BURIED TREASURE
COMPONENTS

- 151 Tiles
  - Dock Tile (x1)
  - Water Tiles (x75)
  - Island Tiles (x30)
  - Pirate Tiles (x15)
  - Sea Creature Tiles (x15)
  - Diving Tiles (x10)
  - Shop Tiles (x5)
- 5 Player Boards
- 280 Tokens
  - Ship Tokens (x10)
  - Cannonball Tokens (x75)
  - Plundered Tokens (x45)
  - Completed Tokens (x25)
  - Copper Coins (x50)
  - Silver Coins (x50)
  - Gold Coins (x50)

- 160 Cards
  - Shop Deck (x55)
  - Island Deck (x40)
  - Pirate Deck (x20)
  - Sea Creature Deck (x20)
  - Diving Deck (x15)
  - Storm Deck (x10)

- 7 Dice
  - Sailing Die (x1)
  - Exploration Die (x1)
  - Retribution Die (x1)
  - Attack Dice (x1 red, x1 blue)
  - Treasure Dice
    (x1 Amount Die, x1 Multiplier Die)
**Shop Deck**
Five cards from this deck form the storefront.

**Island Deck**
Draw when an island tile is drawn.

**Diving Deck**
Draw when a diving tile is drawn and the player has a diving bell.

**Storm Deck**
Draw when a storm is rolled on the sailing die.

**Pirate Deck**
Draw when a pirate is rolled on the sailing die or a pirate tile is drawn.

**Creature Deck**
Draw when a creature tile is drawn.

**Dock**
Starting point, buy items, and stash unlimited treasure.

**Water**
Nothing special happens here.

**Island**
The most common tile to find treasure.

**Diving**
A less common place to find treasure. Need a diving bell to access.

**Shop**
Buy/sell items. Stash up to 10 treasure per turn. Can’t withdraw from stash.

**Pirate**
Fight pirates. Deal with this tile when landing on it while sailing.

**Creature**
Fight creatures. Deal with this tile when landing on it while sailing.

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**Ships**
Keeps track of player health and position.

**Copper Coin**
In-game currency. Value of 1.

**Silver Coin**
In-game currency. Value of 5.

**Gold Coin**
In-game currency. Value of 10.

**Cannonball**
Ammunition for cannons. Value of 2 to buy/sell.

**Powder Keg**
Ammunition for keg storage. Value of 5 to buy/sell.

**Plundered**
Placed on island/diving locations after they’ve been plundered.

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**Attack**
Attacker rolls this die.

**Defense**
Defender rolls this die.

**Exploration**
Roll this die to explore.

**Sailing**
Roll this die to sail.

**Treasure**
This is the base amount.

**Treasure**
This is the multiplier.

**Retribution**
Roll when you lose a battle.
INTRO

You’ve settled into the new world. There are countless islands to explore and treasures to seek in these uncharted waters. Go out there and make your fortune, but beware, you’re not the only one out there seeking their fortune. Pirates are scouring the waters looking to claim what you’ve found, sea creatures lurk in the deep ready to devour you, and your fellow privateers could either help you, or steal your booty for their own purpose. These are lawless and dangerous waters, and you must be prepared for anything. Will you find the treasure you seek, or will you meet your doom? Adventure awaits!

SETUP

Take the dock tile and place it anywhere on the table. Every player takes a player board, and 2 ship tokens of the same colour. One is placed on the maximum ship health (6) and the other on the dock tile. Each player gets one ship upgrade card which is immediately placed on their player board. After all players take their ship upgrade card, the store front is made. Place 5 ship upgrade cards face up in a row. All players roll the attack or defense die. The player who rolled the highest number goes first.
ACTIONS

On their turn, a player can take one of three possible actions:

1. Explore
2. Sail
3. Remain

1. EXPLORE

Into the unknown! The player rolls the exploration die (green). They need to reveal and deal with the total amount of tiles as displayed on the die. ONLY ONE TILE IS REVEALED AND DEALT WITH AT A TIME. If the player successfully deals with the tile, the next tile is revealed. If the player fails, no other tile is drawn and their turn ends. When placing these tiles, they need to be placed adjacent to the player’s current tile, and the player needs to move to them right away. If there’s an object in the way (i.e., table edge, boards, cups, etc.) you cannot go further in that direction. See GAME TILES for more information on tiles.

2. SAIL

Sailing through charted waters. The player rolls the sailing die (blue). They need to travel the total amount of explored tiles as displayed on the die. If the player lands on a pirate or sea creature tile, they immediately stop and deal with that tile. If they land on an island, diving bell, shop, or dock, they have the choice to stop and deal with the tile. After dealing with that tile, their turn ends, even if they had further distance to travel. Exclusive on the sailing die is a storm icon and a pirate icon. If you roll a storm, you need to draw a storm card and deal with it. See STORMS for more information. If you roll a pirate, you need to deal with it just like you landed on a pirate tile. See PIRATE TILES for more information.

