

# Silver & Gold

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100 XS, 1000 TREASURES!

Players: 2-4 Players    Age: 8 years and up    Duration: approx. 20 min.



## Contents

### 47 treasure cards

There are twelve cards in each color (purple, orange, green, grey), except grey that has just eleven. The treasure cards' boxes will be crossed off during the game. Once all spaces on a treasure card are crossed off it is completed. Completed treasure cards will earn the number of points in the top left. On some cards, there is a seal on the top right that can score bonus points on completed treasure cards.



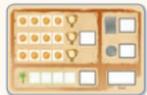
### 8 expedition cards (6 different patterns)

The expedition cards determine how many and in what shape players can fill in boxes with Crosses. There will always be a single expedition card face up that will apply to all players. Once 7 of the 8 expedition cards are revealed the current round will end.



Players will need to cross off boxes on treasure cards in the exact shape shown. In this case, players will need to mark off exactly 3 boxes in a straight line.

### 4 score cards



### 1 round card



At the end of each round, the left-most round box should be crossed off.

The bottom shows the patterns on the eight expedition card shapes.

### 4 markers



## Setting up the game

Give each player a **marker** and a **score card**, which they should place face up in front of them. Shuffle the **Treasure Cards** and deal **four** to each player. Each player will then select two of the cards and place them face-up in front of them. The remaining two cards should be discarded back to the deck of treasure cards.



score card

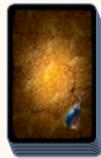
Sarah received four treasure cards and chose two of them to play with.

All remaining treasure cards are now shuffled and placed face down in the middle of the table creating a deck of treasure cards. Now, turn the top 4 cards from the treasure deck face-up in a row. **Note:** The displayed cards are topped up to four cards over and over again during the game.

The eight expedition cards are also shuffled and placed next to the displayed cards as a face down deck of expedition cards. Finally, whoever last searched for buried treasure will be selected as the start player to begin the game. **Note:** The first player always changes during the game after Step 3 in a clockwise direction.



Round card



Deck of treasure cards



4 displayed treasure cards



Deck of expedition cards

## Playing the game

Each round consists of seven turns. On each turn there are three steps. During Step 1 of each turn a single expedition card is revealed. This expedition card will apply to all players. Everyone will simultaneously cross off boxes on one of their two treasure cards in the exact pattern shown on the expedition card. The shape may be flipped, mirrored or rotated. As there are eight expedition cards and only seven turns per round, this means a single expedition card will not be used each round. Once all seven turns are completed the round ends. At the end of four rounds the game will be end.

The following **3 steps** are always carried out one after the other:

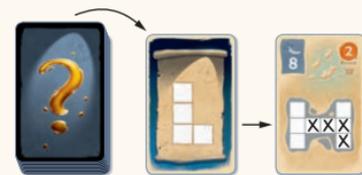
### Step 1: Reveal an expedition card

The first player reveals the **top expedition card on the deck** and places it face up next to the deck so it is clearly visible.

### Step 2: Crossing off boxes

All players cross off boxes on any **one** of their two treasure cards – according to the pattern on the revealed expedition card. The pattern may be rotated 90° or 180° or mirrored but otherwise it must be kept completely unchanged and complete. **Each** treasure card box may be crossed off by the player exactly once, never several times.

**Very important note:** If a player **cannot or does not want** to use the revealed expedition card's pattern, they can **instead** cross off any single box on either of their two incomplete treasure cards. You must cross off a box in each round.



Linus crosses off the L-shape on his treasure card (rotated 90° and mirrored).

**Note:** All the revealed expedition cards are stacked on top of each other during a round. You are not allowed to look in the deck to see which expedition cards have already been revealed.



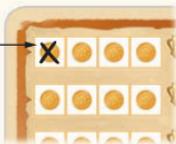
If a player crosses off a box with a **X symbol**, they have to immediately cross off another empty box anywhere on any of their two incomplete treasure cards. If this is an X symbol again, they cross off another empty box, etc.



If a player crosses off a box with a **coin symbol**, they cross off the next empty box on their score card, starting with the left box in the top row. The score card's boxes are crossed off from left to right.

