



SAVE THE TREASURE



THE STORY

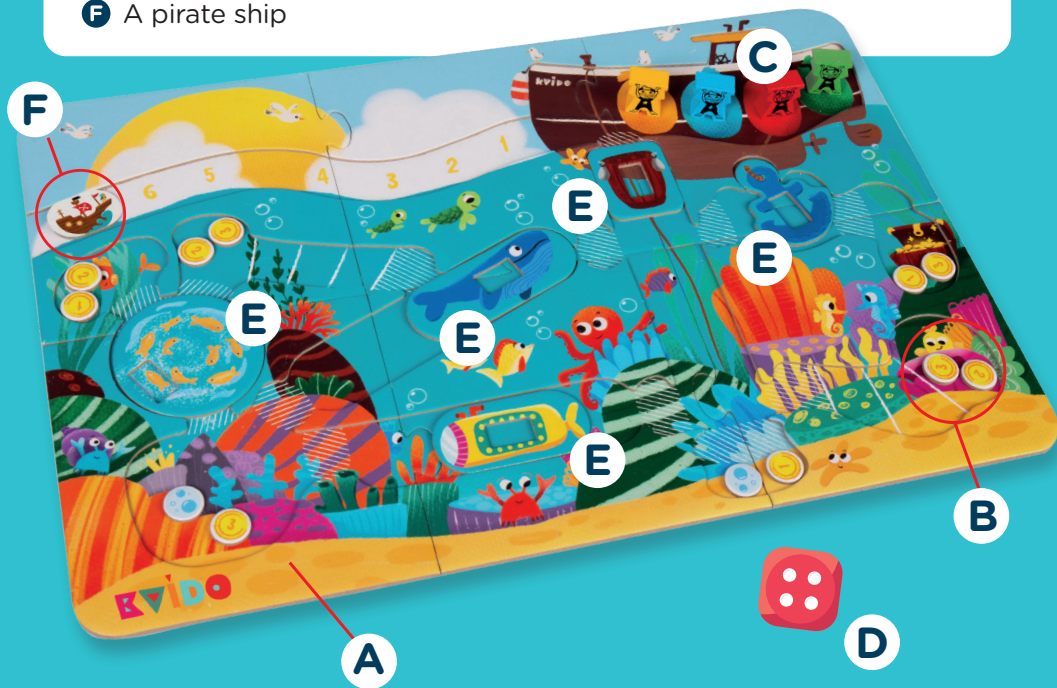
One stormy day, the Golden Mary sank with its treasure in Kvido's sea and the coins from the treasure rolled out among the coral and anemones on the sea floor. Luckily, the ship's captain, Little Bob, was saved. He went to the local inn and asked his friends, who were divers, to help him retrieve his treasure.

As he was describing the exact spot in the sea where his ship had sunk, some pirates sitting at the next table overheard him. Will our divers be able to recover the treasure before the pirates arrive?



CONTENTS

- A** A 6-piece jigsaw puzzle board
- B** 16 treasure tokens: 14 coins (4 x 1 point, 5 x 2 points, 5 x 3 points) + 2 bubbles without any points
- C** 4 diver figures
- D** A wooden dice with a pirate ship and the numbers 2, 4, 4, 5 and 6
- E** 5 means of transport (a basket, an anchor, a submarine, a whale and a whirlpool)
- F** A pirate ship



SETTING UP THE GAME

Before starting the game, set up the game board consisting of six puzzle pieces and place the **means of transport** (the basket, the anchor, the submarine, the whale and the whirlpool) in the sea as shown in the picture.

Then randomly place the **10 coin tokens and 2 bubble tokens that you have chosen** in their designated places (the circles) on the game board. (There will be 4 coins remaining – you can put them back in the box.) First place the coins face up and try to remember where each coin is. Once you have remembered them, turn them over (with the gold side up). You cannot look at them again until the end of the game, unless you happen to be retrieving them from the sea.

Each player chooses a **coloured diver figure** and places it on the ship. The remaining figures are not used and can be returned to the box.

If you are playing with young children, place the **pirate ship** on position 7, while more advanced players can put the ship on position 6 and sailors on position 5. This number represents the distance in nautical miles that the pirates are from your ship.



