

Treasure Hunt

Overview

Treasure hunt is 2 to 4 players turn based strategy board game where your goal is getting through a maze to get your treasure. This action-packed strategy game has numerous ways get through obstacles and sabotaging other players in the process.



Materials: Game Board, 16 to 64 Board Pieces, White barricade piece, 8 neutral pieces ,6 trap pieces, 1start and 1 End.

Set Up: Before the game starts all players must choose 2 sets of walls to place somewhere on the map after all the square pieces have been shuffled and placed faced down on the map.

Game Rules:

- Multiple players (Quick game 16 pc Is 1v1 and Longer game 64 pc up to 4 players and each player gets 1 opposing color for each player).
- There are 4 attributes green can reveal 1 card, Yellow is neutral, Strength can climb walls, Agility can move first.
- Walls Restrict Player movement and can't completely block the entrance or the exit.
- There also 3 resource tokens that allow the player a free movement (long Game) and 1 resource token that allows free movement (Quick Game) and a Resource token can move a tile anywhere on map.

- Each player can only View two cards adjacent from your players line of sight and cannot see cards that are not in your line of sight.
- When you move to a location you can only flip the card that you moved on to and must keep the other path face down.
- 16 Piece version for quick games and 64-piece version for longer tactical games
- Movement points can only move tiles 360 degrees of the player's location.
- Can move face down pieces but cannot move a piece that a player is occupying.

How To Play:

- Both players start in the same area on the map and either choose the Agility class (Blue) or the Strength class (Red) and the Agility player always gets to move first. When they start the game, they are assigned 2 movement points and 1 resource point or 5 movement points and 3 resource points depending on game type. Their movement point gives them the option to move one of 4 ways on their first turn forward, left, right or back. They also can choose to change the position of any of the 4 tiles that surround them at the cost of one movement point. Their resource point allows them to change the tile of any tile on the map. Each player can also only look at pieces adjacent to their characters point of view and must keep the piece that they did not move to face down and the piece they did face up. When they encounter an obstacle labeled traps its either a Str (Red) Trap or a Agl (Blue) Trap. Opposing traps require 2 movement points to move across and friendly traps are neutral requiring only 1 (Quick Version). Opposing traps require 4 movement points to move across and neutral require only 2 (Long Version). Players can also choose to use a resource point and 1 movement to cross an opposing trap or 2 resource points also dependent on the game type. When you encounter a wall, they are areas on the map that are restricted and cannot be moved through unless you are the Str class and can only navigate over 1 wall once per game. First person to navigate through the map and reach the end gets the treasure and wins.

