



KEY LARGO

BY PAUL RANGLES

WITH MIKE SELINKER AND BRUNO FAIDUTTI

FOR 3 TO 5 PLAYERS AGE 8 AND UP

The Story

The year is 1899. A new century dawns, and with it the promise of a rich future. This little Caribbean isle was once at the heart of the shipping lanes of old-world ships that fell prey to the pirates of the seven seas. Many shipwrecks are laden with treasure ripe for the taking.

But only ten days remain until the summer hurricanes show up. Once the storm season begins, the hurricanes will last for months, making it impossible to dive. By the time they subside, 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, your small diving companies will all try desperately to find treasures and sell them at the highest possible prices. Will you be the one to salvage the most money before the hurricane hits?



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Components

- An island board
- 130 cards including:
 - 80 wreck cards, including:
 - 20 “shallow” cards
 - 30 “medium” cards
 - 30 “deep” cards
 - 5 sets of 5 action cards (one set for each player)
 - 25 encounter cards (used with the optional rules)
- 15 diver tokens
- 40 diving equipment items, including:
 - 20 hoses
 - 10 tridents
 - 10 weights
- 1 day ring
- 1 diving helmet
- 5 ship pawns (one per player)
- Money with values from \$10 to \$500
- 1 rule book

Object of the game

The goal of *Key Largo* is to be the player with the most money at the end of ten days. Players hire divers and send them down 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

- Place the island board in the center of the table. Place the day ring at Dolphin Cove on the start space marking the first Friday. It will move one space forward at the end of each day.



- Each player takes a ship pawn and a set of five action cards in the same color. Remove the unused ships and action cards from the game.

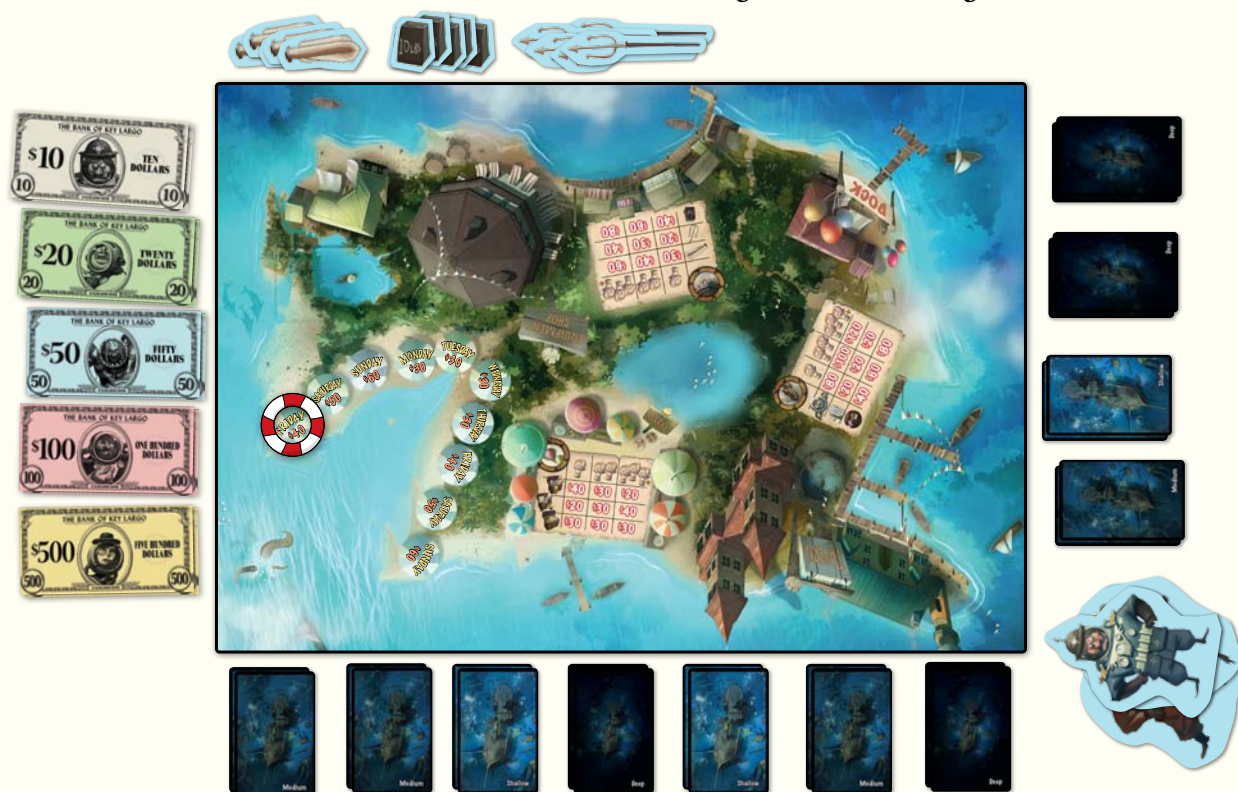
- Each player gets \$100. Sort the remaining money and place them near the island to form the bank.
- Each player takes a diver token and places it faceup in front of him. Stack extra divers by the board near the tavern.
- Stack equipment items by the board on the side of the equipment shop.



