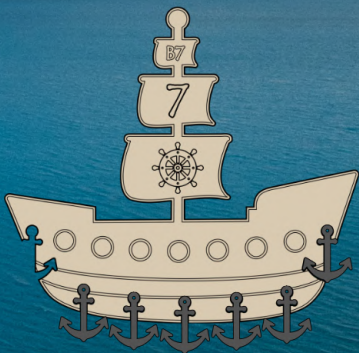# 🔫 LEGEND 🔫

Take yourself back to the golden age of pirates (1660 – 1730), when the legendary Henry Morgan reigned the seas and other bad guys like him were not missing. The game's author himself is such a gangster that he designed the game when he was seven years old.

TOTOHU is a dynamic and intense naval battle for 2 players (Travel Edition) or 1 to 3 players (Collector's Edition).

In Maori, TOTOHU means to SINK, and that's exactly the point. The game simplicity and principles are reminiscent of the well-known "Rock, Paper, Scissors" shootout. But instead of 3 options, you have 6 of them, in terms of different types of ships. Rum, anchors, and cannons are not missing.

🔫 COMPONENTS - TRAVEL EDITION 🔫

- 12 x leatherette ship (6 light and 6 dark)
- 12 x wooden rum bottle (2 sets of 6 cards)
- 15x blue anchor token
- 19x green cannon token
- 34x brown barrel token
- 33x red hit token
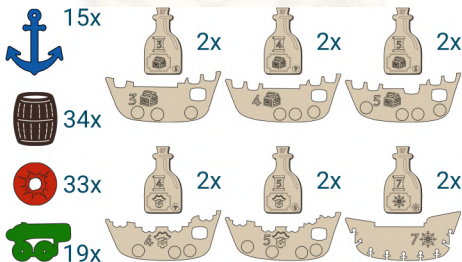
🔫 COMPONENTS - COLLECTOR'S EDITION 🔫

- 18 x wooden ship (3 fleets of 6 ships)
- 18 x wooden rum bottle (3 sets of 6 cards)
- 22x blue anchor token
- 28x green cannon token
- 51x brown barrel token
- 49x red hit token
- 1x board with the results of the ship encounter
- 1x dice
- 1x rulebook

22x

51x

1x

1x

28x

49x

3x 3x 3x

3x 3x 3x
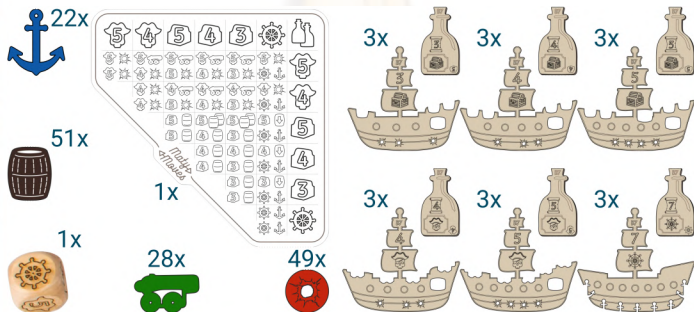
🔫 AIM OF THE GAME 🔫

The aim of the game is to destroy the enemy fleet of ships and get as many cannons and barrels of goods as possible, which count as victory points.

🔫 GAME SETUP 🔫

1. Each player receives the following 6 ships to place in front of them.

   - 1 Pirate hunter ship (marked with a rudder)
   - 2 Pirate ships of strength 4 and 5 (marked with a pirate)
   - 3 Merchant ships of strength 3, 4 and 5 (marked with a chest)

2. Each player receives 6 playing cards in the shape of a rum bottle corresponding to the ships in his fleet.

3. Place tokens of anchors, barrels, cannons, and hits near the game area so that players have them at hand.

4. In the case of the Collector's Edition, place the ship encounter board and dice near the game area so that the players have them at hand.

5. Determine whether to play the standard game or game options (see "Game Options" below).

6. Select the first player – whoever last sailed on a boat or other vessel of any shape and size starts.

🔫 GAMEPLAY OVERVIEW 🔫

The starting player counts "TO–TO–HU" and then all players immediately play one of their cards. The ships shown on the played cards meet on the open sea and an encounter occurs, which may bring success to the players or, conversely, a nasty hole in the hull.

The encounter is resolved according to the table shown in "Figure 1" below. Connect the column containing one ship's symbol and the row containing the other ship's symbol to see what happened in the encounter.
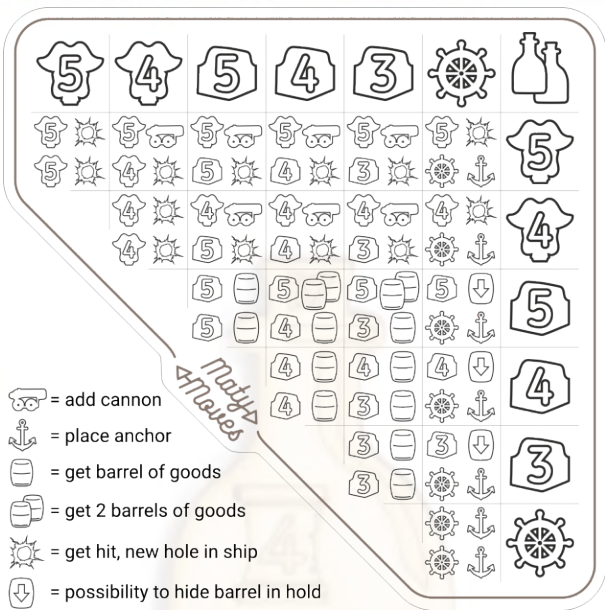
Figure 1 – Result of the ship encounter

The following scenarios can occur:

1. A pirate ship encounters a merchant ship: the pirates fire at the merchant ship and it gets hit - the owner of the hit ship places a hit token on an empty circle in the hull. The pirates add a cannon to the deck.

