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# TREASURE TREASURE! RULES



## THE SET OF THE GAME CONTAINS:



2 dice



4 coloured figures



4 color cards  
(of the same colours  
as the figures)



36 playing cards  
(marks x1, x2 and x3 indicate  
the good luck moves,  
i.e. the number of moves with  
the figure of respective colour)

## The board of the game



The start  
square



The goal –  
“Treasure”



“Feather” –  
one additional  
move forward



“Whirl” –  
switch over  
the figures

## Getting ready for the game

The board is placed in the middle of the table so that each player could easily reach every square of the board. Each player draws a color card and checks the colour without showing it to other players and places it upside-down next to him until the end of the game. Each player knows only the colour of his own card. The spare cards (in the case of less than four players) are put back into the box of the game.

Playing cards are mixed and distributed to the players – 3 cards for each. The remaining cards are placed on the table upside-down (making the bank) so that each player can reach them.

Irrespective of the number of players, all 4 figures are placed on the starting square of the board.

## The goal of the game

To reach the “Treasure” in the middle of the map (board of the game).

## The course of the game

The youngest player starts the game.

He shoots the two dice and sums up the opened points.

The player chooses the figure he wants to move. He may choose only from the colours of the cards he has in his hands. He puts the card of the chosen colour on the table for the other players to see it and to show the number of good luck moves, i.e. how many times he can move the figure.

The player moves the figure for as many squares, as the sum of the points of both dice was, and as many times as indicated on his playing card.

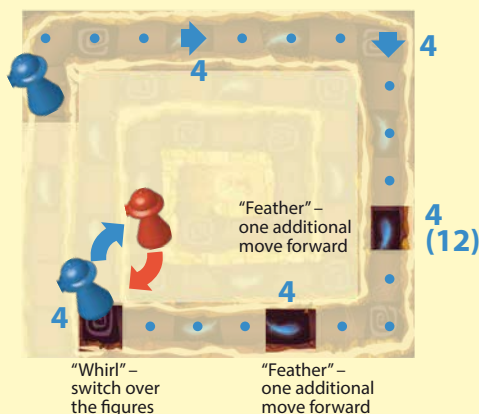
If the figure stops on an empty square, the next player on the left continues the game.

If the figure stops on the square marked “Feather”, the player gets one more good luck move with the same figure for as many squares as the sum of the points of both dice was.

If the figure stops on the square marked “Whirl”, the player has to switch over the figure he was moving with any other figure.

This card will be out of the game from now on, and the player takes another card from the bank instead, so that he always had three cards in his hands. Then the next player on the left continues the game.

### Example:



The player shoots dice, which cast 1 and 3 points. The total sum is 4. He chooses the blue card from the cards he has in his hands with the mark x3 and puts it open on the table. Then he moves the blue figure forward over 4 squares, then again over four squares and once more over four squares ( $4 \times 3 = 12$ ). He stops on the square marked “Feather”, which gives him another move over 4 squares. And again he stops on the square marked “Feather” and moves further over four additional squares. After this move he stops on the square marked “Whirl”, therefore he has now to switch over the blue figure with any other figure, choosing, for example, the red one. The blue figure is then placed on the square of the red figure and the red figure is moved to the square of the blue one.

So, even though the player was moving forward with the blue figure, finally the red figure gets ahead of the blue figure. The player takes another card from the bank (in order to have always three cards in his hands).

The game is continued by another player, who shoots the dice.

## The end of the game

The game is finished when one of the figures reaches the “Treasure”. Then all the players show their player’s cards. The winner of the game is the player who has the card of the same colour as the figure that reached the “Treasure” first.

It may happen in the case of less than four players that the winner will be the card that neither of the players had.