

Find the Treasure!

*for 2-6 players
(playing time 45 min)*

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Nova Suecia Games
<http://www.novasuecia.se>
Version 1.0*

*Game Components
154 land tiles
26 cards; 6 islands, 6 treasure maps,
6 battle cards and 8 compass cards
46 wooden parts; 6 pirates, 6 ships, 30 chests, 4 rafts
12 gems; 6 white and 6 black*

Thou who dares to follow the footsteps of Captain Blackbeard, behold the maps that will lead you on your path.

- ❖ *6 are the island maps of Coroca. Choose 1 or create your own and set up the land tiles (green, blue, gray). Distribute the 4 rafts between the groups of swamp tiles (blue) so that no group is without a raft. End with beach tiles along the edges (yellow).*
- ❖ *6 are the treasure maps that show the way. Turn them face down and shuffle the longitude maps (white) and the latitude maps (black).*
- ❖ *9 are the crosses on the island map where my treasure may be hidden. Place the longitude maps left of the island map and the latitude maps above so that each map points towards 3 crosses.*

You are now ready to set sail!

Island map



Land tiles



Beach tiles



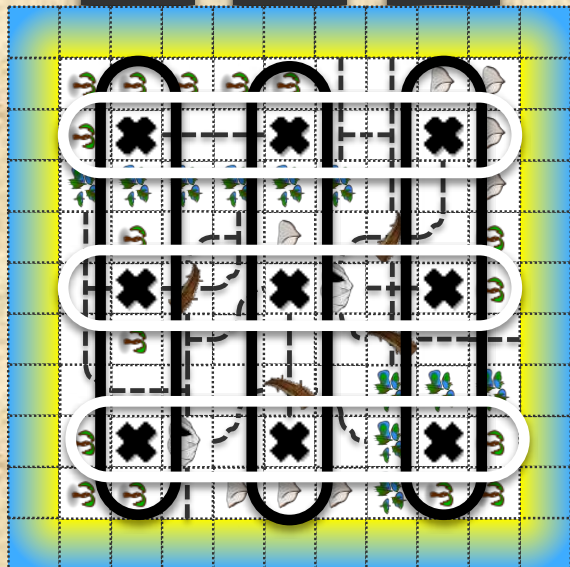
Pirate



Ship



Chest



Choose 1 color each and take 1 pirate, 1 ship, and 5 chests of that color. Take turns to look at 1 island map each and then place 1 chest on it. Keep the information to yourself since others will stop at nothing to lay their hands on it. The map shows you what to expect along that longitude or latitude. Next, sail your ship and your pirate next to any beach tile, leaving at least 3 beach tiles between your ship and other pirates' ships (cannon distance!).

You may now explore the islands of Coroca!

Each turn you may choose 1 of 3 actions or pass:

1. Sail your ship next to another beach tile.
2. Move your pirate from 1 tile to 1 adjacent tile. If you enter an empty beach tile you may move again. Beware though, the island is not moved through easily.



Jungles may only be entered and exited along paths.

Bridges and crossing paths are not connected, i.e. your pirate cannot move from the bridge to the path and vice versa. If your pirate attacks from a bridge you get a bonus (see below).



Mountains may not be entered.



Caves make the pirate lose direction. When leaving a cave, take 1 compass card for each possible direction and add compass cards for the wanted directions. Shuffle and draw 1 card to determine in which direction your pirate leaves the cave.



Swamps may only be entered with rafts. Take a raft from the group of swamp tiles and keep it as long your pirate is in a swamp tile. When your pirate enters a non-swamp tile, leave the raft in it. If there is no raft left in the group of swamp tiles, nor any raft in the non-swamp tile that your pirate is in, you may not enter.



3. Dig at a cross where your pirate stands. Leave 1 chest on the tile and look at both the longitude map and the latitude map. Your pirate may only dig if you have chests left and where others have not dug.

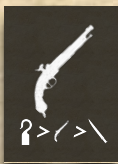


Red pirate may:

- i. Move north (but then be attacked by blue on the bridge with bonus)
- ii. Move south (but then have to draw a compass card to find the way out of the cave)
- iii. Move west (using the available raft)
- iv. Dig and look at the white and black maps (since nobody else has done it yet)

If you find a white diamond, you have found my treasure. However, if you find a black diamond, my curse befalls you. Thus, take care to read and remember the maps so that you dig in places where there are white diamonds and avoid places where there are black diamonds. To escape with my treasure, you must find at least 2 white diamonds and return to your ship. However, for each black diamond found you must find another 2 white diamonds. Also, you are not alone, other pirates will attempt to stop you.

Gun



Whenever your pirate enters the tile of another pirate, you must fight. Take 1 set of battle cards each, select 1 card and assess the outcome. The pistol beats the sabre, the sabre beats the hook and the hook beats the pistol. The first pirate to beat the other 3 times wins. If one pirate stands on a bridge and the other below, the first pirate only needs to win 2 times.

Sabre



If you lose, your pirate immediately returns to your ship for nursing. Next turn, he or she may either enter the beach tile or follow the ship to another beach tile (but must then leave the ship). If you win, you may choose 1 of the following:

Hook



1. Steal the other pirate's map (look at the longitude or latitude card on which the pirate has placed a chest).
2. Steal treasure from the other pirate (replace 1 chest that he or she has placed on a cross tile of your own choice with 1 of your own chests and look at the corresponding longitude and latitude cards). Beware, you may find a treasure but you may also draw a curse upon you!

Red pirate found 1 white diamond and 1 empty chest at the cross where she placed her chest.



When you reach your ship and decides to escape, the game is over. Turn all the longitude and latitude cards face up and distribute diamonds according to the cards (white or black) to players with chests on the crosses. White adds 1 point to the score and black subtracts 1 point from the score.

If you have at least 2 points, you have found my treasure and been spared my curse (otherwise you lose and the victory goes to the player with the most points instead). Captain Blackbeard bows for you!

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