



HOW TO PLAY BOOKLET

GAME SET UP

ALL THE PLAYERS START WITH 10 COINS AND 3 MINING CARDS.

EACH PLAYER PICKS A CHARACTER AND A PAWN COLOR. FIND THE START-MAP AND PLACE ALL THE PAWNS ON IT, THEN ADD 3 MORE MAPS ANYWHERE ON THE TABLE. (READ TITLE BOARD PAGE 6)

PICK A GAME OBJECTIVE CARD, READ IT OUT LOUD, AND PLACE IT FACE UP ON THE TABLE.
(READ CARDS PAGE 4)

ROLL THE MOVEMENT DICE. THE PLAYER WITH THE HIGHEST NUMBER SHALL GO FIRST, AND GRAB THE FIRST PLAYER TOKEN. OTHERS TAKE A TURN IN A CLOCKWISE DIRECTION FROM THE FIRST PLAYER.

A ROUND ENDS WHEN ALL PLAYERS HAVE TAKEN THEIR TURNS.

PLAYER SEQUENCE

TO START THE GAME, THE FIRST PLAYER PICKS AN EVENT CARD, READ IT OUT LOUD, AND DISCARD IT AT THE END OF THE ROUND.

EVERY NEW ROUND, MOVE THE FIRST PLAYER TOKEN TO THE PLAYER ON THE LEFT, AND HE/SHE PICKS UP A NEW EVENT CARD.

DURING A TURN, THE PLAYER ROLLS BOTH DICES AT THE SAME TIME AND ALWAYS PLAY THE MOVEMENT ACTION FIRST. (READ ACTION DICE PAGE 8)

HOW TO WIN

ONCE THE GAME OBJECTIVE CONDITIONS ARE FULFILLED ALL PLAYERS FINISH THEIR TURN IN THE ROUND AND THE GAME ENDS.

THE PLAYER THAT COMPLETED HIS/HER PLAYER OBJECTIVE, WITH THE MOST COINS WIN.

PLAYERS THAT DID NOT COMPLETE THEIR PLAYER'S OBJECTIVE AUTOMATICALLY LOSE.

CARDS



GAME OBJECTIVE

TOGETHER ALL THE PLAYERS MUST FINISH THIS OBJECTIVE TO END THE GAME.
(1 OBJECTIVE PER GAME, 10 CARDS TOTAL)



PLAYER OBJECTIVE

PLAYERS MUST FINISH HIS/HER OBJECTIVE BEFORE THE GAME ENDS. PLAYER(S) THAT DID NOT FINISH, LOSE(S).
(1 OBJECTIVE PER GAME, 20 CARDS TOTAL)



EVENT

EVERY START OF A NEW ROUND, THE NEW FIRST PLAYER PICKS UP AN EVENT CARD, FOLLOW ITS DIRECTION, AND DISCARD IT AT THE END OF THE ROUND.
(24 CARDS TOTAL)



MINING CARDS

YOU CAN CRAFT THE MINING CARDS INTO JEWELRY ANYTIME DURING YOUR TURN. THE CARDS ARE DISCARDED AFTER CRAFTING. RESHUFFLE THE CARDS IF THEY RUN OUT.

AT THE END OF THE GAME:
3 MINING CARDS WORTH 1 COIN.



JEWELRY CARDS

A JEWELRY SET CONTAINS:

- A BRACELET
- A NECKLACE
- A RING

ONCE A PLAYER PLACED A JEWELRY SET FACE UP ON THE TABLE, NO ONE CAN TRADE OR TAKE IT.

AT THE END OF THE GAME:
-EACH SET IS WORTH 10 COINS.
-JEWELRY CARDS ARE WORTH 1 COIN EACH.

TITLE BOARD



START -MAP

PLACE ALL THE PAWNS AT START LOCATION ON THE START-MAP. CHOOSE ONE SIDE TO START A GAME.



