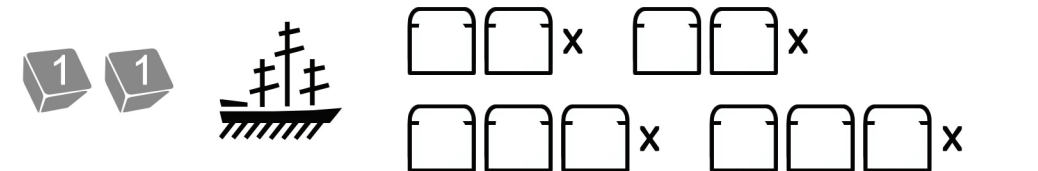
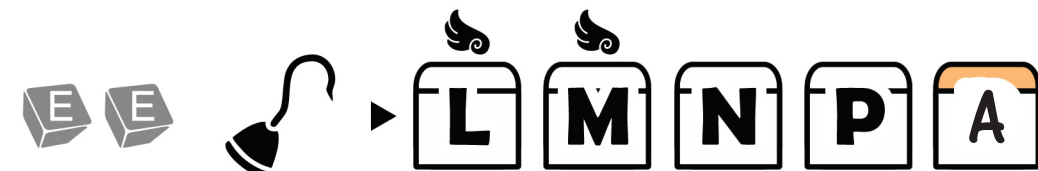
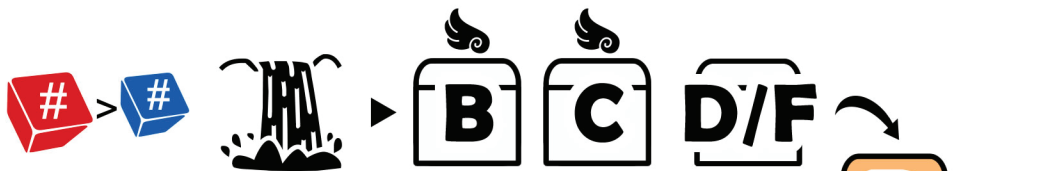


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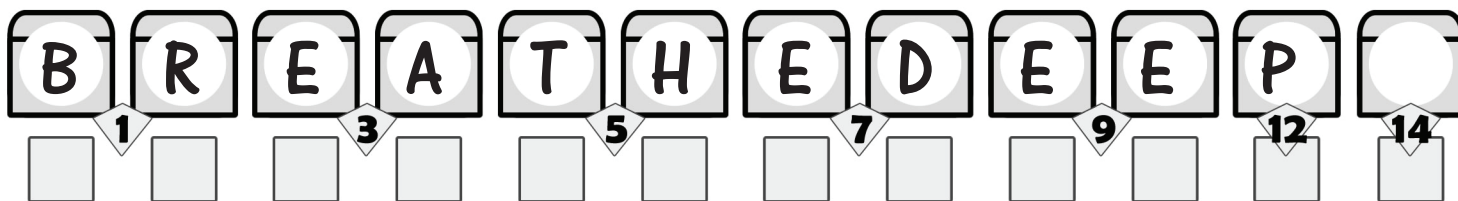


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Stay strong. - Evelyn Wood

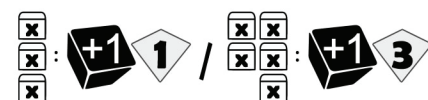
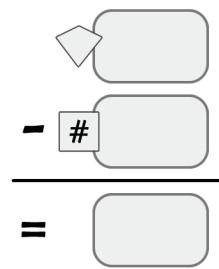
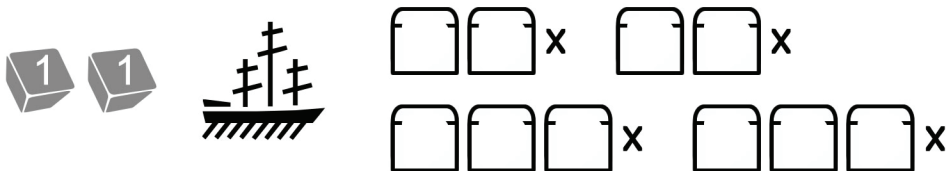
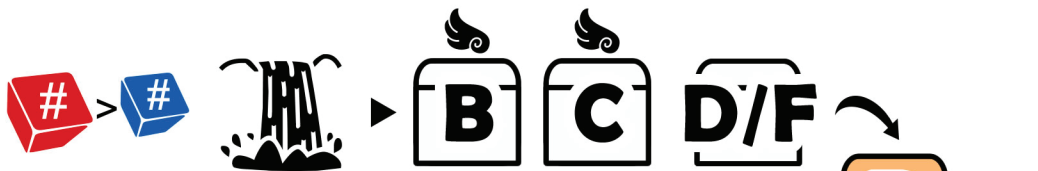