- A random player gets the diving helmet. That player will be the first player on the first day.
- Shuffle the wreck cards for each depth separately, and place stacks of five facedown cards—the wrecks—in the water around the board. The number of wrecks for each depth depends on the number of players:

# OF WRECKS	# OF PLAYERS		
	3	4	5
Shallow wrecks	3	4	4
Medium wrecks	4	5	6
Deep wrecks	4	5	6

For 3- or 4-player games, remove the unused wreck cards from the game without looking at them.



Playing a day

A game of *Key Largo* is divided into ten days, starting on a Friday, and ending after the second Sunday.

Each player acts twice each day: once in the morning and once in the afternoon.

- Each player starts the day with his ship at the dock.
- Each player directs the actions of his company for the day using his five action cards to indicate which of five possible places he'd like to send his ships. To do this, he selects two of his action cards and places them face down 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, starting with the player holding the diving helmet and proceeding clockwise, move their ships to the corresponding areas. A player who has chosen the "Search a Wreck" action may place his ship at the wreck of his choice. If more than one player has chosen this action, those players select their wrecks in clockwise order. There can never be more than one ship at the same wreck.
- Each player in turn, starting with the first player and going clockwise, resolves the effect of his revealed action card. The effects 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 then resolved in the same way.
- After all players have resolved the effects of their afternoon cards, the day is over, and all ships return to the dock. The player with the diving helmet passes it to the player to his left, while the day ring is moved to the next day. The next day then begins.

Action cards





SEARCH A WRECK

If you chose the "Search a Wreck" action, place your ship at the wreck of your choice, providing you have 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 hose can search only shallow wrecks. A diver with one hose can search shallow or medium wrecks. A diver with two hoses can search any wreck.

Search depth:

		
SHALLOW No hose required	MEDIUM One or more hoses required	DEEP Two hoses required

Only divers with enough hoses may search the wreck—divers lacking the necessary hoses cannot search that turn.

Example: You have one diver with two hoses and another diver with only one hose. You can search a deep wreck with one diver, or a shallow or medium wreck with both divers.

Divers must search the wreck one at a time. For each diver searching, draw one card from the top of the wreck and resolve the effect immediately before drawing for the next diver. You can stop searching after any diver finishes.



If the card you drew is a treasure card (gold, goods, artifact, or jewel), take it into your hand without revealing it to other players.

After drawing a treasure card, you may discard a weight to draw a second card. Remove the weight from the game.

If the card you drew is a monster card, it attacks your diver.



If any of the divers searching the wreck has a trident, you may discard it to kill the monster. The trident and monster are both removed from the game. After killing the monster, the current diver resumes diving and draws the next card from the wreck (if there are cards left).

If you don't discard a trident, your diver is frightened and gives up diving. Remove the diver and all of that diver's equipment from the game.

After you've finished all your dives, shuffle any unkill monster cards back into the wreck (if it's the last card in the wreck, just put it back facedown).

If all cards have been taken from a wreck, no one can search that wreck again.



GO DOLPHIN

WATCHING

If you chose the "Go Dolphin Watching" action, dock your ship on Dolphin Cove, where you'll take tourists out for dolphin watching in the bay.

Collect from the bank the amount of money indicated on the current day. (Dolphin watching pays more on the weekends.)

Optional rules also allow you to have encounters while dolphin watching. See the Encounters on page 6 for details.



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GO TO THE TAVERN

If you chose the “Go to the Tavern” action, dock your ship next to the tavern. You can hire a diver there, or buy drinks to gain information about the wrecks.



Hire a diver: To hire a diver, pay to the bank the price shown on the action card, which varies depending on the number of players who chose the tavern action. The more players at the tavern—whether or not they hire a diver—the more expensive it is to hire a diver. If you hire a diver, take a diver from the reserve and place him on your team. **You may hire only one diver per visit to the tavern.** You don't have to hire a diver if you don't want to.

The most divers you can have is three—if you already have three divers, you cannot hire a fourth one. If there are no divers left in the reserve, you cannot hire a diver.