MAP

WHEN PLACING THE MAP ON THE GAMING TABLE, ALL HALF CIRCLES NEED TO CONNECT INTO A FULL CIRCLE. PAWNS CANNOT STAND ON HALF CIRCLE PLACES.

WHEN A PLAYER STEPS ON AN EXTRA ACTION, PLAY IT IMMEDIATELY.

GAIN +1 COIN EACH TIME A PLAYER LANDS ON THE COIN ICON.

TO OBTAIN THE TREASURE, LAND ON THE COLORED CIRCLE. THEN, PUT AN X TOKEN ON THE TREASURE CHEST.

TOKENS/DICES



COIN

CURRENCY IN THE GAME.



CHEST

- GAIN ONE WHEN YOU GAIN THE TREASURE CHEST ON THE MAP.
- GAIN THE REWARD AS SEEN ON THE MAP.



X TOKEN

PLACE IT ON THE TREASURE CHEST, WHEN 1 PLAYER HAS ACQUIRED THE CHEST.



WOODEN CUBE

USE IT TO COUNT THE NUMBER OF TIMES YOU HAVE FINISH SOMETHING FROM PLAYER'S OBJECTIVE IF NEEDED.



MOVEMENT DICE

USE FOR FIGHT AND MOVEMENT ACTIONS
NOTE: YOU CAN ONLY ROLL 1 TIME.



ACTION DICE

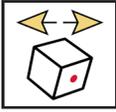
DETERMINE THE ACTION FOR THE TURN.



FIRST PLAYER TOKEN

MOVE THIS TOKEN TO THE PLAYER ON THE LEFT EVERY NEW ROUND

ACTION DICE



MOVEMENT - ROLL THE MOVEMENT DICE AND MUST MOVE THAT AMOUNT ON THE MAP.



FIGHT - CHOOSE A PLAYER AND BATTLE THEM USING THE MOVEMENT DICE. YOUR DICE NUMBER WILL ALWAYS BE +1. THE PLAYER WITH HIGHER DICE NUMBER WINS.
EX: YOU ROLL 3 (+1) = 4
THE CHOSEN PLAYER ROLLS 3 IT STAYS 3

THE WINNER CHOSE ONE OPTION:

- TAKE 3 COINS OR A CHOSEN MINING CARD FROM THE LOSER.

TIE = NOTHING HAPPENS

EXTRA ACTION: IF A PLAYER MOVES ON THE SAME SPOT WITH ANOTHER PLAYER ON THE MAP, THEY AUTOMATICALLY START THE FIGHT ACTION. THE PLAYER THAT STARTS THE FIGHT ALWAYS GETS +1 FROM THE DICE NUMBER.

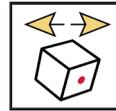


MINING - A PLAYER PICKS UP 3 MINING CARDS, KEPT ONE AND DISCARDS 2. (RESHUFFLE WHEN NO CARDS REMAIN)



MAP - THE PLAYER CHOOSES ONE TITLE BOARD AND PLACES IT ANYWHERE ON THE GAMING TABLE. THE EDGES OF THE TITLE MUST CONNECT INTO A CIRCLE.

- PAWNS CANNOT STAND ON HALF CIRCLE SPOTS.



FORCE TRADE - FORCEFULLY CHOOSE A PLAYER OF YOUR CHOICE, ASK IF THEY HAVE A SPECIFIC MINING OR JEWELRY CARD THEN TAKE IT FROM THEM.

- IF HE/SHE DOES NOT HAVE THE CARD YOU REQUESTED, BOTH PLAYER TRADE A CHOSEN CARD FROM EACH OTHER.



YOUR CHOICE - ONLY ALLOWED TO DO ONE OF THE FOLLOWINGS:

- 1) CHOOSE THE REMAINING ACTIONS INSTEAD OF ROLLING THE DICE
- 2) USE 5 COINS TO BUY A RANDOM JEWELRY CARD.