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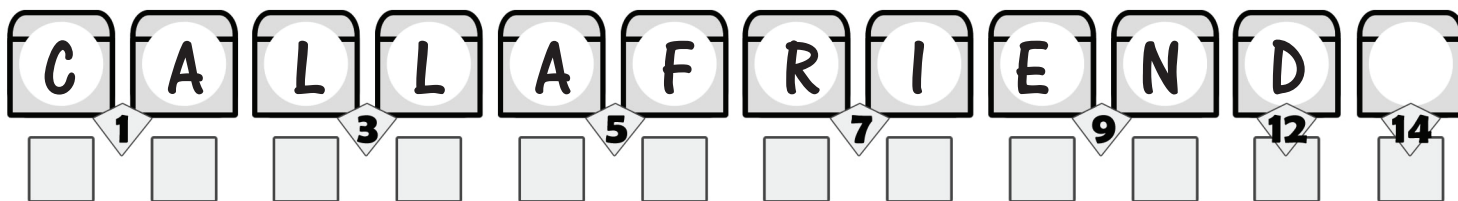
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Breathe deep. - David Loret de Mola



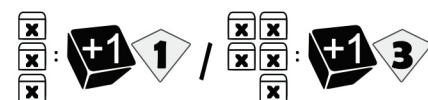
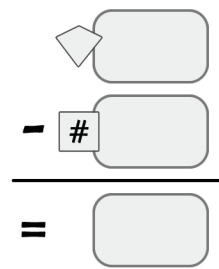
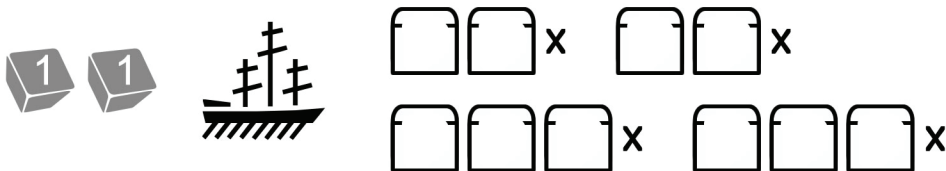
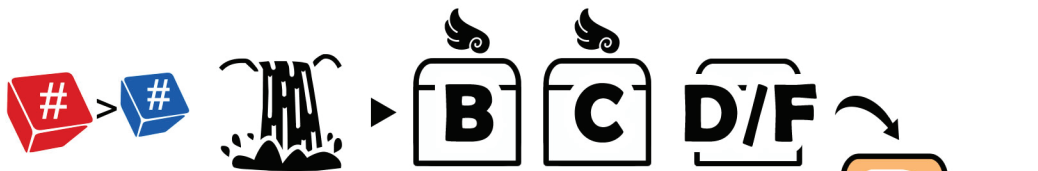
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Call a friend. - David Loret de Mola



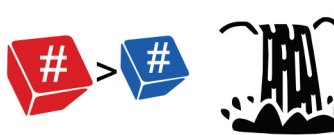





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# D O T H E B A S I C S






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Do the basics. - David Loret de Mola




























