

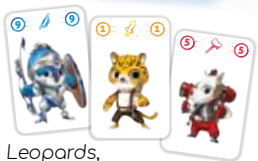
The background features a tropical beach scene with a clear blue sky, a turquoise ocean, and a sandy beach. Several palm trees are scattered across the scene, with one large one in the top right corner and another in the bottom right. A small red crab is visible on the sand in the bottom left. The title 'Little BATTLE' is prominently displayed in the center. 'Little' is written in a 3D, orange, cursive font with a small red crab perched on the letter 'e'. 'BATTLE' is written in a white, bold, sans-serif font on a blue, rectangular sign with a scalloped edge.

Little BATTLE

Treasures sighted! Set course for El Capulco!
Under the sandy beaches of this mysterious island, are chests filled with treasure.
Quick! Assemble the best team of Adventurers to grab as much treasure as possible before your opponents take it all!

COMPONENTS

30 Adventurer cards
10 Parrots, 9 Rhinoceros, 8 Leopards,
and 3 Adventurer Chiefs



18 Treasure Chest cards
8 Blue chests, 6 Red chests,
and 4 Yellow chests



5 Longships



1 Nap Zone
(represented by the empty box bottom)



GAME SET-UP

1 Each player chooses a Longship and places it in front of them.

2 Shuffle the Treasure Chest cards and divide them into two equal piles, chest side up. They represent the beach.

3 Shuffle the Adventurer cards (with or without the Adventurer Chief cards, see variant on p.14), then deal 5 face-down to each player.

4 The unused cards are placed face-down in the Nap Zone.





OBJECT OF THE GAME

Grab the Treasure Chests full of gold and become the richest of all of the captains. But be careful, the other teams are all trying to grab some for themselves too!

GAMEPLAY

The game is played in 2 steps:



You need to build your team of Adventurers before running off to hunt for treasure.

You have 5 cards in your hand. Choose 1 that you want to keep and place it face-down on your Longship. Pass your other cards, face-down, to the player to your left and pick up the cards that the player to your right has just passed to you.

Again, choose the card that you like the most and place it on your Longship. Now pass the other 3 cards face-down to the player on your left and repeat this process until you only pick up a single card from the player to your right. When you have 5 cards on your Longship, your team is complete and you can move on to step 2.

2 GOLD RUSH

This step is divided into 2 phases:

PHASE 1
Raid the chests

PHASE 2
Divide up the loot

PHASE 1 Raid the chests

Now that your team of intrepid Adventurers is ready, it's time to rush for all those chests buried on the beach!

Pick up the 5 cards you placed on your Longship. Take a look at the Treasure Chests on the beach and choose the Adventurer card you want to play. When all players are ready, everybody lets out their best battle cries and each simultaneously places their card face-down next to the chest pile of their choice.

Now move on to **PHASE 2**.

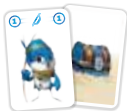
Remember: All players must play their Adventurer card at the same time. If a player doesn't play their card at the same time as everyone else, that player is eliminated for this turn and their Adventurer card goes to the Nap Zone.

PHASE 2 Divide up the loot

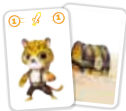
Once the raid on the chests is finished, the players can divide up the loot. Turn all of the Adventurer cards on the beach face up.



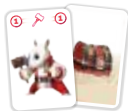
→ The loot is divided up following these strict rules:



Parrots can only open blue chests.



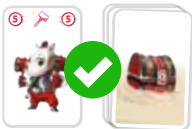
Leopards can only open yellow chests.



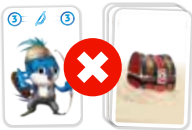
Rhinoceros can only open red chests.

Several different situations are possible at this point:

- *There is only one Adventurer next to a pile of chests*



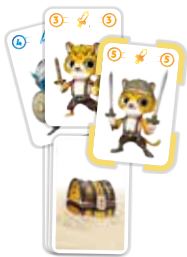
If the Adventurer can open the chest, the player takes the Treasure Chest card and places it face-down on their Longship. Their Adventurer goes to the Nap Zone.



If the Adventurer can't open the chest, the player immediately places their Adventurer in the Nap Zone.

- *There are multiple Adventurers next to a pile of chests*

If several Adventurers are placed next to the same pile of Treasure Chests, **it's time for a fight!**



The Adventurers of the same color as the chest face off.

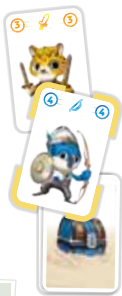
The strongest among them (the one with the highest number) takes the chest.

The victorious player places the chest they won under their Longship face-down and discards their Adventurer card.

- **The battle continues...**

The remaining Adventurers can now try to take the next chest in the same pile.

The rules remain the same: an Adventurer can only open a chest that they have the key for. If two or more Adventurers have to face off, the strongest one wins the Treasure Chest and the other Adventurers can either try to grab the next chest or they are discarded to the Nap Zone.



Remember: Keep the contents of your Treasure Chest cards a secret until the end of the game!

- **Start Step 2 again and keep playing until you've played your last card**

When you don't have any more cards in your hand, step 2 is over. If there are any chests remaining on the beach, shuffle all of the Adventurer cards in the Nap Zone and go back to step 1, otherwise move on to the End of the Game.

END OF THE GAME

The game is over when all of the chests on the beach have been picked up.

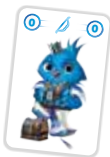
Each player turns over all of their Treasure Chest cards and counts the number of gold pieces that they have gathered. Each gold piece is worth 1.

The player with the most gold pieces is the winner!

VARIANT ADVENTURER CHIEFS

Bring some extra excitement to your game by adding in the Adventurer Chief cards!

These cards have the following effects:



Parrot Chief - Strength 0

Being so clever, whenever he opens a blue chest he automatically grabs the next chest below it regardless of the color.

Leopard Chief - Strength 0

He's got the quickest paws around. He takes the key of the last Adventurer who left that chest pile with a chest. This means that he can open a red chest if the last Adventurer was red or a blue chest if the last Adventurer was blue, following the normal rules explained above.





Rhinoceros Chief - Strength 0

Super intimidating, he scares away all of the Adventurer cards on his pile with a strength of 3 or higher. He then acts like a regular Rhinoceros Adventurer card (with a Value of 0) when it comes to picking up chests, following the normal rules explained above.

! But be careful, there can only be one Chief on a pile of Treasure Chests at a time. If two or more Chiefs are played on the same pile, they are immediately discarded and their effects are not applied.

A note from the author and the team:



We would like to thank the entire Loki team, and especially Aurélie. We dedicate this game to Alvaro, Lisandro, Maoro, and Nelly and to our first playtesters Gwendo, Lionel, and Alban.

Loki would like to thank the Heillecourt and Ludres schools.

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