

LUCKY

TREASURE HUNTER!



For 2 - 6 players, ages 8 and up

Grab the treasure: Gleaming gold, shining silver, glittering gemstones, shimmering pearls and the finest jade are on the table. The entire crew has come together because it's finally time to divide the loot. But first you have to win at dice. If you play your cards cleverly and have the luck of the dice on your side, you will steal lots of treasure. And whoever collects the most treasure at the end of the game will receive the title 'Captain Lucky' ...

CONTENTS

103 cards (97 treasures*, 6 captains) and 5 dice

*There are 5 different treasure types. 77 treasures for 2 to 4 people (18 silver coins, 17 gold bars, 16 pearls, 14 rubies, 12 jade fish) and an additional 20 treasures for 5 to 6 people (5 silver coins, 4 gold bars, 4 pearls, 4 rubies, 3 jade fish).

GAME PREPARATION

(For a three-player game)

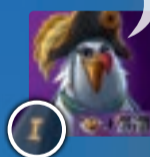


Are you playing with two, three or four players? Just take the larger card pack (81 cards) and put the smaller one (22 cards) aside, it is not needed.

Are you playing with five or six people? Then play with both packs of cards.

- Everyone chooses a captain card and places it face up in front of them. Put the remaining cards aside; they are not needed. One of you should play with Captain Heart. If you have this card, you start the game.
- Shuffle all of the treasure cards and lay them face down as a draw pile in the centre of the table.
- Each player takes 5 treasure cards as hand cards.
- Draw 3 further treasure cards and lay them face up on the table. If any of these treasures are duplicated, place them together as a set.

I am Captain Heart!

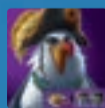


Would you like a dice box? If so, you can use the game box! To do this, take the cardboard insert out of the box and you can roll the dice directly into the box.



GAME PLAY

Whoever is playing as Captain Heart begins.



1. Place card(s)



Place any number of the same treasures from your hand face up in the middle of the table - you must place at least one card and can place a maximum of five cards (if you have five of the same treasure in your hand). If the same type of treasure is already in the middle of the table, add your treasures to it. Up to 5 of the same treasure cards are always placed together as a set, and further treasures of the same type are placed next to it as a new set.

Draw cards from the draw pile until you have 5 cards in your hand again.

2. Steal treasure

Say out loud which face-up set (consisting of 1 - 5 cards) you want to steal. Choose one either from the middle of the table or from in front of another player.

Now roll ONCE with the same number of dice as there are cards in the set.

 **LUCKY!** Do all the dice show the pirate head ? Then take the set and place it face up in front of you.

If you win the same type of treasure in your later turns, you must add them to the treasure you have already collected until you have a set of 5. Further treasure of the same type are placed next to it as a new set.



Example: You have already placed a set of 4 rubies and now you win another set of 3 rubies. First you add a ruby to your existing set of 4 rubies before placing the remaining set of 2 rubies next to it.

 If one or more dice show a blank side , your roll has failed and you do not steal anything.

You can re-roll failed dice if you have enough matching hand cards and may then win the treasure after all!*




For each failed die, you must discard a matching hand card: All hand cards that show the same type of treasure that you are trying to steal count as matching.

You can repeat this action as often as you can discard matching hand cards.

Discarded hand cards go to the discard pile, next to the draw pile.

**Savings tip:
Sometimes it's better to save your hand cards for a later turn and not win anything in this round ...*

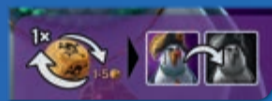


Example: You want to steal a gold bar that is on display, but unfortunately you rolled the . If you have a gold bar card in your hand, you can now place it face up on the table and re-roll. If you now roll the , you steal the gold bar and place that card in front of you. If you roll the  again, you still come away empty-handed.

Finally, draw cards from the draw pile until you have 5 cards in your hand again.

Now it's the next players turn in a clockwise direction.





The Captain Bonus



You can use your captain bonus once per game:

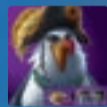
- Re-roll all of the dice which have failed (1 - 5 dice).
- Then turn your captain card over to the reverse side.



Example: Nick rolls three dice once to steal Shelley's set of 3 rubies. He rolls one  and two . He uses his Captain Bonus, turns his captain card over and rolls both dice again . Both show ! He steals Shelley's set of 3 rubies.

END OF THE GAME

As soon as the last card has been drawn from the draw pile, the end of the game is announced. The round continues until Captain Heart is reached, so that everyone has had an equal number of turns.



Now count all the treasure cards that you have collected in front of you. Each card is worth one point. The Captain's Bonus card is also worth one point if its special function has NOT been used (otherwise it is worth zero).

Whoever has the most points wins and is crowned 'Captain Lucky'!

In the event of a tie, whoever has more larger sets wins.

If there is still a tie after this, there are multiple winners!



Example: Becky and Craig both have 13 points. Becky has two sets of 5 and two sets of 1 and has not used her Captain Bonus (+1). Craig has a set of 5, a 4, a 3 and a set of 1 and has used his Captain Bonus in the game (+0). Becky wins because she has two sets of 5.

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