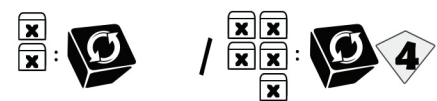

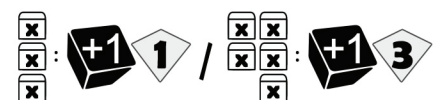






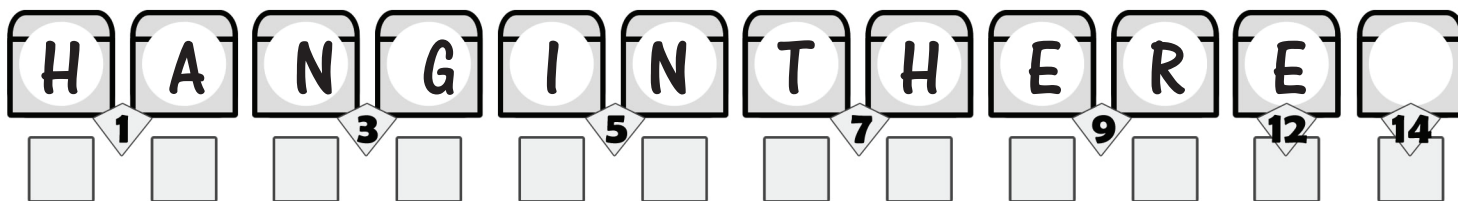




  
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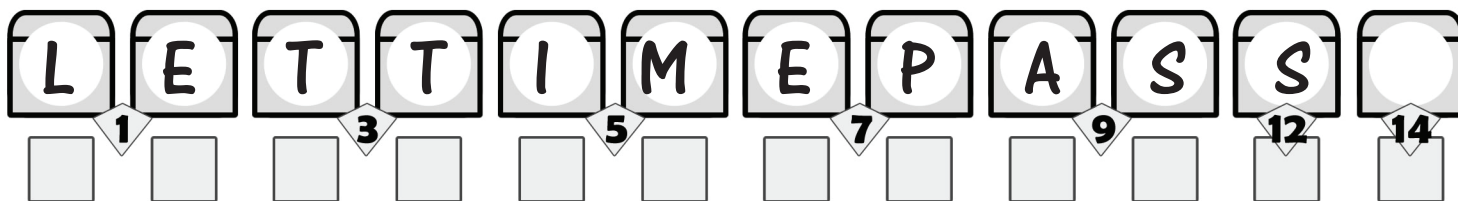


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Hang in there. - Evelyn Wood

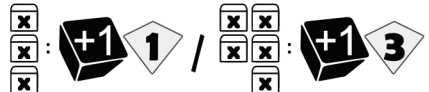
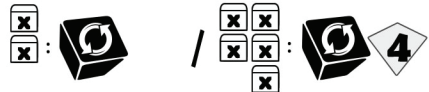
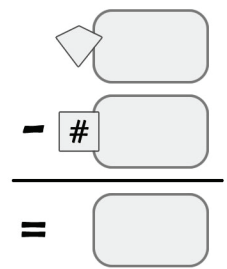
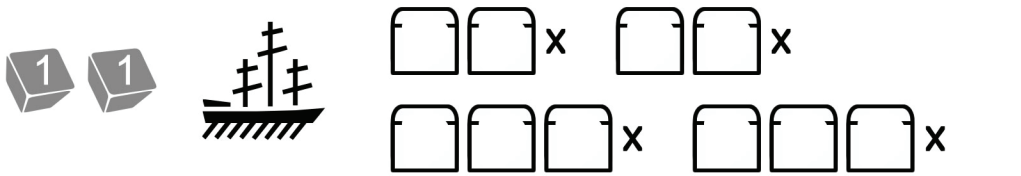
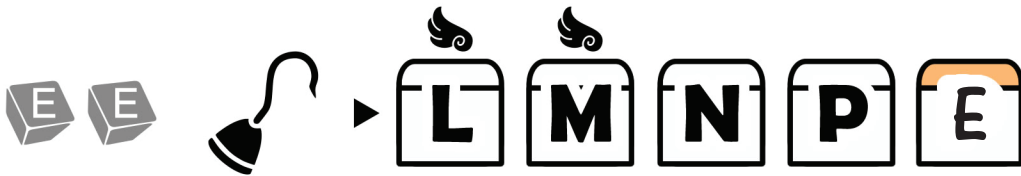
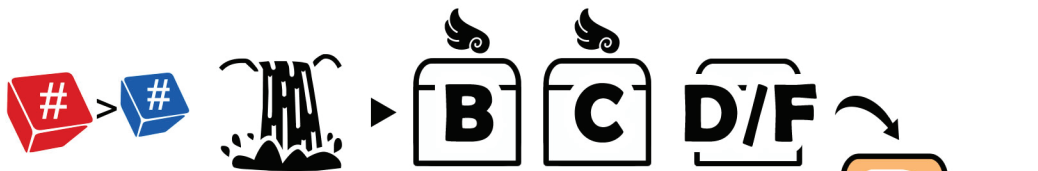




