Treasure Hunter

A fast and simple solitaire card game
- with a twist!

Embark on a perilous quest through the depths of the steaming jungle, in search of lost treasure. Use your luck and your wits - with some help from bonus cards earned on your adventure - and you may uncover the priceless lost idol!

The aim of the game is to earn points for removing cards from play, and try to end the game with just the four *Idol* cards left in play.

Components

One deck of 45 cards, including:
4 suits (Skull, Dagger, Coin, Gem) of 10 numbered *Adventure* cards each (including the *Idol* cards)
5 *Boon* cards

Game Instructions

Game Setup

Shuffle the *Boon* cards, and place face down beside you in the playing area.

Shuffle the *Adventure* deck and place face down in the playing area, or keep face down in your hand if comfortable.

Playing the Game

You play the game in a series of short rounds. The round consists of:

Deal
One at a time, draw and deal 4 cards from the *Adventure* deck face up into a row. In following rounds you will deal 4 cards onto the same row and begin to make stacks, leaving any card/s below visible to show number level and suit. You may only ever have a maximum of four stacks throughout the game.

Play
Using only the current exposed (top) cards on each stack (including when there is only one), discard all but the highest level cards of the same suit, until you cannot remove any more cards.

If a stack is made empty, you may move the top card from any other stack into that space, and continue play as normal.

During play, if you discard 4 or more cards in 1 round, you may draw a *Boon* card and keep it face up in front of you ready to use (see *Using Boon Cards in Play*, below).

Once you cannot remove any more cards, this is the end of the round, begin a new round with a new *Deal*.

Keep playing rounds until all the cards have been played from the *Adventure* deck and you cannot remove any more cards from play. This is the end of the game! Add up your points and see if you won! (see *Points and Winning*, below).

Using Boon Cards in Play
Unless otherwise instructed on the individual card, *Boon* cards:
~ Can be used anytime in a round after the deal.
~ Must be discarded to use.
~ Effects last only until the end of the current round.

Once all *Boon* cards have been used, re-shuffle to use again. If all *Boon* cards have been drawn but any remain unused or in play, you cannot draw another *Boon* card.

Peril!
The jungle is fraught with danger at every turn...
If you draw 4 *Skull Cave Cards* in 1 *Deal,* immediately discard all *Boon* cards you have in play (excluding the *Base Camp* if it is holding a card).

Gameplay Tip!
An easy way to keep track of the number of cards discarded is to place them into a smaller separate pile in front of you per round - drawing a Boon if you get 4 or more. Then once the round is over, place the pile onto the main discard pile and continue...

Points and Winning

At the end of the game, you earn
+1 Point for each *Adventure* card discarded (cards in the *Base Camp* are not 'discarded').
+2 Points for any *Idol* card left exposed on any stack (excluding in the *Base Camp)*.
-1 Point for any Skull Cave card left exposed on any stack (excluding in the *Base Camp*).

The maximum score you can achieve is 44, having removed all the *Adventure* cards, with only the *Idol* cards left in play.

The Four Suits

There are four suits in the game. Each one has been given a different colour to make it faster and easier to play.



Skull
(Grey)



Gem
(Red)



Dagger
(Blue)



Coin
(Gold)

Idol Cards

Each *Adventure* card is given a number value of 1 to 10. The number 10 card of each suit is known as the *Idol* card, and looks like this:





Skull Cave Cards

Every other card in each suit has a picture of a menacing skull cave rising out of the jungle. Treasure hunting in the jungle is dangerous, and if you are left with any of these cards exposed at the end of the game, you lose 1 point! The drawing looks like this:

Gameplay Ideas

Delve deeper into the strangling dark heart of the jungle, and test your resolve...

If you feel like you need more of a challenge - or wish to mix things up a bit for fun - try one or a combination of any of the following rules:

- You may only play 1 *Boon* card per round.
- You earn -1 points for any unused *Boon* cards left in play at the end of the game.
- You may not re-use the *Boon* deck once depleted.
- Remove all *Boon* cards from the game.

Example Play



In this example, you can see the layout of the game, with 4 stacks of cards, and 1 *Boon* card currently in play.

A - The play area. You can see a row of four stacks of *Adventure* cards, and a *Boon* card (**D**) in play. In this instance, the player could remove the 3 and 4 of Coins, then move the 8 of Coins to the empty stack which is revealed. The player could then remove the 9 of Gems, which would then allow them to remove the 8 of Daggers. This would allow them to draw a new *Boon* card and put it into play. A good round!

B - The *Adventure* deck.

C - The *Boon* cards.

D - A *Boon* card in play, waiting to be used.

E - *Adventure* card discard pile.

F - *Boon* card discard pile.

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