

# Buried Treasure

BY SID SACKSON

Ahoy Captain! On yonder island there are hidden treasures just waiting for you to dig them up. So scrape together some pirates, ships, maps, and cannons, and set sail in this family free for all. Shiver me timbers it's fun.

## CONTENTS

- 80 Playing cards:
- 4 Score cards (plain white backs)
- 54 Game cards (Buried Treasure backs):
  - 12 red cannon cards, 13 green map cards,
  - 14 yellow pirate cards, and 15 blue ship cards.
- 22 Starter cards (skull and crossbones backs):
  - 2 flag cards, 5 red cannon cards, 5 green map cards,
  - 5 yellow pirate cards, 5 blue ship cards.

You will also need paper and pencil for keeping score.

**For 2-4 players.**

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2 - 4	20-30 min	10 and up
Number of Players	Average Playing Time	Suggested Ages

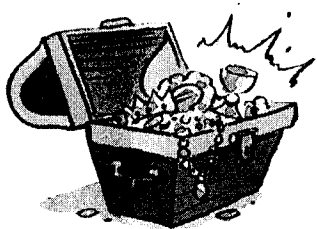
## OBJECT OF THE GAME

Score the most points by collecting the most cards or the second most cards in each category: cannons, treasure maps, pirates, and ships. The categories have different point values each round. The player with the most points after three rounds wins!

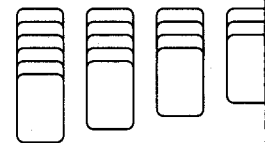
## BEFORE YOU BEGIN

A) Gather the 4 SCORE cards (card backs are plain white). Mix the four cards and turn one card face up. The card shows the point values for each category this round. The "1" column shows the points awarded for having the most cards in each color. The "2" column shows the points awarded for having the second most cards in each color.

The red treasure chest represents the red cannon cards. The green treasure chest represents the green treasure map cards. The yellow treasure chest represents the yellow pirate cards. The blue treasure chest represents the blue pirate ship cards.



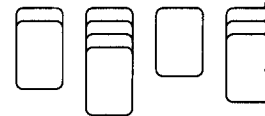
B) Gather the 54 Game cards. Shuffle the cards and deal 18 face up into an arrangement of four columns of 6, 5, 4, and 3 cards per column. Cards must be dealt in a stair-step formation so that all cards are visible.



The remaining card deck is set aside for use in rounds 2 and 3, at which time the cards will be dealt into the same arrangement.

## PLAYING THE GAME

Every turn, you will be taking a card or cards from the arrangement on the table and adding the cards face up to your own card collection on the table. Your collection must be arranged into columns so that all players can see how many cards you have collected in each category: cannon cards, treasure map cards, pirate cards, and ship cards.



1. The youngest player starts. After that take turns clockwise around the table.
2. On your turn take up only the top (completely uncovered) card from one column of cards in the arrangement of cards on the table. Then place that card face up in your own collection.
3. Special cards call for additional action:

**EXTRA...** Immediately after drawing an EXTRA card, you may draw one new card of that same color. Take up a card of the same color from the top (completely uncovered) of one column of cards in the arrangement of cards on the table. **DO NOT** perform any action that might be indicated on the second card you have drawn. Place both cards face up in your own collection. If no card of the correct color is available, you lose the benefit of the EXTRA card.

**PIRATE FLAGS...** Immediately after drawing a card that shows one or more PIRATE FLAGS across the top of the card, look at the number of flags shown (1, 2, 3, or 4). This number indicates the quantity of cards that you may take away from one player. You may take only cards of that same color and you may take only as many cards as are available up to the maximum indicated by the number of flags on the card. You may take fewer cards than the maximum allowed by that card. For example, the card has four flags, but Rachel only has three cards of that type. You are allowed to take her three cards. **DO NOT** perform any action that might be indicated on the cards you have taken. Place the PIRATE FLAG card and the new stolen cards face in your own collection.

4. The Round ends when the last card is drawn from the arrangement of cards on the table. If the last card is an EXTRA card, you do not get to take an extra

card, because there are no more cards from which to draw. If the last card is a PIRATE FLAG card, perform that additional action before scoring the round.

5. Scoring the round! Total the number of cards you have collected in each category: cannons, treasure maps, pirates, and ships. Refer to the SCORE card and award points to the players that have collected the most and second most cards for each of the four categories. However, if two or more players tie for first or second place in any category, they do not score. Instead, the next highest scoring player is awarded those points. Consider the case where John and Tracy each hold three ship cards, Cheryl holds two, and Gail holds only one. John and Tracy are eliminated. Cheryl scores the first place points and Gail scores the second place points for the ship category. Write down all the scores.

6. All players get to keep their card collections. The collections will grow and shrink during rounds two and three. Scores will be added each round and the player with the most total points after round three wins the game. There are four SCORE cards, but only three are used in the course of one game.

7. For Round 2 and again at the start of Round 3, use the remaining card deck, dealing 18 cards face up into an arrangement of four columns of 6, 5, 4, and 3

cards per column. As before, the cards must be dealt in a stair-step formation so that all cards remain easily seen. Begin each new round with the player having the lowest total score.

## END OF THE GAME

The player with the most points after three rounds wins!

## ADVANCED RULES

A) Before you begin, gather the 22 Starter cards (card backs are skull & crossbones pirate flag). Shuffle the cards and deal an equal number of cards to each player. Return any extra cards to the game box. Starter cards are your own secret resources. During the game, instead of taking up a card from the arrangement of cards on the table, you may play one card from your hand. You may place a wild flag card onto any one of the columns in your own collection on the table.

B) Instead of adding a card to your own collection on the table, you may place that card face up in an opponent's collection. You may place a card into an opponent's collection if you draw it from the table or if you play a Starter Card. The only time you are likely to do this is toward the end of a round when by doing so, you have caused a tie between other players so that they both score ZERO points for that category.

C) Using these advanced rules, a round ends only after the last card is drawn from the arrangement on the table, and after all players "pass" without playing a card from their hand. If you say "pass" you may not play a card again in that round.

D) At the end of the game, you score one point for each Starter Card that remains in your hand.

Exception: Each Wild Flag Starter Card remaining in your hand is worth 0 points, so use them!