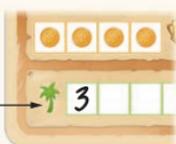
Once the first row is complete, you move to the second row, starting on the left again. The maximum has been reached once all twelve boxes in the three rows are complete – any other crossed off coin symbols do not earn the player any more points and are forfeited.

**Important:** Once a coin row has been completed (when all four coin symbols are crossed off), the player gains points for their trophy. These points are awarded in step 3.



If a player crosses off a box with a **palm tree symbol**, they **immediately** get points for this. They receive one point for the crossed off palm tree and one point for each palm tree, which can be seen on the **4 displayed treasure cards** at this time (palm trees visible on any other treasure cards do not count).

Tim crosses off a palm tree on one of his two treasure cards. This gives him one point. Two palm trees can be seen on the four displayed cards, this gives him another two points. Tim enters three points in the green palm tree score box.



**Note:** It is possible that a player can cross off two palm trees in a single turn. If this happens it should be recorded as two separate palm tree scores, to be recorded in two separate boxes on the score card.

### Step 3: Complete row of coins or treasure card!

Any player who has completed one of their three rows of coins or one of their treasure cards (or even both) in Step 2 now announces this **loudly and clearly**. Now it's the players' turn, beginning with the first player and then **in turn order after**

**another in a clockwise direction**, to resolve their complete rows of coins and completed treasure cards as follows. The trophy points for a complete row of coins are then awarded when it's the player's turn.



If a player has crossed off all four coin boxes in a row on their score card, they cross off the trophy on the round card that shows the highest number at that moment. Then they enter this number as points in the cup for the completed row of coins on their score card. If all six trophies on the trophy card are crossed off, there are not any more trophy points.

Linus is the first to complete a row of coins. He crosses out the trophy with the number six on the round card and enters six points. The next player who has a row of coins gets five points, etc.



If a player has **completed a treasure card**, they place it to the side (face up) next to them – it remains there visible to all players until the end of the game. The player takes a new treasure card as a replacement, **any** of the four displayed treasure cards or the face-down card on top of the deck of treasure cards. If the player has completed their two treasure cards, they take two new treasure cards in the same way.

**Note:** The displayed cards are only refilled to four cards at the end of the players action by revealing the corresponding number of cards from the deck.



Sarah has completed filled the orange treasure card. She definitely has twelve points. She puts the treasure card to the side and takes a new treasure card from the four displayed cards.

In the rare case that the deck of treasure cards is used up, the game continues as normal but the displayed cards are no longer refilled.

**Important:** After Step 3, the first player changes to the person sitting to their left. There is not a tracker for first player, but players can either remember the current first player, or pass the round marker to the first player.

## End of a round

**Seven of the eight expedition cards in total** are revealed in the way described and used by all players to cross off the boxes – this ends the round. So **one** expedition card is **not** revealed and **not** used. The corresponding box on the round card is crossed out. Then all eight expedition cards are shuffled and put face down again as a deck to draw from.

## End of the game

The game ends after four rounds. Any treasure cards not completed do not earn any points and are put to the side. Each player now adds up the points they have earned on their score card as follows:

- Each crossed off coin box earns one point.
- Each trophy earns as many points as the number on it.
- The numbers of the four palm tree boxes are added together.
- Each completely filled treasure card earns as many points as indicated on the top left.
- Seals on completed treasure cards earn one or two extra points for each separate, completed treasure card **in this color**. If a player has several seals, **all** of these seals are scored accordingly.

The player with the highest number of total points is the winner. In the event of a tie, the player who has completed more grey treasure cards wins. If this also results in a tie, green decides, then orange, then purple.



Sarah has completed six treasure cards. This earns her sixty-four points. The gray seal earns Sarah one point per gray treasure card (totaling two bonus points). The orange seal earns her two points per orange card (totaling four bonus points). 9 crossed off coin boxes and the 2 trophies earn seventeen points altogether. The 3 scored palm trees earn eight points. Sarah has therefore scored a total of ninety-five points.