

NOBEARD'S TREASURE



CREDITS

Game, Rulebook, Art: Talen Lee

To Flynn and Rhys and their mother, who are all treasures



The great and mysterious pirate Captain Nobeard has decided they want to call it quits and stop making hay on the high seas! On the windiest day of the season, they took their great treasure map, and tore it into sections, throwing them high in the sky – and you're one of the people who caught a piece of it that shows X Marks the spot! Now it's up to you to put the map together and try and get an edge on the race to that treasure!

ACCESS

To play *Nobeard's Treasure*, you need some table space, and need to be able to count to twenty. Players do not need to communicate complicated ideas with one another, and it can be played quietly. You can have up to 6 players.

And always: **Remember to respect the players and their needs.**

COMPONENTS

In your copy of *GAME*, you should have the following:

- 6 Goal cards
- 48 Map cards

It should also come in a little cardboard tuck-box.

How To Play

You're all trying to rebuild a destroyed treasure map out of cards. Each map card shows an arrangement of three symbols – groves, rivers, and mountains. All players are working on the same *big* map!

SETUP

Separate the cards with *GOAL* on the back from the other cards, shuffle them and deal each player one of those cards. Then, take all the other cards and shuffle them up and deal out to each player four cards. Finally, flip the top card of the stack, which will be the starting map piece.

Determine the first player, who is the player who most recently went to the beach (or random, whatever).

PLAY

Each turn, put a card in your hand onto existing map cards, then draw a card. When you place a card, two of the symbols on the card you place have to match two of the symbols on the map where you're placing it – and you place your card to overlap:



You can rotate your card any way you want, and your card can overlap two cards at once, *but* your card

must **always** be placed over **at least** two symbols that are already on the map, and **can't be placed over different symbols**.

If you can't place *any* cards, you can show your hand to other players (giving them a chance to point out a way you could place those cards), then, if you really have no choices, you can put your hand on the bottom of the deck and draw another four cards. If you do, that's your whole turn!



WINNING

Any time you can place a card, you can choose to place your Goal card on the map instead! Your goal card can only be placed if the map has all the symbols on it that the card shows – 20 of one symbol and 10 of the other. The card must still be placed legally, like any other card, with overlapping symbols!