Buy a round of drinks: Whether or not you hire a diver, you may also buy a round of drinks to listen to the old mariners' tales. Pay \$20 to the bank and choose two wrecks.

Look at each of the cards in those wrecks, then shuffle the cards and put them back. You may buy only one round of drinks each time you go to the tavern.



Hire a thief: *Optional rules also allow you to hire a thief in the tavern. See Thievery on page 6 for details.*

All tavern actions are independent from one another. You may do any of the actions allowed in the tavern, in any order, but you can do each action only once each time you go to the tavern.



SHOP FOR EQUIPMENT

If you chose the “Shop for Equipment” action, dock your ship next to the equipment shop, and go shopping for equipment for your divers.

You may buy up to two equipment items on each visit to the shop. You don't have to buy equipment if you don't want to.

An item must be placed onto a specific diver on your team as soon as you buy it. You can't buy equipment that you can't immediately place onto a diver.

Equipment prices are listed on the action card; they vary based on the number of players whose chose the “Shop for Equipment” action (whether or not they choose to buy any equipment).



If there is no more of an equipment item in the reserve, you can't buy that item.

Hose: This allows your diver to search deeper wrecks.

A diver with no hose can search only shallow wrecks; a diver with one hose can search shallow or medium wrecks;



and a diver with two hoses can search shallow, medium, or deep wrecks.

Trident: This allows your diver to kill one monster.

While searching a wreck with a diver carrying a trident, if you draw a monster card, you may discard a trident to kill the monster. This allows you to draw the next card in the wreck, if there are any left.



Weight: This allows your diver to search for additional treasure in wrecks. If your diver discovers a treasure, you may discard the weight and pick another wreck card. If it's another treasure card, you keep both cards. If it's a monster, and you have a trident available, you can kill the monster and take an additional draw. Otherwise, you must discard the diver, his equipment, and the weight, but you still get to keep the first treasure card.

Each diver can carry no more than two hoses, one trident, and one weight at a time. Divers cannot exchange equipment with each other.



SELL AT THE MARKET

If you chose the “Sell at the Market” action, dock your ship next to the market and sell some of the treasures you've found in the wrecks.

You can sell treasure of only one type (gold, goods, or artifacts) per visit. (Jewels are never sold at the market.) You may sell as many cards of a given type as you want, and may keep cards if you want, but you must sell at least one card. Discard any cards you sell.

Treasure cards

A treasure card has two numbers: a quantity (in numbers of crates), and an end-of-game value (in dollars). The value of a treasure card sold at the market is affected by the quantity and the number of players at the market. Multiply the quantity on your treasure card by the price per crate for that item as shown on your action card.



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 at the market, and \$20 per crate if three or more players are selling. \$20 is also the value per crate at the end of the game.

Example: A card with five crates of goods can be sold for \$200 if one player sells at the market, \$150 if two players sell, or \$100 if three or more players sell. It is worth \$100 if unsold at the end of the game.

Artifacts: Quite the opposite of goods, the



price is better for artifacts if lots of people are there. You get \$20 per crate if you are alone, \$30 per crate if there are two people selling, and \$40 per crate if three or more players are selling. \$20 is the value per crate at the end of the game.



Example: A card with five crates of artifacts can be sold for \$100 if one player sells at the market, \$150 if two players sell, or \$200 if three or more players sell. It is worth \$100 if unsold at the end of the game.

Gold: The price on gold never fluctuates during the game—it is always \$30 per crate.

However, at the end of the game, unsold crates of gold are worth only \$20 each.

Jewels: Jewels cannot be sold at the market. At the end of the game, they're worth the end-of-game value printed on the card.



Ending the game

The game ends after the second Sunday afternoon. All unsold treasure cards (including jewels) in each player's hand are cashed out for the end-of-game value printed at the bottom of each card. The richest player wins.

A sample turn

It is the first turn in a four-player game. Red has the diving helmet, so Red will go, followed by Green, Yellow, and Purple.

- All players start with their ships at the dock. They select their morning and afternoon action cards, and play them face down, morning on top.
- All players turn their morning cards face up. Red is going to the tavern, Green and Yellow to Dolphin Cove, and Purple to the equipment shop. In order, the players place their ships at the corresponding places.

Red hires a diver for \$80 (as he is the only one there) and pays \$20 for drinks, so he gives \$100 to the bank. He takes a diver token and places it next to the one he already has. He looks at all five cards in one wreck, shuffles them and places them back, and then does the same with a second wreck.

Green and Yellow go dolphin watching. Since it's Friday, each receives \$40 from the bank.

Purple buys a hose and trident at the shop, and pays \$50 to the bank (since she's the only one there). She places the trident and hose onto her only 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 wreck, since his divers have no hoses.

