



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 moving their ships and taking over territory to find each other's treasure. Players have tiles in their hand that are placed facedown on the board.

Watch out! Don't fall for another player's trap otherwise they can capture your tiles. Skillfully combine strategy, hand control, tactical decisions along with careful observation, memorization, and reverse-psychology to win. Play the *Classic Game* without **treasure rewards**, or play a *Heroic Game* with them.

## Objective

*Attack, capture, or reveal* another player's treasure to eliminate them. Be the last player or team remaining to win.

**Important!** Once a player runs out of tiles in their hand, they can declare "*Sudden Death*" at the end of their turn. Once all players run out of tiles in their hand, Sudden Death automatically triggers.

## Setup

Create a map with up to four **special territories** with each player taking turns placing one colored disc on an empty territory. Afterwards, each player takes a ship, places it on an empty location adjacent to two tiles on the outside edge of the map.

Each player starts with the specified tiles of their color below. The remaining tiles are stacked facedown in the **treasury**.

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

# ***Terminology***

## **Special Territories**

The game has colored discs that represent special territories on the map. Each territory can have at most one disc.

- **Volcano:** Cannot enter this territory.
- **Lighthouse:** Look at one tile on the board when taking this territory.
- **Kraken:** Move another player's tile and ship to an empty territory when taking this territory. Afterwards move the Kraken to another empty territory.
- **Whirlpool:** Move your tile and ship to another empty territory when taking this territory. Afterwards move the whirlpool to another empty territory.

*An empty territory is a location without a ship or another special territory. The kraken and whirlpool can only be used if there are at least two empty territories.*

## **Treasury**

The treasury contains the unused tiles and are stacked facedown grouped by color, and cannot be examined. After a player is eliminated, the remaining players (R) randomly add  $(4 - R)$  tiles from the treasury to their hands as *reinforcements*.

## **Team Matches**

Play 2-vs-2! The goal is to capture all of the opposing team's treasure to win. Teammates can look at each other's hands and move to each other's tiles, but cannot swap tiles of different colors. Tiles are not revealed when moving onto a teammate's tile.

When a player is eliminated, that player loses all of their tiles but remains in the game. Any player that is no longer on a tile then moves their ship to any of their team's tiles. That team shares one hand and plays as one color, while continuing to take separate turns.

## **Turn Rules**

Each player takes turns going clockwise. During your turn, you must move your ship to an adjacent tile. In the event that you cannot move, then your turn is skipped.

**Defending a territory.** Place your ship on a tile to *defend* it. That tile cannot be attacked. Only one ship is allowed per tile.

**Attacking a territory.** You can *attack* an empty territory or another player's undefended territory. To attack an empty territory, place your tile on it and move your ship to it. To attack another player's territory, first replace that player's tile with your own tile, then move your ship onto it, and lastly reveal that player's tile and activate its effect. Tiles are always placed facedown.

**Swapping tiles.** When moving your ship to a tile of your own color, you can swap that tile with another tile in your hand.

## **Sudden Death**

Once a player runs out of tiles in their hand, they can declare "**Sudden Death**" at the end of their turn. Once all players run out of tiles in their hand, Sudden Death automatically triggers.

Starting with the player who declared or triggered Sudden Death, each player takes turns guessing the location of another player's treasure—either from the board or their hand, by *revealing* one tile. That tile's effect is not activated, and stays face up. Players continue taking turns guessing until a treasure is revealed—automatically capturing it. The first player whose treasure is revealed is eliminated, ending Sudden Death. All revealed tiles are flipped facedown, and the game resumes with the next player.

## Tile Effects

Tiles are placed facedown on the board and cannot be examined. Tile effects are only activated after being attacked.



**Decoy** (blank). No effect. Return it to the owner's hand.

**Trap** (swords). When a trap is attacked, the trap owner randomly *captures* a tile from the hand of the attacker and looks at it. If the attacker has no tiles left in their hand, then capture one of their *undefended* tiles on the board. If the captured tile is a treasure then it must be announced. Captured tiles, or *captives*, cannot be used, but can be returned to their owner's hand during your turn.

Lastly, return the trap to the owner's hand.

**Treasure** (treasure chest). When a player's treasure is attacked, captured, or revealed in Sudden Death, they are eliminated. Remove that player's ship from the game and return all of their tiles to the *treasury*. All remaining players ( $R$ ) randomly add  $(4 - R)$  tiles from the treasury to their hand. The player who eliminates that player takes their treasures and *captives*. In a *Heroic Game*, that player also holds onto the treasure and can activate one of these abilities during their turn by returning the treasure to the treasury.

- Move any ship and its tile to another empty territory.
- Players close their eyes. Secretly look at one tile on the board.
- Return up to two unoccupied tiles to the owner's hand.
- Swap any two tiles on the board including any ships on them.

# 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, summon thundering tempests and spiraling whirlpools, 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, allowing him to read the minds of others and control the beasts of the sea. Guided by a brilliant mind and the legacy of his forebears, Hyun sails into the Treasure Horizons, decorated by an undefeated record in naval battle.



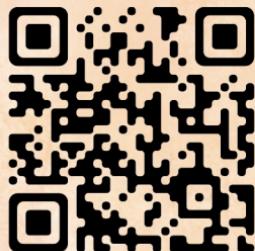
**Cordelia Stone**, the crowned Queen of Atlantis, commands the **Atlantean Fleet** with the *Orb of Atlantis*, the key to the lost city. Having defected from the oppressive royal navy, she battled for the independence of the ocean's denizens. Her unwavering resolve and principled leadership earned their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

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



# Contents

- 32 Hex tiles
- 4 Ships
- 1 Playmat
- 1 Rulebook
- 3 Red discs (Volcano)
- 3 Yellow discs (Lighthouse)
- 3 Blue discs (Kraken)
- 3 Black discs (Whirlpool)



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## Games by Two For One Trades

Treasure Horizons was released on February 5, 2024 and created by Jorge Yau Lee. He was born in Panama and is of Chinese descent. He lives in New York City.

Jorge is a software engineer, spiritual teacher, and game enthusiast, having played since his early childhood. He regularly attends game nights and meetups. His life goal is for everyone to experience the joy of playing his games and to connect because of them. His message for the world is to remember that life is beautiful because it is fleeting and because we have each other.



*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**

**Game Design & Concept:** Jorge Yau

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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, rippling 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.*