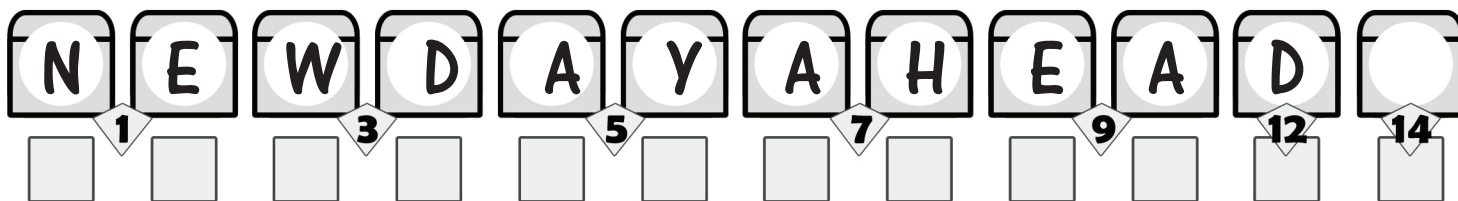


X / # →

Let time pass. - David Loret de Mola

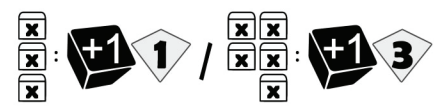
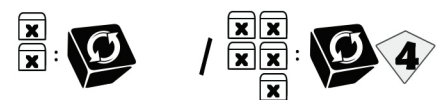
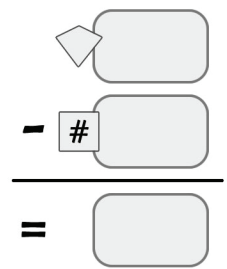
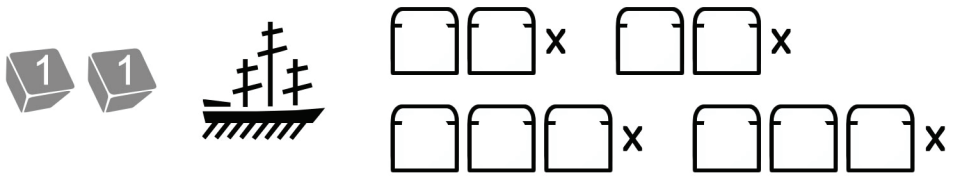
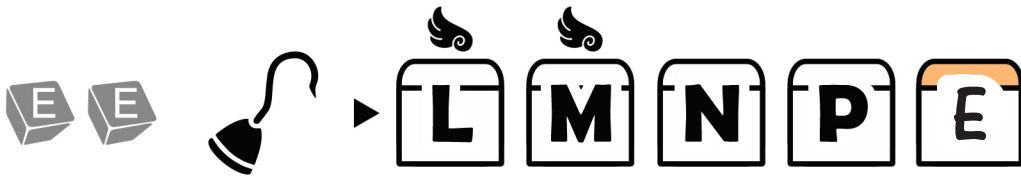
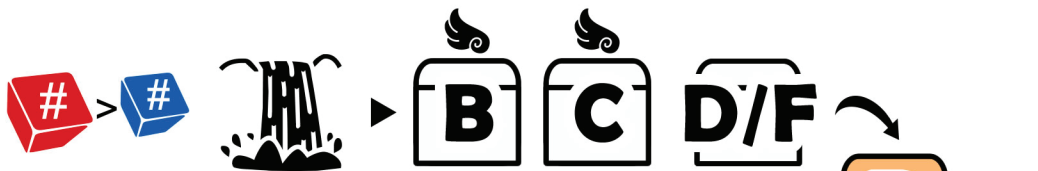


