



Co-operative!



# TREASURE HUNT GAME

## Welcome to Pirate Island!

This here is me island and I've been burying treasure here since I was a wee boy and I've long forgotten where it's all been buried. I've heard a group of Treasure Hunters got wind o' me secret island and are headed this way to take me treasure.

One of ye will play as me and lock up those lookin' fer me gold. The rest of ye will be the Treasure Hunters, working together to find me booty. I won't allow it! Arr ye ready for an adventure?

AGES 6+



2-5



~10 MIN

## Object of the Game

**Treasure Hunters** must work together and race to find the **Pirate's** golden treasure chests before the **Pirate** captures all of you!

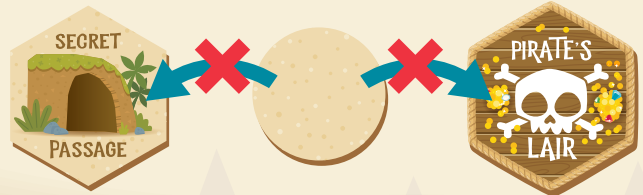
If the **Pirate** catches all of the **Treasure Hunters**, he wins! If the **Treasure Hunters** find **5 Treasure Chests**, they win!

## Getting Started

1. Choose one player to be the **Pirate**. The rest of the players work together as all four **Treasure Hunters**.
2. Place the **Pirate Island gameboard**, the **Treasure Hunter ship**, and **Sand Pile Island** near each other.
3. Place the black **Pirate** pawn on the **Pirate's Lair** in the middle of the island to start.
4. Place all 4 of the colored **Treasure Hunter** pawns on any of the purple starting spaces.
5. Flip all the sand tiles face down, so all objects are hidden.
6. Shuffle them, light sand side up, and *place one tile per free space* on the island game board. **NO PEEKING!**

**Dig ▶ This!**

**DO NOT** place any sand tiles on a space that contains a **Secret Passage** or the **Pirate's Lair**:



## In the Game Chest

- 1 Pirate Island Gameboard
- 1 Treasure Hunter Ship
- 4 Treasure Hunter Pawns
- 1 Pirate Pawn
- 1 Sand Pile Island
- 1 White Die
- 1 Black Die

### Plus 44 Sand Tiles that include:

- 28 Dark Sand Tiles
- 7 Treasure Chests
- 2 Spyglass Peeks
- 2 Quicksands
- 2 Crab Tiles
- 2 Roll Again Tiles
- 1 Skeleton Key



## Getting Started...continued



7. The **Pirate** only uses the black pirate die for the game.

8. To start the game, the Pirate chooses which **Treasure Hunter** will take the *first turn*.



The **Treasure Hunters** only use the white die.

## How to Play

### ★ Dig This!

The game is played in alternating turns between the **Treasure Hunters** and the **Pirate**. For example: A **Treasure Hunter** takes a turn. Then the **Pirate** takes a turn. Then the next **Treasure Hunter** takes a turn, followed by the **Pirate**...and so on throughout the game.

★ Also the **Treasure Hunters** can play **ANY Treasure Hunter** pawn on their turn, so make sure to discuss your strategy as a team.

1. On a turn, the player rolls their die and moves their pawn the number of spaces rolled.
2. After moving to the final space, dig to see what's buried under the sand by flipping over the sand tile. Is it buried Treasure? A Spy Glass? A Skeleton Key? Quicksand...or more sand? (See **Digging for Gold** to learn about what you'll find!)
3. After digging, or if the pawn finished on a space without a sand tile, the turn is over. The next player takes their turn.
4. **TREASURE HUNTERS BEWARE!** Keep an eye, eye out for the **Pirate** who is trying to catch you. You'll want to avoid the **Pirate** while trying to find the **Treasure Chests!** The **Treasure Hunters** are trying to find 5 of the 7 hidden treasure chests to win.
5. If the **Pirate** lands on the same space as a **Treasure Hunter** he captures the **Treasure Hunter** and places them in his **Pirate's Lair!** To win, the **Pirate** has to catch **ALL four** of the **Treasure Hunters** before they find his buried **Treasure Chests**.

# Treasure Hunter Rules and Tips

★  
**Dig ▶  
This!**  
★

Players playing as **Treasure Hunters** do not control one specific pawn. They may move any **ONE Treasure Hunter** pawn on their turn. So, it's important to work together and strategize which pawn to move for the team. Of course, it is the player's choice in the end, but work together in order to beat the **Pirate**. It is his island after all!

