LOOT OF LIMA

STATS

👤 3-5 Players

⏳ 75 Minutes

COMPONENTS

1. 5 Player Screens
2. Map Board with dial
3. 3 Dice
4. 140 Deduction Tokens (28 of each color)
5. 15 Special Ability Tokens (5 of each type)
6. 24 Location Tokens
7. 10 Treasure Tokens
8. 10 Record Tokens
9. Pad of Notation Sheets
10. 5 Pencils
11. 5 Player Reference Cards
12. 1 Rulebook

STORY

It is the 1820s and revolts are starting in Peru. The Viceroy of Lima has decided to move the city's wealth to Mexico for safe keeping. Captain William Thompson is responsible for transporting the treasure, but he and his crew turn pirate to take the treasure for themselves. With the Spanish Navy looking for them, they hide the treasure on Cocos Island, but Captain Thompson and most of the crew are arrested for piracy before they can return to find it. Thankfully, you and the other players split off from the crew before they were arrested, but you were not privy to the exact locations of the hidden treasure.

Each of you want to claim the treasure for yourself, but you will need to work together a little bit. To save his life, Captain Thompson has told the Spanish navy the location of the treasure. Can you find the Loot of Lima before it's too late?

OBJECTIVE

All players are competing to deduce the 2 locations of the missing treasures of Lima. The first player to correctly guess both locations wins.

COMPONENT ASSEMBLY

We recommend that between games you use 5 of the plastic storage bags to store the tokens needed for each player. Each bag should have 2 Treasure Tokens and 7 Deduction Tokens for each player other than the player color corresponding to the bag.

SETUP

1. Each player places an assembled Player Screen in front of themselves.
2. Each player takes a Notation Sheet and a pencil and places them behind their Player Screen.
3. Write down the names of each other player in both sections of your notation sheet.
4. Place the Map Board, and the 3 dice in the middle of the table.
5. Each player takes one of each of the Special Ability Tokens and slots them into the top of their Player Screen.
6. Each player takes 7 Deduction Tokens for each other player matching the colors of their Player Screens.
7. Each player takes 2 Treasure Tokens.
8. Shuffle all the numbered Location Tokens facedown, and set two aside without looking at them. Those are the locations of the missing treasure.
9. Deal out all the remaining facedown Location Tokens equally to each player, leaving any uneven remainders in the center of the table.

- In a **4 player game**: Each player looks at a Location token, records its number, then passes it to the player across the table from them (the player 2 seats away from them).
- In a **5 player game:** Each player looks at a Location token, records its number, then passes it to the player on their right. Then, they look at another Location token, record its number, and pass it to the player on their left.

10. Without showing the other players, each player turns over their Location Tokens, including any tokens they may have been passed, and slots the tokens into the corresponding locations on their map with the number side hidden. This represents their starting knowledge of where they have already searched and not found the treasure.
11. If there are any remaining Location Tokens in the center of the table flip them over for all players to see and record.
12. Randomly determine a starting player.

