



Ages: 12+



Players: 2 - 4



Time: 15 mins



RULEBOOK

Description

Treasure Horizons is a strategy game played on a 19-tile hexagonal board where players take turns navigating their ship to capture each other's treasure. Each turn involves moving within your own territory or taking over an adjacent territory.

Use traps and decoys along with swapping tiles within your territory to keep the other players guessing. Watch out! Don't fall for another player's trap otherwise they can take your tiles. Skillfully combine strategic navigation, hand control, tactical decisions along with careful observation, memorization, bluffing, and reverse-psychology to win. Play the *Classic Game* without **special territories** and **treasure rewards**, or play a *Heroic Game* with those extra mechanics for veteran players.

Objective

Capture another player's treasure to eliminate them. Capture the final treasure to win the game.

Important! If all players run out of tiles in their hand, then the game automatically ends in a draw for the remaining players.

Setup

Create a map. Each player selects a color, places the ship of their color on an empty edge location on the map, and starts with the tiles of their color in their hand specified below. Set up the treasury with the remaining tiles. The player who does the best pirate impression goes first.

- **2 players:** 8 tiles each (1 treasure, 2 traps, 5 decoys)
- **3 players:** 6 tiles each (1 treasure, 1 trap, 4 decoys)
- **4 players:** 4 tiles each (1 treasure, 1 trap, 2 decoys)

Terminology

Map

The game has colored discs that represent special territory. Set up the map with at most four discs. Each territory can have at most one disc. The special territories have the following effects:

- Volcano: Cannot enter this territory.
- Fortress: Look at one unoccupied tile when taking this territory.
- Whirlpool: Move your tile and ship to another empty territory when taking this territory. Afterwards move the whirlpool to another empty territory.
- Kraken: Move another player's tile along with any ships on it to an empty territory when taking this territory. Afterwards move the Kraken to another empty territory.

Treasury

The treasury contains the unused starting tiles and are organized by color, stacked face down, and cannot be examined. After a player is eliminated, the remaining players randomly gain two tiles of their color from the treasury and add them to their hands. Use the treasury to keep track of the turn order.

Team Matches

Play a 2-versus-2 game! Teammates can look at each other's hands and strategize together. However, they can only play the tiles of their own color. Teammates can enter each other's tiles, but cannot seize or swap each other's tiles. They do not reveal or activate tiles when moving onto a team member's tile.

When a player is eliminated, that player loses all of their tiles, but remains in the game until their entire team is eliminated. That player immediately moves their ship to the same tile as their teammate. That team now shares one single hand and plays together as one color. The last remaining team wins.

Turn Rules

Each player takes turns going clockwise. During your turn, you must move your ship to an adjacent unoccupied tile of your color or your team member's color. In the event that you cannot move to an adjacent tile, then your turn is skipped.

Gaining territory. When moving your ship, you can claim an empty territory or seize another player's territory with a face down tile from your hand. To claim an empty territory, simply place your tile on it. To seize a territory, replace the other player's tile with your own tile. Then move your ship onto your newly placed tile. After seizing a territory, reveal the other player's tile and activate its effect.

Swapping tiles. When moving your ship to a tile of your own color, you can swap that tile with another tile in your hand only if you have one or more tiles in your hand.

Deadlock Resolution

Any player can declare a *Deadlock Resolution* on their turn while one is not already in effect. Once declared, players have 8 turns to cancel it by claiming or seizing a territory. Otherwise proceed with the Deadlock Resolution specified below.

Starting with the player who declared the Deadlock Resolution, each remaining player takes turns guessing the location of another player's treasure from their hand or the board, including occupied tiles. Reveal the guessed tile without activating its effect and keep it face up. The first player whose treasure is revealed is eliminated, ending the Deadlock Resolution. Flip tiles back face down and grant the treasure reward to the player who guessed the treasure. Resume the game with the next player.

Tile Effects

Tile effects are activated when revealed after being seized. Once tiles are placed on the board, they cannot be examined.



Decoy (blank). No effect. Return it to the original player's hand.

Trap (swords). The player who placed the trap randomly takes one tile from the hand of the player who triggered the trap without revealing it to the other players and holds onto it. If that player does not have any tiles in their hand, then any unoccupied tile on the board can be taken from that player. If a treasure is taken, then it must be announced. Otherwise, the taken tile cannot be used. Lastly, return the trap tile to the original player's hand.