Green and Yellow dock their ships next to the tavern.

Purple, whose diver has one hose, places her ship on a medium wreck. (She could not have chosen Red's wreck.)

Red has two divers. He draws one card from the shallow wreck for his first diver. It's a treasure card! He adds it to his hand. Then he draws for the second diver. It's also a treasure card, so he adds that to his hand.

Green hires a diver, paying \$100 because Yellow is also there; Green also spends \$20 for drinks, so she gives a total of \$120 to the bank. She takes a diver, and looks at the cards in two shallow wrecks of her choice, shuffling each wreck after looking at it. (Since she looked at medium wrecks, everyone else suspects Green will be going to the Equipment Shop to get some hoses soon.)

Yellow pays \$100 to hire a diver, but doesn't buy drinks.

Purple draws the first card of the medium wreck where she has placed her ship. It's a monster! She kills the monster with the diver's trident, removing the monster and trident from the game, and she draws the next card from the wreck. (If Purple had no trident, she would have lost her



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diver and hose, and the cards in the wreck would have been reshuffled, with the monster in them.)

- The first Friday is over. The day ring is moved forward to Saturday, all ships return to the dock, and Red passes the diving helmet to Green, who will go first next turn.

Optional rules

After you have played *Key Largo* once or twice, you may add more flavor to the game with one or both of these optional rules. You can introduce thievery by letting players steal cards from each other, and you can introduce encounters with interesting island denizens met while dolphin watching.

Thievery

If you use the optional Thievery rule, when you go to the tavern, you may hire a thief to steal a treasure card from another player.

Pay the bank the price shown on the action card, depending on the number of players in the tavern. Then choose another player and draw a treasure card from his or her hand. (That player should hold his or her cards so that you can see only the card backs.) Add whichever card you

steal to your hand.

You may hire only one thief every time you go to the tavern. You do not have to hire a thief if you don't want to. This doesn't affect your ability to hire a diver or buy a round of drinks. You may do these actions in any order.

Encounters

If you use the optional Encounters rule, when you go to Dolphin Cove, you may draw an encounter card.

Encounter cards are shuffled before the game starts and placed in a pile, facedown, on the board between Dolphin Cove and the Equipment Shop. These cards represent people that the players can meet while taking tourists to watch the dolphins.

When you visit Dolphin Cove, collect your normal payment from the bank, and draw an encounter card and put it in your hand.

You can play this card, and apply its effect, later in the game. To do this, your ship must be in the location stated on the card. A Tourist card may be used in the tavern, the equipment shop, or the market. The card is discarded after use, and it only affects that half-day. You can play only one encounter card every half-day. Encounter cards cannot be played on the half-day in which they were drawn.

You may never have more than two encounter cards.

Encounter cards and effects

CARDS YOU CAN PLAY AT A WRECK

- Aide: Draw an extra card if searching a shallow wreck.
- Anxious Buyer: Immediately sell a treasure card you've just drawn for \$40 per crate.
- Veteran: Upon drawing a monster, reshuffle the cards in the wreck with the monster in them, and draw again.
- Saboteur: Leave this card at a wreck you've just searched. Treat this card as the top treasure card—it is discarded when drawn.
- Observant Diver: If there's only one card left in the wreck after you've searched it, take that card.

CARDS YOU CAN PLAY AT THE TAVERN

- Tourist: Treat this area as if one more player were there.
- Drunkard: Look at the cards in one wreck for free, then shuffle them.
- Young Diver: If you hire a diver, he costs \$60.



- Expert Diver: If you hire a diver, he comes with a hose.
- Young Thief: If you hire a thief, he costs \$30. (Discard this card and redraw if you aren't using thievery.)
- Brothers: You may recruit two divers in this visit to the tavern. (Pay for each.)

CARDS YOU CAN PLAY AT DOLPHIN COVE

- Large Family: Earn double the current price for dolphin watching.

CARDS YOU CAN PLAY AT THE EQUIPMENT SHOP

- Tourist: Treat this area as if one more player were there.
- Hose Seller: You may buy an extra hose.
- Trident Seller: You may buy an extra trident.
- Weight Seller: You may buy an extra weight.
- Discounter: If you buy two identical items, you may buy a third at a \$20 discount.
- Buddy: Pay the lowest price for your items, no matter how many players are in the shop.

CARDS YOU CAN PLAY AT THE MARKET

- Tourist: Treat this area as if one more player were there.
- Greenhorn: Change the type of one card to any other (gold, goods, or an artifact) before selling it.