3. REMAIN

You can choose to remain on the tile that you’re currently on for your turn. However, if you choose this action, you MUST either explore or sail for your next turn. If you are currently on a special tile, you must deal with that tile appropriately. If you have an anchor, you may choose to remain for an extra turn before you need to move. NOTE: If you roll the sailing die and get a storm or pirate, it does NOT count as a remain, and you can remain for your next turn unless you’ve used up your remain options for that tile.
INTERACTING WITH OTHER PLAYERS

Players can interact with other players in two different ways:

1. Ship-To-Ship Combat
2. Trading

1. SHIP-TO-SHIP COMBAT

When players enter into the same tile as another player, they can choose to attack them with ship-to-ship combat. Standard attack rules apply. See ATTACKING.

2. TRADING

Instead of attacking the other ship, players can trade with them instead. This is only available on standard water tiles, shop tiles, or the dock tile. Trading is NOT allowed on island tiles, diving tiles, pirate tiles, or sea creature tiles. They can trade however they like with the other player, but if they can’t come to an agreement, the current player can either end their turn, or attack the other player with ship-to-ship combat.

ATTACKING

During the game, players will come into situations where they need to attack pirates, sea creatures, and other players. When they need to attack, roll both attack dice (red and blue). Their total strength bonus includes the player’s die roll (blue) plus their strength bonuses. Remember, in order for players’ cannons or keg storage to count, they need to have appropriate ammo for each one. The total attack die for the other side (red), is the amount on the die plus any strength bonuses minus they have. In the event of a tie, the current player wins (non-player), or both lose health (player).

If the player wins, they roll the treasure dice. One die is the base amount of treasure they receive and the other is the multiplier. The winner gets the total amount of treasure (multiply the base amount by the multiplier) from the loser. If they win against another player, the losing player rolls the retribution die; see RETRIBUTION DIE.

STASHING

Players can take their treasure that they’ve accumulated and stash them back at the dock tile where the game started. There is no limit to the number of treasure someone can stash at once at the dock. Players can also go back and retrieve treasure out of their stash to use at shops. You need to be at the dock to access your stash. You can stash up to 10 treasures at a time at shops as your turn instead of buying/selling. Stashes are completely safe from other players, sea creatures, pirates, and death. If a player dies and has treasure in their stash, when they start again at the dock they can withdraw any available amount they want.
SHIP HEALTH

Each player has 6 ship health to begin with. When a player loses all hearts, their character dies. See DYING for more information. Players can fix their ships and restore ship health by visiting shop tiles and paying to repair their ship.

DYING

Players die when their ship health reaches 0. When a player dies, they lose all of their ammo, ship parts, hand weapons, treasure, and they place their ship token back to the dock tile. On their next turn, they play as their previous character’s heir and have access to their stash and get all starting materials as if they were starting the game over again. However, the cost of the starting materials changes depending on their stash:

- 0-4: The bank gives them 5 treasures and 1 face down shop card (no cost).
- 5-19: The player transfers 5 treasures from their stash to their ship, and the bank gives them 1 face down shop card (no cost).
- 20+: The player transfers 5 treasures from their stash to their ship, and they remove 10 treasure to receive 1 face down shop card.

WINNING

The first player to get 100 treasures in their stash initiates the end game. All other players get one last turn to try to stash at the dock or shop. The player who has the most treasure in their stash wins. If there’s a tie, all assets: ammo, ship parts (sell value), hand weapons (sell value), and treasure not currently in the stash are counted. If there’s still a tie, all tied players are placed on a water tile and attack each other until only one survives. Only health can be lost. This is a battle to the death!
PLAYER BOARDS

Each player receives a player board which keeps track of their hand weapons, ship parts, health, stash, treasure, and ammo. Each player is limited to 2 hand weapons and 3 ship parts at any given time. Also located on the player board is the legend keeping track of all the different icons used on tiles, dice, and cards for quick reference.

CARDS

1. **Cost/Sell/Multiplier**
   Each shop card has a buy/sell amount. Certain islands, diving, pirates, and creatures will have an additional multiplier in this location.

2. **Main Image**

3. **Title**

4. **Description**

5. **Strength Bonus**
   This in addition to the die roll (die 5, bonus 2, total 7).

6. **Weapon Type**
   Identifies which type of shop card it is (ship or hand), or what type of upgrades can be used against the current card (Islands, Diving, Pirates, Creatures).
GAME TILES

There are seven different types of game tiles:
1. Dock Tile
2. Water Tiles
3. Island Tiles
4. Diving Tiles
5. Shop Tiles
6. Pirate Tiles
7. Sea Creature Tiles

1. DOCK TILE

This is the starting tile that all players start the game from. This is the only tile where players can transfer their treasure out of their stash, or put unlimited treasure into their stash. This tile also acts as a shop for players to buy from. You cannot sell items or attack players at the dock tile.