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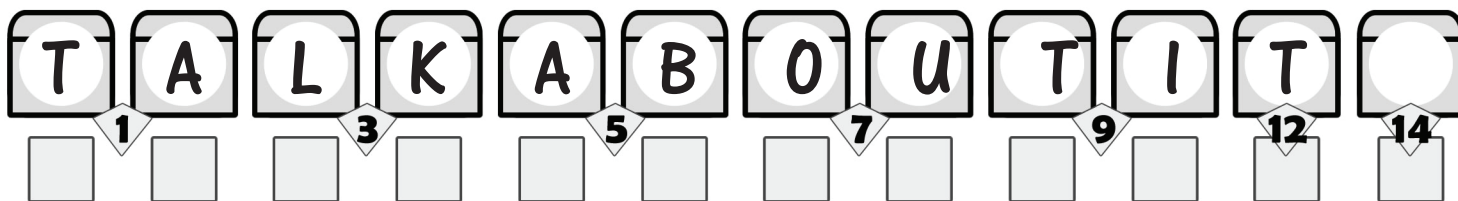


x / # →

New day ahead. - Esther Tsoi



**Treasure Island**  
by Ta-Te Wu



x / # →

Talk about it. - Merciful Meng

# > # → **B** **C** **D/F**

# < # → **G** **H** **J/K**

E E → **L** **M** **N** **P** **U**

O O → **Q** **R** **S** **T** **O**

O E → **V/W** **X/Y/Z** **A** **E**

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**N E V E R**   
 [ ] [ ] [ ] [ ] [ ]   
 x x : / x x x x : 4

**G I V E U P**   
 [ ] [ ] [ ] [ ] [ ] [ ]   
 x x x : 1 / x x x x : 3





**Treasure Island**  
by Ta-Te Wu


T H E R E I S H O P E


x / # →


There is hope. - Scott Rogers


# > #  > **B** **C** **D/F** **E**

# < #  > **G** **H** **J/K** **E**

E E  > **L** **M** **N** **P** **O**

O O  > **Q** **R** **S** **T** **A**


O E  > **V/W** **X/Y/Z** **I** **U**

1 1    x   x  
   x    x



- #

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**N** **E** **V** **E** **R**