2. A pirate ship encounters a pirate ship: The result of the encounter depends on the strength of both ships. If one ship is stronger than the other, it gets a cannon and the weaker ship gets hit - the owner of the hit ship places a hit token on an empty circle in the hull. If the strength of the ships is equal, both ships get a hit and gain nothing.

3. A pirate ship encounters a pirate hunter: the pirate hunter fires at the pirate ship, and it gets hit – the owner of the hit ship places a hit token on an empty circle in the hull. The pirate hunter adds one anchor to his ship.

4. A merchant ship encounters a merchant ship: Both ships get a barrel of goods. If a merchant ship of strength 5 encounters a weaker merchant ship (strength 3 or 4), it gets one extra barrel of goods.

5. A merchant ship encounters a pirate hunter: the result of the encounter depends on the game variant. The pirate hunter adds one anchor to his ship. In the basic variant of the game, the merchant ship gains nothing. In the "Hidden Treasure" variant, the merchant ship gains the option to hide one barrel of goods in the hold (see "Game Options" below).

6. A pirate hunter encounters a pirate hunter: both pirate hunters add one anchor to their ship.

Once the encounter is resolved, the next player (in the Collector's Edition marked with the dice) clockwise counts TO– TO– HU and the whole situation repeats.

☜ REMOVING SHIPS FROM COMBAT ☜

Ships can be removed from combat as follows:

- Each ship that has all circles on its hull filled with hit tokens immediately sinks, including its cargo or acquired cannons.
- A pirate hunter that has filled all anchor spaces (he has already sailed 7 times) immediately leaves for port and does not participate in combat anymore.

- A pirate ship that has acquired the maximum number of cannons immediately leaves for port and does not participate in combat anymore.
- A merchant ship that has filled all the spaces on its deck for barrels of goods immediately leaves for port and does not participate in combat anymore.

> ☠ Note that the space for hiding a barrel of goods in the hold has no effect on the departure of ships to the port.

> ☠ The number of ships that can be played decreases over time and it is important to consider which ship to keep for the end.

🔫 END OF THE GAME 🔫

The game ends when only one player's ships are left in the game because the other players' ships have already left or sunk. At the end of the game, players count all the barrels and cannons on the unsunken ships of the fleet (at sea and in port) and the player with the highest score wins the game. In the case of a tie, the players share the victory.

> ☠ Anchors of pirate hunters do not count as victory points!

🔫 GAME OPTIONS 🔫

HIDDEN TREASURE: Merchant and pirate ships have 1 extra cargo space in the hold, which can also be filled with a barrel of goods, but only until the deck is fully loaded and the ship leaves for port.

A merchant ship can relocate 1 barrel of goods from the deck to the hold during an encounter with a pirate hunter.

A pirate ship can get a barrel of goods when it encounters a merchant ship and decides to loot 1 barrel of goods from its deck **instead of** hitting it and getting a cannon.

If a merchant ship does not have a barrel of goods on its deck, it cannot be looted and gets a hit when it encounters a pirate ship.

If a pirate ship already owns a barrel of goods, it cannot steal another one.

> Note that the barrel of goods hidden in the hold is safely secured and cannot be looted in any way.

BLIND GAME: In a standard game, players' ships are uncovered and each player can see the status of the opponent's fleet. The "blind" variant of the game allows ships to be hidden from the eyes of opponents. Thus, it is not possible to know the status of the opponent's fleets except by memorizing the course of the game.

> Players can't see how many of their opponents' ships have sunk or left for port, but if a player has no more ships at sea, he/she notifies the others.

🚢 3 PLAYER GAME 🚢

The 3-player game is only available in the Collector's Edition. In a 3-player game, the same rules apply as for a 2-player game. Each turn begins with a TO−TO−HU countdown, after which all players immediately play one of their cards. However, the turn is resolved differently because the ships encounter each other consecutively (in a one-to-one system) in the order chosen by the player who counted TO−TO−HU at the start of the turn.

The order of the encounters is chosen after all 3 cards are played.

Each ship encounters 2 opposing ships consecutively during each turn.

If a ship is sunk or loaded to full capacity (and leaves for port) after the first encounter is resolved, the second encounter will not take place.

🔫 1 PLAYER GAME 🔫

In a 1-player game, the opponent's turn is determined by the roll of the dice (available in the Collector's Edition). If the die rolls for a ship that is already out of combat (sunk or sailed to port), proceed as follows:

- If 1 or 2 of your opponent's ships have been removed from combat so far, reroll the dice.
- If 3 or 4 of your opponent's ships are removed from combat, assign the cards of the removed ships to those still in play. Each combat-capable ship is now represented by multiple symbols on the dice.

🔫 CREDITS 🔫

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🔫 SPECIAL THANKS 🔫

Special thanks to Ondřej for giving me the notes of his son (the author of the game concept) and secretly letting to develop the whole game for him as a birthday present.