- Trafficker: Treat up to five treasure cards as if they were all gold.
- Jeweler: In addition to your normal sale, sell a jewel for the value on the card.
- Goldsmith: You may sell gold at \$40 per crate.

Credits

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Extra special thanks to: Evon Fuerst, without whom this treasure would never have been salvaged, and most of all, to Katty Pepermans, for keeping Paul with us

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Printed in China.

PZOTGL3000



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Dedication: To Paul Randles

Mike Selinker, co-designer: It's a rare game that's dedicated to its creator, but this game is rare for the saddest of reasons. *Key Largo* was the last game designed by Paul Randles, the co-designer of the modern classic *Pirate's Cove* from Days of Wonder. Paul died of pancreatic cancer in 2003, ending what would have been a highly decorated career in game design. I knew Paul Randles, and most of you didn't, and that's why I wouldn't trade my life for yours.

Key Largo started as a little game called *Treasure Hunt*, a sequel to *Pirate's Cove* that took place on the same islet two centuries later, with the ships now wrecked under the waves. Back then, Paul had a mantra that he needed to play his game a hundred times before he thought it was good. He'd gotten maybe thirty or forty plays in, and was not at all convinced it was fully baked. But the rest of his friends liked it a lot, and expected great things from it.

But soon, we knew we weren't getting many more plays of this game—not with Paul, anyway. My wife, Evon, suggested I ask Paul if I could develop the game for him, and bring it to publication. I didn't think he'd agree, but he did, enthusiastically. A huge number of luminaries in the game industry wanted to help (see the "Special thanks"), and gave us their feedback, which Paul greedily devoured. And then, cruelly, Paul was gone.

But *Treasure Hunt* wasn't. We had made improvements, but I still needed help. And I got it from, of all places, France.

Bruno Faidutti, co-designer: I really liked *Pirate's Cove*, and Paul and I exchanged a few nice emails about it, but we never met. We could have arranged a meeting later, but Paul was caught by cancer just when his first game was becoming a hit.

In April 2003, I made the trip to Ohio for game designer Alan R. Moon's Gathering of Friends. Paul, who had been a

regular, was no longer there, but I met Mike, who invited me to play what he was now calling *Treasure Island*. I really liked the basic idea of the game, and made a few suggestions after this first game; as a result, I was immediately hired as the third guy to finalize the game.

Mike and I started sending emails and files over (or is it under?) the ocean between France and the USA, and soon *Treasure Island* took its definitive form. The basics were still those of Paul's prototype, with, for example, day-by-day programming and divers who bought extra hose to search deeper wrecks. But the game had become lighter and faster-paced without losing its depth and variety.

When we were all satisfied, we started to look for a publisher, Mike canvassing the American ones while I looked in Europe. I found one first, so the game was published in Europe by Tilsit, who gave it light graphics depicting the newly named island of Key Largo on a sunny day. Later, Mike began work on the Titanic Games version, opting for graphics depicting the island under gathering clouds. I don't know what Paul would have chosen, but I'm sure having both a sunny-day and a cloudy-day version of the same game is more than he would have dreamed of.

Lisa Stevens, Titanic Games CEO: I've never met a nicer guy than Paul in my life, and I doubt that I ever will. You couldn't be around Paul Randles for long without sporting a big grin. His enthusiasm was infectious. He held the nickname "Papa Christmas" because of a stocking he hung from his cube wall at Wizards of the Coast. It was always stuffed with the best candy, and anybody could come by Paul's cube, reach in the stocking, and grab a free treat while shouting "Every day is Christmas!" at the top of their lungs. This was Paul's payment.

But it wasn't just in his generous candy donations that Paul lived out that motto. I remember playing on Paul's softball team. Anybody that knows me knows that I love to win—badly. But for Paul, it was all about getting everybody to have fun, no matter their skill level or even the final score. Winning sucked if you didn't have fun doing it. I remember one game where we were getting trounced by another team. One of their players spiked me while coming in to third base and leading by 20 runs, and I flipped out. I was about to get thrown out, when Paul ran out, grabbed me by the arms, and said, "Lisa, remember, every day is Christmas." He had this big grin on his face and of course the tension faded away. That was Paul.

When Mike brought me the opportunity to publish *Key Largo* in English, I made sure I had room on the Titanic schedule for it. I couldn't be more proud to present all of you with this last gift from Paul. Merry Christmas, everyone.

Katty Pepermans, Paul's widow: I am very happy that the English-language version of *Key Largo* has come to life. Paul would be extremely happy about this. His game design career was short, but nobody, him in the least, would have guessed that the return would be this big. February 2008 is the 5th anniversary of his passing, and it is absolutely amazing to