

Find the Treasure!

by Nicholas Hjelmberg
Nova Suecia Games
<http://www.novasuecia.se>
Version 2.0



1-6
players



30
minutes



14+

1. Objective

Ahoy, mate! You have in your hand pieces of Captain Blackbeard's treasure map. The pirate who finds all treasures wins!

2. Components

- ❖ 36 map/clue cards; 6 maps with 6 clues each.
- ❖ 6 pirates and 6 ships; 1 in each player color
- ❖ 36 gems; 6 diamonds, 6 rubies, 6 emeralds, 6 black opals, 6 sapphires, and 6 topazes.



3. Setup

Decide whether to play on a small island (4x4 cards) or a large island (5x5 cards). For the small island, remove all 6 cards of any 1 map symbol (i.e. play with 30 cards).

Choose a color and take the pirate and the ship of that color. Shuffle and deal map/clue cards with the map face up according to the table below. Keep the clue face to yourself and display the map face to the others. The remaining cards form the *draw pile*.

Player count	2	3	4	5	6
Small island	11	8	7	-	-
Large island	-	-	8	7	6

4. Course of the Game

The game is played in 2 phases: Map Phase and Clue Phase. Vote for a first mate to start the treasure hunt.

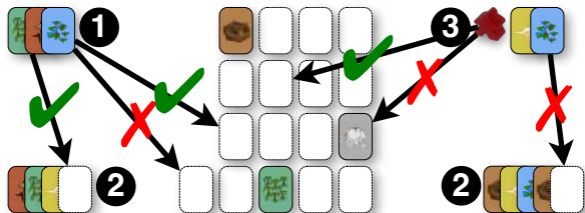
For a quick start, skip the Map Phase. Randomly lay out 4x4 or 5x5 cards with the map face up and deal 3/2 (small/large island) cards to each player. In reversed turn order, take 1 map card to your hand for a total of 4/3 cards and replace it with your pirate. Then play the Clue Phase.

4.1 Map Phase

In clockwise order, starting with the most piraty player, choose 1 of the below actions. End the Map Phase when all players have played all their cards and pirates.

- 1) Place 1 card on the table with the map face up. It is now referred to as a *map card*. Cards must be placed within an imaginary grid of 4x4 (small island) or 5x5 (large island) cards.
- 2) Place 1 card in front of you with the map face up. It is now referred to as a *clue card*. It tells you where to end a move in the Clue phase. You must end the phase with **4 clue cards** (small island) or **3 clue cards** (large island).
- 3) Place your pirate in a grid space where there is no card. It tells you where to start a move in the Clue phase. Also place your ship on the highest number on the turn order track (see back page).

Example: Legal actions on small island.



Some scenarios will get a "gap" in the grid. Fill it with the top card from the draw pile.

4.2 Clue Phase

In the new order according to the turn order track (lowest number goes first), choose 1 of the following actions. End the game when there are no gems left.

- 1) Play a clue card to move your pirate to a map card. The clue card tells you the number of steps to move, which map card to end the move on, and which gem to take. If you cannot do what the clue card tells, you must take action 2.

- 2) Draw the top two cards from the draw pile and keep one. Return the other together with one card from your hand to the bottom of the draw pile.

When you move your pirate, **leave** the clue card you played on your pirate's starting space with the map face up. Then **take** the map card from your pirate's ending space.

Example: "At the totem (a), 2 steps straight (b), there be black opals (c)."



Leave used clue card

Take map card

When you take a gem, you may not take a gem type you already have but you may take a gem of similar or less value instead (see back page). If you have one of each gem type, the game ends.

5. End of Game

The first player to find six different gems wins. For younger players, you may agree that five or four different gems wins.







6. Solo Rules

Play as normal with the following changes:

Map Phase: Follow the quick start rules but deal yourself 0-2 extra cards depending on difficulty level (less cards=higher difficulty) and play with 1-6 gems of each type (more gems=higher difficulty).

Treasure Phase: Only action 1 is allowed, e.g. there is no draw pile to draw new cards from. You may take all gems of a type but if you cannot take a gem, the game ends.

The more gems you find, the better your score. The ultimate goal is to find all gems.

<i>Turn Order</i>	
1	
2	
3	
4	
5	
6	

<i>Gem Value</i>	
	4
	3
	3
	2
	2
	1

Credits

Game design: Nicholas Hjelmberg
 Artwork: Nicholas Hjelmberg
 Production: The Game Crafter
 Game testers: Stockholm Board Game
 Design Meetup