GAME PLAY

The game is played in a series of turns beginning with the starting player and continuing clockwise around the table until the game ends.
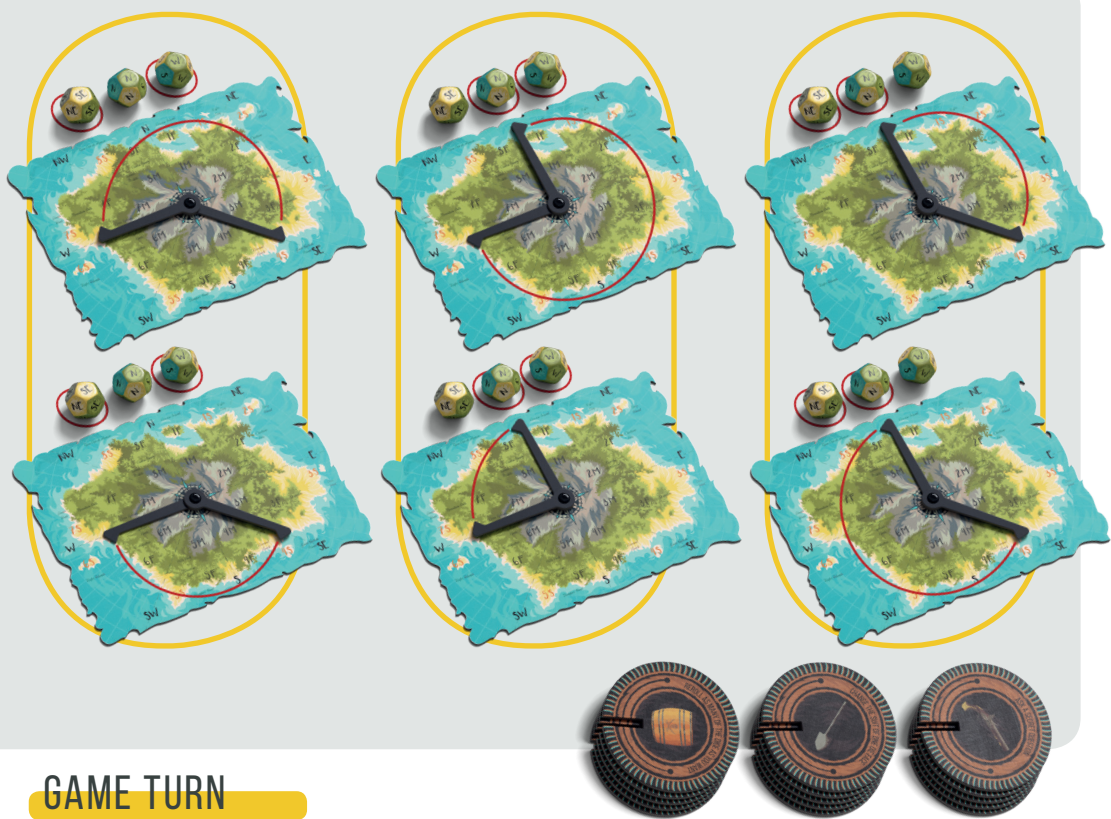
GAME TURN

The active player rolls all 3 dice in the center of the table. They then construct a question to ask another player about where they have already searched for the treasure.

CONSTRUCTING A QUESTION

- Choose an opponent to question.
- Choose 1 die to start the query range and set the central map dial with the clockwise pointing arrow to that coordinate.
- Choose another 1 die to end the query range and set the central map dial with the counter-clockwise pointing arrow to that coordinate.
- If both dice chosen show the same terrain color you may ask for only that terrain in the question.

  The player who was asked must truthfully answer out loud for all players to hear how many Location Tokens they have in the query range.

  Play then proceeds to the next player in clockwise order taking a turn.

SPECIAL ABILITIES

Each player begins the game with 3 Special Ability Tokens, which they can spend while constructing their question on their turn. Each of these are once per game abilities. Remove the corresponding Token from your Player Screen when you use the ability.

- Barrel: Re-roll any number of dice
- Shovel: Treat a rolled die as though it were the terrain of your choice.
- Pistol: Ask a secret question to another player instead of using the dice. Write on a scrap of paper (this could be torn from the bottom of their Notation Sheet) a question with any query range of their choice ignoring what is rolled on the dice. This question cannot be limited to a specific terrain. Pass the paper with the question to any player of their choice. That player will write down their answer and pass it back to the active player so that only the active player gained any new information this turn.

NOTATION AND INFORMATION TRACKING

Each player should record every question asked of another player and every answer given regardless of if it is their turn or not. All of this information will help them find where the two treasures are.

Record the specifics of each question and answer on the Notation Sheets. The Sheets are organized to have a separate column for questions asked to each player and a grid of all the board spaces to help inform your deductions.

When a player can concretely determine that a particular location is in play, they mark this by placing a Deduction Token into their Player Screen's map. Place a player colored token into the corresponding space to note that a specific player has that location or use the neutral backside of any Deduction Token if it's unknown exactly which player has that location.

END OF GAME AND VICTORY

At any point in the game, even if it is not their turn, a player may announce that they think they know where the two treasures are.

That player places both of their Treasure Tokens into the slots on their Player Screen's map where they believe the treasures are.

That player then secretly looks at the 2 set aside Location Tokens. If they are correct they show the Location Tokens and their Player Screen to all the other players to verify. The game is over and they have won!

If they are incorrect they announce that they are wrong, leave the location tokens set aside facedown without revealing any information. That player is eliminated from being able to win the game, and will not take anymore turns. However, they must keep playing to answer questions asked them by other players.

If all but 1 player is eliminated the game ends, and the remaining player is the winner.

CREDITS

BOARD GAME TABLES · COM