x x :  / x x x x :  4

**G** **I** **V** **E** **U** **P**



x x x :  +1 1 / x x x x :  +1 3




W R I T E I T D O W N

x / # →

Write it down. - David Loret de Mola


# > #  **B C D/F** 


# < #  **G H J/K** 




E E  **L M N P i**



O O  **Q R S T A** 

O E  **V/W X/Y/Z E U**

1 1    
  x   x   
   x    x

    
 - #    
 =

   
**N E V E R**   
       
 x x :  / x x x x :  4

**G I V E U P**   
       
 x x x :  +1 1 / x x x x :  +1 3





**Treasure Island**  
by Ta-Te Wu


Y O U A R E L O V E D


x / # →


You are loved. - Susie Dancer


# > #  > **B** **C** **D/F** **E**

# < #  > **G** **H** **J/K** **E**

E E  > **L** **M** **N** **P** **O**

O O  > **Q** **R** **S** **T** **A**


O E  > **V/W** **X/Y/Z** **U** **I**

1 1    x   x  
   x    x



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**N E V E R**

x x :  / x x x x :  4

**G I V E U P**

x x x :  1 / x x x x :  3

  
**Treasure Island**  
 by Ta-Te Wu




Y O U W I L L G R O W


1 3 5 7 9 12 14

x / # →

You will grow. - David Loret de Mola


# > #  B C D/F

# < #  G H J/K

E E  L M N P I

O O  Q R S T E


O E  V/W X/Y/Z U A

1 1    x   x  
   x    x



- #

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N E V E R

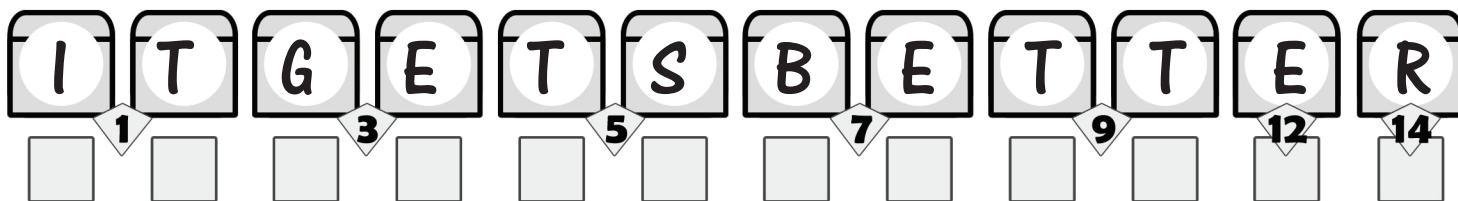
x x :  / x x x :  4

G I V E U P

x x :  1 / x x x :  3



**Treasure Island**  
by Ta-Te Wu



x / # →

It gets better. - Dale Llorens

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→ x x  
 x x

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L I V E 4 A N Y T H I N G



x / # →


Live for anything. - Cassie Simpson


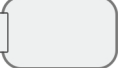
# > #  > **B** **C** **D/F**  **I**


# < #  > **G** **H** **J/K** 


E E  > **L** **M** **N** **P** **A**




O O  > **Q** **R** **S** **T** **O** 

O E  > **V/W** **X/Y/Z** **E** **U**








 

- # 











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**N E V E R**

  :  /   :   4

**G I V E U P**

   :   1 /    :   3

     x   x

   x    x





**Treasure Island**  
by Ta-Te Wu

Y O U A R E W O R T H Y


1 3 5 7 9 12 14

x / # →

You are worthy. - Angelica Magno


# > #  > **B** **C** **D/F** 


# < #  > **G** **H** **J/K** 




E E  > **L** **M** **N** **P** **E**



O O  > **Q** **R** **S** **T** **A** 

O E  > **V/W** **X/Y/Z** **U** **I**

1 1    
 [ ] [ ] x [ ] [ ] x   
 [ ] [ ] [ ] x [ ] [ ] [ ] x

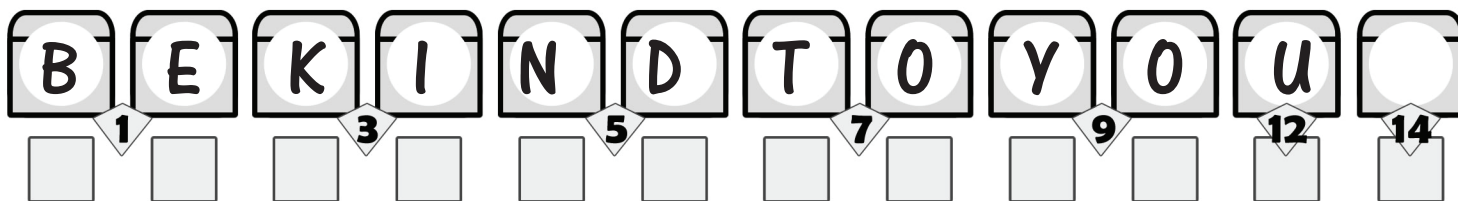
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 = [ ]

   
**N E V E R**   
 [ ] [ ] [ ] [ ] [ ]   
 x x :  / x x x x :  4

**G I V E U P**   
 [ ] [ ] [ ] [ ] [ ] [ ]   
 x x x :  +1 1 / x x x x :  +1 3



**Treasure Island**  
 by Ta-Te Wu



x / # →

Be kind to you. - Michelle Ridge

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→ x x  
 x x

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**Treasure Island**  
by Ta-Te Wu