

# Treasure Hunt -Official Game Rules

- Scenario:
  - The richest man in town has kicked the bucket - with no known successors or other distant relatives. Everyone is in a frenzy to try and collect the unclaimed wealth left behind - but beware! There's a monstrous ghost inhabiting the old man's mansion
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- Objective of the Game
  - The goal of the game Treasure Hunt is to be the first player to attain **3 out of the 5** treasures listed on your specific *Treasure Goal Card* and return back to your starting spot. Each player will have a different treasure card but everyone wants to get 3 treasures and escape! Also, WATCH OUT because your treasures overlap with other players so you may have to fight to get that treasure first! Also, WATCH OUT, because the monster in the house may attack you and slow down your gameplan. The game ends once the first person retrieves their 3 treasures and returns back to their starting spot.
- Players
  - The game is setup for 2-4 players
- Setting up the Game
  - First, you need to set up the board! Shuffle all of the map tiles (20x), and then randomly place the map tiles face down on the black spaces inside the 4 rooms. Map tiles include *treasure tiles*, *currency tiles*, and *event tiles*.
  - Shuffle the *Event Cards* and place them face down by the board.
  - Sort the *Item Cards* into 4 stacks (Weapons, Traps, Shields, and Lanterns) and place them face up by the board
  - Sort out the *Currency* into 3 stacks (\$1, \$5, and \$10) and place them by the board. This will essentially be the "bank"
  - Deal out \$5 dollars to each player to start
  - Deal out a *Treasure Goal Card* to each player
    - This is specific to each player and assigns your goal for the game! This will give you 5 listed treasures, but you only have to attain 3 of these treasures!
    - Remember treasures overlap with other players so don't show other players your *Treasure Goal Card*

- Remember that there are 10 *treasures* on the board so you may pick up a treasure that is not listed in your *Treasure Goal Card*. Try to trade this treasure to other players!
  - Each player will start in their specified corner, while the monster starts in the center piece
  - The player who rolls the highest number will get to start the game! Continue clockwise afterwards
- **Player's Turn**
  - On your turn, you must roll both die. The blue one will govern how much you can move in the board (1 tile=1 number), while the red one will govern how far the monster can move in the board
    - Note: No diagonal movements
    - Note: Players can only enter rooms through designated doors
    - Note: The monster can move through the walls of the room
  - *Teleportation Tiles*
    - A player is able to use a teleportation tile to teleport to the corresponding teleportation tile in the middle of their move
      - (i.e. If you roll a 5, 1 move to get to the teleportation tile, 1 move to teleport, and the next 3 however else you want to move)
      - Note: Monster's can't use teleportation tiles
  - **Note: You must move both pieces before continuing your turn**
  - Where you land?
    - *Event Tiles*: Pick up an event card and follow the rules/actions listed on



the card for that turn (This symbol signifies an *Event Tile*)

- *Treasure Tiles*: You will successfully attain one treasure on the map. Add this to your pile. If you land on a *Treasure Tile* make sure that you show everyone in the game what the *treasure tile* is before putting it in your pile.
- *Currency Tiles*: Collect the amount of money specified on the tile
- Note: Tiles face down in Rooms
  - If you land on a tile that is faced down on the board, flip the tile face up, and then follow the tiles instructions. The tile will now be face up for the rest of the game. If the tile is
- Other Notes
  - Players are allowed to be on the same space as another player

- There are tiles that have no actions/instructions
  - Starting spots and the center spot are safe spots for everyone. You can't be attacked by the monster or a weapon on these spots.
  - Players are not allowed to pass by the same tile more than once in a turn
- Monsters Movements?
  - You can attack another player if you make the monster land **exactly** on an opponent's space. The attacked player must reveal to everyone the treasures in their hand. After, the attacker gets to randomly choose one of the treasures from the attacked player's hand. That treasure will be left behind on that tile, and the attacked player must go back to their starting spot.
    - Note: If you attack a tile that two players are currently on, both players will be affected normally
    - Note: If an attacked player does not have a treasure, they will just go back to their starting spot
- What else can you do in your turn?
  - Before your turn is over, you can 1) purchase *Items* (Weapons, Traps, Shields, and Lanterns), 2) Trade treasures with players, or 3) Use an Item.
    - Note: There is no limit on how many *Items* you purchase or use in a turn
- Purchasing and Using Items
  - Here is the breakdown of prices for items. You can purchase items on before or after your roll **on your turn**. If you purchase an item, pick up the *Item Card* and add this to your hand.

Item:	Weapon	Shield	Trap	Lantern
Cost:	\$10	\$8	\$5	\$1

- *Weapons*: Weapons can be used on another player at any point regardless of both players location. A weapon will allow you to steal a randomly selected treasure from that player.
- *Shields*: Shields will allow you to block against a monster if they land on your space or block against a player's *weapon* attack
- *Traps*: Traps can be used on another player regardless of both players location. A trap will delay the attacked character for one turn

- *Lanterns*: Lanterns will allow you to flip over an unknown/face down tile. When using a lantern, the player who used it will be the only one to learn what the unknown/face down tile is.