

TREASURES

OF THE SEVEN SEAS

A fun treasure hunt for 3 or 4 clever captains

There is turmoil on the high seas! Some islands have been discovered, which promise generous gifts to the most clever captain! It's a shame that the treasure maps have fallen into the wrong hands, but this is unlikely to stop a true sailor. A real captain always knows where the treasure is hidden, and in the end he will fill his holds with treasures from all nine islands.

Dear Adults!

Contents of the game

Game board, 4 pirate figures, 4 ships, 4 tokens, 36 treasure maps, 2 cards for a paired game.

The basic version of the game

Preparation

The game board is placed in the center of the table. Each player chooses a color and receives 1 captain, 1 boat, 1 chip and 9 treasure maps of their chosen color.

Attention! Next, each player gives their treasure maps to the player on their right.

Players arrange captains and boats on the board as follows: on the island there can be only one captain, and the ships must be placed between two piers of the same color. The stern of the boat faces one pier and the nose, the other.



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The goal of the game

The goal of the game is to ensure that the player's captain visits all 9 islands in the specific order that his opponent (the neighbor on the right) tells him, and collects all the treasure. The player who makes it first wins the game.

Course of the game

Simultaneously, each player chooses one of the 9 treasure maps and gives it to the player on the left. Thus, all players receive a task on the map of their selected colour. After the captain reaches the destination, the player receives a new map, and so on.



Advice of an experienced sailor.

By giving your neighbor on the left a treasure map which is far from his captain's island, you can expect that to achieve his goal he will need more time than you need to achieve your goals. This can help you to win the game.

Order of movement

The game is based on two simple rules! At each turn:



1. Players must move their captain if he has such an opportunity under the terms of the game.
 2. Players are allowed to move their boat to any location between two piers of the same color. But players are not required to move their boat.
- The order of execution of these actions is not important. Each player chooses what he wants to do first.



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Advice of an experienced sailor.

Sometimes it happens that you do not want to move the captain at all. You can first rearrange your ship so as to deprive your captain of the ability to move. In this case, your captain should not be moved because he can't move.

The captain may move from island to island, while islands are connected by boats. The captain may move using any boat that is connected to the island on which he stands. However, a player may not move another's boat, only his own.

A captain may pass through an island where there is another captain, but he may not finish his move, and/ or stay on the island.

When treasure is found, the map is placed on the table by the player, face up.



If the red player does not want to move his ship, or moves it such that there are no moored ships around his island, he may not move.

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Advice of an experienced sailor.

It is better to put the treasure that you'll find (that is, the treasure maps that are placed face up in front of you) into a deck so that your opponents can see only the top card. This way, it will be more difficult for other players to remember those islands from which you have already taken the treasure, which will complicate the task of anticipating your next move.

End of a turn

If a player has found his treasure, he immediately receives a new card from the neighbor on the right. If the player has not yet moved his boat in this move, he can still move it (if he wants), after which his turn ends.

Tornado

Once in the course of the game a participant may play the tornado token. Using this token in his turn, a player may move his or someone else's boat anywhere, as an additional action.

The token is then returned to the Bank and is no longer used in the game.



Advice of an experienced sailor.

Remember that you can use boats, to force a player to leave an island (because according to the rules of the game, they have to move if they can).

End of the game

As soon as one of the players gets to the 9th island, the game ends. This player is the winner of the game.



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Examples:



Standard move:

- you may move your ship;
 - if it works, you must move your captain.
- In this example, the red captain chooses to move his ship and therefore can and must move to the neighboring island.



The red captain can stay on the island B or move to island C, because all the islands are connected by ships.

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The yellow captain occupies the island. The red captain leaves his ship in place. He can use the ship of the yellow player to jump to the neighboring island, but he can not end his move on this island unlike the other player. He uses his ship to move to the next island.

A simple version of the game

Each captain keeps his treasure cards in his possession, shuffles them, and puts them face down in front of him. Then each player must carefully (and secretly) look at the image of the treasure of the top card. Now every captain knows which island he should reach first. The rules for moving ships and captains remain the same. The same applies to the rules for finding treasures and determining the winner (see rules above).

Version of the game for two players

Preparation

Players choose for which team they will play – «Wheel» or «Anchor». Each player takes the appropriate card – a reminder, boats, captains and the tokens of the two colors of his team, as well as treasure maps (18 pieces) of both colors of his opponent. The player who starts



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the game is selected. Players take turns placing boats and captains of their colors on the board, until all the game figures are on it. The players then pick one treasure map each of the two colors of their opponent and pass them to him.

Course of the game

The first player makes his first move according to the general rules of the game with ONE of his colors, moving the ship and/or captain of this color. The order of movement by characters of different colors depends on the player himself, and this order can vary from move to move. However, the player cannot move a ship of one same color after the captain of another color. Also, a player cannot use his own captain to take the treasure of another. Nevertheless, the captains act as a single team.

After the captain enters the treasure island corresponding to the treasure map, the opponent gives the player a new card of the same color. Though a player may have collected all the treasure of one color, he can still move the boat and the captain of this color to help teammates of a different color.



*Author Lisbeth Bos, artist Dmitry Litvin, project manager
Ekaterina Panayeva, editor-in-chief Olga Yusova, layout designers
Alexander Prokhorov, Ekaterina Serechenko.*

Step Puzzle JSC

63a, Bolshaya Serpukhovskaya str., Podolsk,
Moscow reg., RUSSIA, 142105

Tel.: +7 (495) 660 3773, www.StepPuzzle.ru

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