- A player may only move one **Treasure Hunter** pawn on their turn. Moves cannot be split among pawns.
  - **Treasure Hunters** may not end up on the space they started on.
  - The **Treasure Hunter start spaces** are safe from the **Pirate**. But once a **Treasure Hunter** pawn enters the gameboard, it cannot return to a **start space**.
- TIP:** Players may choose to leave **Treasure Hunters** on their start space until they are needed.
- Treasure Hunters may **NOT** move through the **Pirate's Lair**. It is off limits!
  - If a **Treasure Hunter** moves through a space with a **Pirate**, they are **immediately** captured and sent to the **Pirate's Lair**.
  - Teamwork for the **Treasure Hunters** is important:



# Pirate Rules and Tips

- If the **Pirate** rolls a **Skull** symbol, they roll again. If a **Pirate** ends up rolling 2 **Skulls** in a row, then their turn is over.
  - If the **Pirate** ends a move on a space with a tile, they must dig and show the rest of the players what they've found. Remember, he's been burying treasure here since he was a wee boy, so he's forgotten where it's all been buried. Now he's trying to remember where he buried all his treasure! (See **Digging for Gold**)
  - If the Pirate finds a **Treasure Chest** they will flip the tile back over to keep it buried.
- TIP:** **Treasure Hunters** will need to remember where it is buried, and the **Pirate** can use this information to potentially wait for the **Treasure Hunters** coming to find it!
- The **Pirate** captures **Treasure Hunters** whenever he lands on the same space as a **Treasure Hunter**. If there are any remaining moves left from the roll, they are not used for the turn.
  - The captured **Treasure Hunter** is now moved to the **Pirate's Lair**. They remain there for the rest of the game unless a **Skeleton Key** is found. (See **Digging for Gold**)
  - Since it is his island, only the **Pirate** is allowed to move through the **Pirate's Lair**. It can be a shortcut for him since he doesn't have to move around it, so use it to your advantage.



\*Remember: when a **Treasure Hunter** pawn is captured, the player that just moved that pawn is **NOT** out of the game. All **Treasure Hunter** players continue to take turns controlling the remaining **Treasure Hunter** pawns still in the game.



## Digging for Gold!

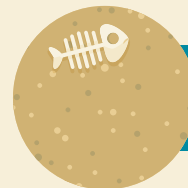
After moving a pawn, the player will dig up sand (by flipping the sand tile over on that space) to see if anything is buried underneath. Flipped sand tiles are discarded to **Sand Pile Island** unless otherwise noted. Here's some reference for the tiles and how they work:

### Light Sand

This is the top side of the tiles. At the beginning of the game, this side should be face up on every tile.

### Dark Sand (26 Tiles)

If a dark sand tile is found after digging, that means they found...nothing. Maybe a clam, but no treasure.



### Treasure Chest (7 Tiles)

If a **Treasure Hunter** finds a **Treasure Chest** it is immediately added to their **Treasure Hunter** ship. **Treasure Hunters** only need to find 5 of the 7 to win.

If the **Pirate** finds their own buried treasure, they show it to all of the **Treasure Hunters** and then flips it back over to bury it again.

### Roll Again (2 Tiles)

If any player finds a "Roll Again" tile they simply roll and move again. If found by a **Treasure Hunter**, they may move a different **Treasure Hunter** pawn if they wish.

### Crab Pinch (2 Tiles)

**Yeeeeouch!** This player just got pinched by a crab. Move that pawn one more space. If they land on a space with a tile, they may flip it over.





## Spyglass Peek (2 Tiles)

If a **Spyglass** is found, then that player may use it to peek under any other tile on the gameboard and see what is buried there. **Pirates** look by themselves, but **Treasure Hunters** may share with their teammates!



## Skeleton Key (1 Tile)

If **Treasure Hunters** find the **Skeleton Key**, they hold on to it until they use it. The **Skeleton Key** will free 1 Treasure Hunter from the **Pirate's Lair**.

To use it, the player must announce they are using it before they roll. Then roll and move that pawn from the **Pirate's Lair**. The **Skeleton Key** is then discarded to **Sand Pile Island**.

If the **Pirate** finds the **Skeleton Key**, the **Pirate** discards it to **Sand Pile Island** so the **Treasure Hunters** cannot use it.



## Quicksand (2 Tiles)

If any players find **Quicksand**, their side loses a turn and the other side now gets two turns in a row. Womp, womp.



## Secret Passage Spaces

Players may use the **Secret Passages** to quickly move from one side of the island to another. It takes one move to travel from one passageway to the other just like moving to another space (for example: one move to land on the first **Secret Passage** and one move to travel over to the second **Secret Passage**).

# Winning the Game

If the **Treasure Hunters** find 5 **Treasure Chests** they win!

However, if the **Pirate** can catch all four **Treasure Hunters** then the **Pirate WINS!**



Questions or Comments?  
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MADE IN CHINA/FABRIQUÉ EN CHINE

# 61010 - 032720

Factory-date code