









Object of the game:

Win as many Treasure Maps as possible.

Contents:

1 wooden Treasure Chest 1 Destination Card 24 double sided Adventurer Cards (6 per player) 50 **Treasure Map** Cards

Preparation:

Place the Destination Card at the center of the table with access to all players and set the wooden Treasure Chest on top of the card. This card will remain the destination for all challenges during the whole game.

Shuffle the Treasure Map Cards and place them facedown in a draw pile close to the Treasure Chest.

Each player takes 6 Adventurer Cards of their chosen color. Players place the cards in front of themselves with either side facing up, at about five cards distance from the Treasure Chest.



Playing the game:

The game is played in several rounds. The eldest player starts the first round by turning the first **Treasure** Map Card face up.

Players play simultaneously and try to recreate the path leading to the Treasure Chest by placing their Adventurer Cards in the right order, with the correct face up. They must start from their Start Point card and work towards the wooden Treasure Chest. The path on the **Treasure Map** Cards starts from the black dot and follows the dotted line over 2, 3 4 or 5 icons to reach the Treasure (red cross).



The Treasure map shows the Diamond, Book, Compass, Wagon, Tablet icons. in that order. Players should place their cards as

shown below.





When the Treasure Map includes only 2.3 or 4 icons, players must hide the unused card(s) by sliding it

under another card.

Example: The Treasure ip shows the Compass, Vagon and Diamond t order. Players should place cards as shown, in that same order, with the 2 unused

cards slid under one or two active

cards.

Note: Some icons on the Treasure Map Cards are slightly faded by time, which makes them less readable, but nevertheless part of the path to recreate.

When a player thinks they have reproduced the path perfectly, they grab the Treasure Chest. All players check the answer:

• The player is wrong: when either the cards are not in the right order OR at least one of them shows the wrong icon OR there are too many or not enough cards on the path. The player then loses one of the cards they had won and slides it under the draw pile.



They are out for the remainder of the round while the rest of the players continue until one of them finds the path, or everyone fails.

The player is correct

when they have **managed to recreate** the path to the Treasure Chest. They win the **Treasure Map** and place it in a pile in front of them. They then turn the next Treasure Map Card over face up, and a new round starts.

End of the game:

The first player to win 5 cards wins the game.

Variation in teams (8 players):

The game can be played with 2 player teams. Each team shares 5 Adventurer Cards, therefore one player takes 2 cards and the other one 3.

The game is played in the same way, except that the 2 teammates must plan how to place their cards. The one who places the last card on the path grabs the Treasure Chest.

Simpler Variation:

Players can all agree that the lines on their cards do not need to be aligned for the path to be valid.







Blue Orange, 97 impasse Jean Lamour, 54700 Pont-à-Mousson, France. Made in China. Designed in France.

www.blueorangegames.eu



