

Trézors



Ages: 7 and up



2 to 4 players



Content: 59 cards.



Aim of the game: Collect as much of the treasure as you can to cumulate value points.



Preparing to play:

Separate the "treasure chest", "pirate" and "hook" cards. Shuffle the "chest" cards and place them face down in a pile at the center of the players. Place the pile of "hook" cards next to them.

Each player chooses a pirate and takes the 7 corresponding cards which they keep in their hands.

- The 21 "chest" cards represent the 6 kinds of treasure which are present in the game and are distributed as follows: 1 x diamond, 2 x pistol, 3 x jewelry, 4 x crown, 5 x chalice and 6 x gold coins. The stars of these cards represent their value: The rarer the treasure, the more valuable it is.
- Each player has 7 "Pirate" cards: 6 which represent the 6 kinds of treasures + a "treasure map"
- The "hook" cards make you lose a value point.

How to play:

All the players play at the same time.

Align the first 3 "chest" cards at the center of the players: 2 are left face down; the 3rd one is turned face up.

Each player secretly chooses one of their "pirate" cards and places it face down in front of them.

The 2 "chest" cards are turned face up and then all the players turn over their "pirate" card at the same time.

- If a player's "pirate" card is identical to one of the 3 "chest" cards, they take it and place it in front of them as a won card.

Otherwise they take nothing.

- If several players have played the same "pirate" card and they are identical to one of the 3 revealed "chest" cards, the first one who taps on the desired "chest" card wins it.

NB1: If a player's "pirate" card is identical to 2 or 3 "chest" cards, they win them all. For 2 players who want 2 identical cards, each player takes 1 card, for 3 players who want 2 identical cards, the fastest 2 win them.

- **Treasure map:** if a player plays their "treasure map" they win the revealed "chest" card with the most valuable treasure. Attention: If other players want the same "chest" card, the first one who taps it, wins it. If the player of the "treasure map" does not win the "chest" card, they draw 1 "hook" card.

NB2: The "treasure map" is usable only once in the game and must be discarded after use.

- If a player wrongly taps on a "chest" card (they alone have played their "pirate" card, or they are mistaken...), they do not win the desired card and draw 1 "hook" card.

NB3: The player who wins a "gold coin" treasure may immediately discard one of their "hook" cards.

At the end of the round, the players recover the pirate card that they have just played and the uncollected "chest" cards are discarded. They start all over again by aligning 3 new "chest" cards ...

End of the game:

The game is over when there are no more "chest" cards. The players count the number of stars present on the cards won and, if needed, subtract a point per "hook" card drawn.

The one with the most value points wins the game.

A game by Joan Dufour

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