2. WATER TILES

This is the most common tile in the game. There are no special abilities to a standard water tile. If a player lands on it, nothing happens.

3. ISLAND TILES

Islands are found throughout the waters and most commonly have buried/hidden treasure on them. If a player deals with an island tile:
A. UNPLUNDERED

Draw a new island card and follow the instructions on it. If successful, the player gets the treasure and they place a plundered token on the island. If unsuccessful, they can remain there for their next turn and try again.

B. PLUNDERED

If a plundered icon is on the island, the player must roll the die. On a 5 or a 6, they found additional treasure and draw a new island card. If any other number is rolled, they didn’t find anything else and their turn ends. Refer to 3.A. for what to do after.

C. OCCUPIED ISLAND

If the player tries to plunder/re-plunder an island and another ship is there, they MUST deal with the other ship first. See ship-to-ship combat. If they are successful in dealing with the other player, they are free to follow the steps in 3.A. and 3.B. If they are unsuccessful see RETRIBUTION, and their turn ends.
4. DIVING TILES
Much like island tiles, diving tiles can hold hidden treasure beneath the water. In order to interact with a diving tile, the player MUST have a diving bell. If they don’t have a diving bell, they sail/explore right over it without dealing with it. If the player does have a diving bell:
A. UNPLUNDERED
Draw a diving card and follow the instructions on it. If successful, they get the treasure and place a plundered token on the tile. If unsuccessful, they can remain there for their next turn and try again.
B. PLUNDERED
If a plundered icon is on the tile, the player must roll the die. On a 5 or a 6, they found additional treasure and draw a diving card. If any other number is rolled, they didn’t find anything else and their turn ends. Refer to 4.A. for what to do after.
C. OCCUPIED DIVING LOCATION
If the player tries to plunder/re-plunder a diving area and another ship is there, they MUST deal with the other ship first. See ship-to-ship combat. If they are successful in dealing with the other player, they are free to follow the steps in 4.A. and 4.B. If not, see RETRIBUTION, and their turn ends.

5. SHOP TILES
When a shop tile is revealed, the entire store front is discarded and new cards are drawn in their place. Players can do a few different things on a shop tile.
A. BUY/SELL SHIP UPGRADES
Players can buy as many of the face up ship upgrade cards as they’d like. All ship upgrades that are eligible for re-selling have a sell value on them. The player may sell as many ship upgrades as they’d like and immediately take the treasure to keep, fix their ship, buy ammo, or buy other ship upgrades. The current player may also spend 5 treasure and restock the entire shop, even if they have purchased some items. At the end of their turn, they restock the shop ensuring the shop has 5 cards. The current player is not able to buy any of these upgrades until their next turn.
B. BUY/SELL AMMO
Weapons on a player’s ship won’t do any good without ammo! Cannonballs are 2 treasure, kegs are 5 treasure. Sell value is same as buy value. Total limit is 15 cannonballs and 5 kegs.
C. FIX THEIR SHIP
Players can fix their ship by paying 5 treasures per missing heart. For example, if they’re at 1 health and want to max out at 6 again, they need to pay 25 treasures.
D. STASH TREASURE
Players can stash up to 10 treasures at a time at a shop tile. Players CANNOT withdraw treasure from their stash at a shop. The last 20
treasures MUST be deposited at the Dock Tile for the player initiating the endgame. Other players can deposit treasure into their stash at a shop after the endgame has been initiated, but only up to 10 treasures.

Note that unlike diving and island tiles, multiple ships can be at the same shop and not attack each other. In fact, players are prohibited from attacking each other when on a shop tile.

6. PIRATE TILES
When players encounter a pirate, draw a pirate card. If they enter into a pirate tile and another ship is currently there, they deal with the pirate instead; players can’t interact with other players other on a pirate tile. If the player defeats the pirate, they roll the treasure dice and receive the rolled treasure amount. If they lose, roll the retribution die and deal with the result. If they lose treasure, roll both treasure dice and lose that much treasure. Nothing is lost if they rolled something they don’t have. Players cannot remain on a pirate tile.

7. SEA CREATURE TILES
When players encounter a sea creature, draw a sea creature card. If they enter into a sea creature tile and another ship is currently there, deal with the sea creature instead; players can’t interact with other players on a sea creature tile. If the sea creature is defeated, roll the treasure dice and receive the rolled treasure amount. If they player loses, roll the retribution die and deal with the result. If they lose treasure, roll both treasure dice and lose that much treasure. Nothing is lost if they rolled something they don’t have. Players cannot remain on a sea creature tile.
RETRIBUTION DIE

When players lose a battle, whether with a pirate, creature, storm, or another player, they need to roll the retribution die. Below is a list of all available items to be plundered from their ship.

