



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 ships to capture each other's treasure. Each turn involves moving within your own territory or taking over territory with facedown tiles.

Watch out! Don't fall for another player's trap otherwise they can take 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

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 with the desired **special territories** with each player taking turns placing a one. Each player takes a ship, places it on an empty location on the edge of the map, and adds the tiles of their color to their hand. Each player starts with the specified tiles below based on the number of players. Set up the **treasury** with the remaining tiles.

- **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 when setting up the map. Each territory can have at most one disc.

- **Volcano:** Cannot enter this territory.
- **Fortress:** Look at one unoccupied tile 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 separately 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 a 2-versus-2 game! Teammates can look at each other's hands and enter each other's territory, but cannot attack 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 *relocates* 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. In the event that you cannot move, then your turn is skipped.

Gaining territory. You can claim an empty territory or attack another player's undefended territory to seize it. To claim an empty territory, simply place your tile on it. To seize a territory, replace that player's tile with your own tile. You cannot attack a territory with a ship on it. Tiles are always placed facedown. Then move your ship onto your newly placed tile. After seizing a territory, reveal that 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.

Sudden Death

Any player can declare a ***Sudden Death*** at the end of their turn if one is not already in effect. Once declared, players have 8 turns to cancel it by claiming or seizing a territory. If not canceled, each player counts up by 1 at the end of their turn until reaching 8. Then proceed with the *Sudden Death Round* below.

Starting with the player who declared the Sudden Death, each player takes turns guessing the location of another player's treasure from their hand or the board by revealing one tile. That tile's effect is not activated and remains face up. The first player whose treasure is revealed is eliminated, ending the Sudden Death. Flip all revealed tiles face down and grant the treasure reward to the player who correctly guessed the treasure. Resume the game with the next player.

Tile Effects

Tiles are placed faced down on the board and cannot be examined afterwards. Tile effects are 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. If the attacker has no tiles left in their hand, then capture one of their unoccupied tiles on the board. These *captive* tiles cannot be used but can be traded for another captive tile. If a player regains their own captive tile, it is returned to their hand. Lastly, return the trap to the owner's hand. Treasures must be announced when captured.

Treasure (treasure chest). When a player's treasure is attacked or captured, they are eliminated. Remove that player's tiles and ship from the game. All remaining players (R) randomly add $(4 - R)$ tiles from the *treasury* to their hand. The player who captured the treasure gains control of the eliminated player's captive tiles and performs one of the following effects as a reward in a *Heroic Game*:

- 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 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, 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.



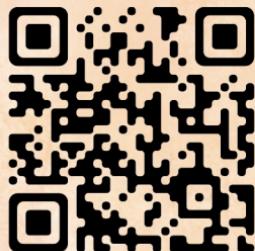
Cordelia Stone, the crowned Queen of Atlantis, commands the **Atlantean Fleet** with the *Orb of Atlantis*, the key to the lost city. Having defected from the oppressive royal navy, she battled for the independence of the ocean's denizens. Her unwavering resolve and principled leadership earned their 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 (Fortress)
- 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 board game enthusiast, having played since his early childhood. He regularly attends board game meetups and enjoys playing with friends. His life goal is for everyone to experience the joy of playing this game. 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

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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.