Decide whether you want to work together against the pirates, i.e. play a **cooperative game**, or whether you want to play the **competitive version**, where it is every man for himself. We recommend the cooperative game for younger children.

A tip when playing with young children: you can just place coins in the sea and leave out the tokens with the bubbles. You can also leave them facing up.

THE GOAL

The cooperative game: Find all the pieces of the treasure hidden in the sea before the pirates arrive and bring them back up to the ship. The values of the coins do not matter in this version of the game.

The competitive game: Retrieve a treasure of greater value from the sea than the other players.

THE COURSE OF THE GAME

The player who last dived or the youngest player starts the game. **He/she rolls the dice** and plays as follows depending on what was rolled: if the dice shows a **number**, the player can move his/her figure the corresponding number of spaces.



If the dice shows **the picture of the pirate ship**, this means that the wind has picked up and the pirates have moved one nautical mile (one position) closer to the ship with the sacks. In this case, the player only advances the pirate ship and his/her diver does not move in that round. It is then the next player's turn.



Moving the diver figures:

Every step made by the diver (i.e. collecting the treasure, unloading the treasure and any long movement using the basket/anchor/submarine/whale/whirlpool) is counted as one movement. **A movement using a means of transport always starts with boarding and ends on the transfer (cross-hatched) square.** From the ship, it is first necessary to enter the cross-hatched square by the dive basket, which will lower the diver into the water. Any other movement on the boat is not counted as

a move, as the ship consists of a single square. Entering any space with treasure counts as 1 move for the player, just like any movement onto another square during long journeys to a place with treasure. **When you retrieve a piece of treasure**, you have to bring it back to the surface, even if you would like to exchange it for a more valuable piece. You do not have to carry the bubbles: they remain in the sea.

An example of how a diver moves:

Peter the diver wants to get 1 of the coins from the treasure chest. He remembers to take the coin that is further to the right, because it is worth 3 points. He rolls a four on the dice, so he can perform these 4 moves:



Each square = 1 move



1

He places his figure on the start position on the board.



2

He travels in the basket to the transfer point at the anchor and gets out.



3

He swings on the anchor to the disembarkation point.



4

He enters the area with treasures.



This has used up his 4 moves, so he must now wait until it is his turn again. In the next round, he rolls a six, so he continues according to plan:



1

He places the treasure on his figure's head.



2

He enters the (dis)embarkation point for the anchor.



3

He swings to the square by the basket using the anchor.



4

He takes the lift up to the entry square. (No matter where the lift is.)



5

He boards the boat.



6

He places the treasure in his sack.

The movement of the pirates:

The pirates move one square every time a player rolls the picture of the pirate ship on the dice. If there is no further square for the pirates to move onto, the pirates attack the ship and the game is over.



THE END OF THE GAME

The game ends once all the treasure has been brought to the ship or when the ship is attacked by the pirates. If the pirates attack, the divers leave the remaining treasure in the water (including what they are already carrying) and quickly board the boat without rolling the dice.

The cooperative game: If a player does not make use of his/her moves from the dice roll, because there is no treasure left in the sea, he/she can **dedicate the appropriate number of steps** to another player. In this case, the players still roll the dice and potentially move the pirate ship. The divers win **if they manage to bring up all the treasure in time**. Otherwise, the pirates win.

The competitive game: If there is no longer any treasure left in the sea, a player may **attack another diver** and take their treasure from them. The player must reach the diver's square and transfer the treasure to their diver **using 2 moves**. However, the original owner of the treasure can take the treasure back in the same way during their turn and several players may fight for the same piece of treasure in this way. The treasure belongs to whoever gets it into their sack: nobody may remove it from the sack. **The winner is the player who has retrieved the most valuable treasure**, even if the ship is attacked by pirates and the treasure hunt ends prematurely.

THE GAME FOR 1 PLAYER

You can also play this game alone in the same way. Place the pirates on position 6 at the start and see whether you will be able to get the treasure to the ship before the pirates arrive.

TIPS FOR A MORE STRATEGIC GAME

You can agree to various rule changes if you wish to make the game more strategic. For example:

- You can steal coins throughout the entire period of the game.
- If you roll the pirate ship on the dice, you can look at the value of any coin of your choice in the sea.
- If you sacrifice two moves you can swap the positions of any two coins.

Full sail to adventure!

Your Kvido