<table>
<thead>
<tr>
<th>Type</th>
<th>Description</th>
<th>Losing Against</th>
</tr>
</thead>
<tbody>
<tr>
<td>Treasure</td>
<td>Roll treasure dice and pay the amount rolled.</td>
<td>Pay Bank</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Pay Player</td>
</tr>
<tr>
<td>Ammo</td>
<td>Lose 5 ammo.</td>
<td>Discard</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Winner's Choice</td>
</tr>
<tr>
<td>Hand Weapons</td>
<td>Lose 1 hand weapon.</td>
<td>Discard</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Winner's Choice</td>
</tr>
<tr>
<td>Ship part</td>
<td>Lose 1 ship part.</td>
<td>Discard</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Winner's Choice</td>
</tr>
<tr>
<td>Health</td>
<td>Lose 1 health.</td>
<td></td>
</tr>
<tr>
<td>Wild</td>
<td>Lose 1 available item (see list above).</td>
<td>See Above</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Winner's Choice</td>
</tr>
</tbody>
</table>

If the player doesn’t have the rolled item, then nothing is lost. If they roll a Wild, they need to lose one item that they currently have. They can’t choose an item if they don’t currently have it; ie. they can’t choose to lose ammo if they don’t have any.

AMMO

There are two types of ammo in the game: cannonballs and powder kegs. Cannonballs can only be used in combat, whereas powder kegs can be used in combat or when a player is sailing. When a player uses ammo, they will need either a cannon/double cannon (cannonballs) or a keg storage (powder keg).

1. IN COMBAT

Players can use cannonballs or powder kegs in combat. The player needs to have either a cannon/double cannon to shoot a cannonball or a keg storage to release a powder keg. When used this way, cannonballs have a +1 strength bonus per shot and powder kegs have a +3 strength bonus per shot. Cannons and keg storages can only use 1 ammo per combat per part while the double cannon can use 2 ammo per combat per part. If a player has 2 cannons and 1 double cannon, they can effectively shoot 4 cannonballs per combat.

2. WHILE SAILING

Players can release a powder keg while sailing to create a sea mine for any player to deal with. They can only do this once per turn on a tile that doesn’t currently have a player on it and isn’t the current player’s final tile. When a player lands on a tile with a keg they need to fire a cannonball at it. After firing, the player rolls the attack or defense die. If they roll a 5 or a 6, they shot the keg and blew it up at a safe distance and keep sailing. If they roll 4 or less, or if they can’t shoot a cannonball they lose 1 ship health, or if they have hull plating, they lose that instead and end their turn.
STORMS

If players roll a storm on the sailing die, they need to encounter the storm. Draw a storm card, and roll the exploration die. This will show the range of the storm. If another player is within the same range of tiles as the exploration die shows, they are in the storm as well. Every affected player needs to roll the defense (player) and the attack (storm) dice. No other bonuses count. If the player’s die is greater or equal to the attack die, they endured the storm. If the player lost to the storm, they need to roll the retribution die. See RETRIBUTION DIE for details.

After the storm, each player moves the appropriate amount of tiles and in the direction as indicated on the storm card. The amount of tiles a player moves after a storm is dictated by the range of the storm subtracted by the distance they are from the centre of the storm (the player who rolled it). If the range of the storm is 2 and a player is 1 tile away from the centre, they move 1 tile (2-1=1). If there isn’t a tile in the direction they need to go in, the player must draw the proper amount of tiles. If a player moves over a special tile, ignore it. Start with the player who rolled the storm, and proceed clockwise. After everyone has dealt with their tile(s), the next player takes their turn.

Example:

Player 1 sails and rolls a storm. They roll a 2 on the exploration die, giving the storm a range of 2. Players 2, 3, and 4 are within the storm range; Player 4 being 0 tiles away, Player 2 being 1 tile away, and Player 3 being 2 tiles away. All four players need to deal with the storm. Player 1 turns over the storm card and it’s a Hurricane, so all players will move north. Each player deals with the storm. Now each player needs to move the appropriate amount of tiles. Players take the range of the storm (2) and subtract the amount of tiles they are from the centre of the storm (Player 1). Player 1 and Player 4 move 2 tiles north since they are 0 tiles away from the centre of the storm (2-0=2), Player 2 moves 1 tile north since they are 1 tile away from the centre of the storm (2-1=1), and Player 3 moves 0 tiles north since they are 2 tiles away from the center of the storm (2-2=0). Even though players end up on a special tile, they don’t interact with it.