Treasure (treasure chest). When a player's treasure is captured, they are eliminated and all their tiles are removed from the game, including any tiles they took from another player. Every remaining player then randomly adds up to two new tiles of their color from the *treasury* to their hand. The player who captured the treasure can then perform one of the following in a *heroic game*:

- Return all tiles they lost to traps back to their hand.
- Players close their eyes. Secretly look at one tile on the board.
- Return one unoccupied tile back to the owner's hand.
- Swap one of their tiles on the board with a tile in their hand.

The player or team who captures the final treasure wins!

The Pirate Lords of Treasure Horizons



Zahra Sorya Thatche, daughter of the legendary Blackbeard, leads the pirate armada, **The Obsidian Tempest**, that unearthed the **Holy Grail**. The Grail's power manifests in extraordinary divine favors, enabling Zahra to control ocean currents, foresee impending dangers, summon tempests or clear skies at will. It bestows her crew with unparalleled resilience, healing their wounds at a mere touch. She seeks the greatest treasures known to man.

Yi Hyun Shin, the great-grandson of naval legend Yi Sun Shin, commands the fierce pirate legion, **The Mystic Veil**. Discovering the **Cintamani Stone** in his youth, he harnesses its mystical power to materialize his thoughts and wishes, allowing him to read the minds of others. Guided by a brilliant strategic mind and the legacy of his forebears, Hyun sails into the Treasure Horizons, decorated by an undefeated record in naval battle and the strategy game Go.



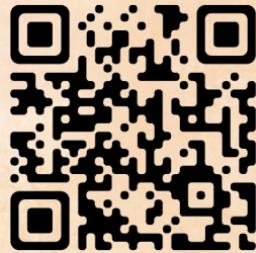
Cordelia Stone, the crowned Queen of Atlantis, commands the **Atlantean Fleet** with the **Orb of Atlantis**, the key to the lost city. Having defected from the oppressive royal navy, she battled for the independence of the ocean's denizens. Her unwavering resolve and principled leadership earned their utmost loyalty. Cordelia emerged victorious, shattering the shackles of tyranny, standing as a symbol of hope against corruption and tyranny, and ushering in a new era of liberty for those oppressed by the royal crown.

Zhong Yifan, son of the mythical demon slayer Zhong Kui, inherited his father's demon-slaying abilities and enchanted sword, **Zhenyu Mingdao**. Leading the elite Youdu Cai or **Underworld Eaters**, he sailed the seas into the spiritual realm with his glowing ethereal sword, banishing malevolent spirits, and preserving the balance between realms. Yifan's reputation as a formidable demon-slaying pirate spread far and wide, continuing the family legacy.

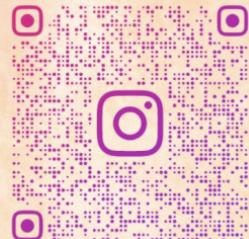


Contents

- 1 Rulebook
- 8 Black hex tiles
- 8 Blue hex tiles
- 8 Yellow hex tiles
- 8 Red hex tiles
- 3 Black Discs
- 3 Blue Discs
- 3 Yellow Discs
- 3 Red Discs
- 4 Ships
- 1 Playmat



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Games by Two For One Trades



All characters and stories presented herein are entirely fictional, and any resemblance to real persons, living or dead, or actual events is purely coincidental.

Warning: Choking hazard! Not for use by children under 3 years of age.

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Credits

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In the vast uncharted seas, legends speak of the Pirate Lords who each possess a mythical treasure that when combined grants the power to rule over the entire ocean. The time has come to set sail. The winds of destiny propel ships endlessly across the horizon. As players embark on this odyssey, they engage in a dance of strategy, cunning, and calculated risk. With each turn, the stakes rise and the relentless pursuit of dominance takes center stage. Traps are set, echoing sounds of eagerness and caution across the waters. In this quest for supremacy, players must master the art of deception, memory, and tactical brilliance to outwit their rivals. The game's objective is clear: seize a Pirate Lord's treasure to eliminate them, and ultimately, seize the elusive final treasure to emerge as the champion heralded across the seven seas. The waves echo with tales of the spirit who triumphs over the Treasure Horizons.