

BURIED

TREASURE

OPEN OCEAN

Designed by Karl Juhlke

Players: 1

Time: 10-15 minutes

Ages: 8+

GOAL

Stash 50 treasure before you die (0 health). Stash 75 for a longer game.

SETUP

Place all 3 player cards beside each other and place trackers: **DICE** at 1, **HEALTH** at 7, **TREASURE** at 0 (10s) and 5 (1s), **STASH** at 0 and 0, and **AMMO** at 0. Leave **EXPLORATION** off of the track for now. Shuffle each deck separately and place face down. Place 1 shop card face up in front of you. Place 4 shop cards face up to form the storefront.

SHOPS

If you draw an **Access Shop** card on your turn, you can buy cards from the shop, **HEALTH** (cost 5/health), and **AMMO** (cost 2/ammo) or transfer treasure into your stash (can't be lost). Refill the shop at the end of your turn. You can only keep 3 shop cards at a time. Discard any extras. You cannot sell items. You get free ammo when buying a cannon (2) or double cannon (4).

YOUR TURN

At the start of each round (**not when dealing with an Access Shop card**), decide to buy from the shop or not. If you buy, place the **DICE** tracker on 1. If you don't buy, place the **DICE** tracker on 2. This represents the amount of dice you roll when receiving treasure. You cannot stash during this buy action. Roll the blue die and place the **EXPLORATION** tracker on the appropriate number; this is how many times you need to explore this round. Roll the exploration (white) die. If you roll an icon, draw a card from that deck (**you need a diving bell to dive**). If it has a strength bonus on it, roll the red die (attack base bonus) and add the card bonus for the total attack. Roll the blue die (your base bonus) and add your ship bonuses and ammo if needed. You need a cannon/double cannon to fire ammo. If you tie or beat the total attack, or if it had no bonus, roll the appropriate amount of dice (see **DICE** tracker) and gain the total of all rolled dice in treasure. Lose the item on the card if you lose. If you don't have the item, lose nothing.

After dealing with your exploration roll, move the **EXPLORATION** tracker down by 1 value.

Repeat until the round is done.