**Plunder and Perils**

A game where you race to recover the Sands of Time and other mystical treasures, but be wary danger lies around every turn.

A game for 2-4 players. Ages 13+. 20-30mins.

Rumor has it that the legendary Sands of Time has been found and it would fetch a hefty price if you manage to get your hands on it. Be wary, you are not the only treasure hunter who seeks to get their hands on it. Other adventurers are not the only thing you have to worry about, there will be deadly traps along the way. But of course there is always treasure to be had.

**Objective:**

Be the player who has accumulated the most value in treasure and still be alive at the end of the game.

**Box Includes:**

1 - Game Board

20 - Trap Cards

27 - Treasure Cards

1- Sands of Time Card

9 - Trap Tiles

4 - Adventurer Pawns

1 - Six Sided Die

**Setup:**

* Each player picks an Adventurer Pawn to represent them in the game; place your respective pawn in the town, this will be your starting space.
* Each player rolls the die; the player with the highest roll goes first. If there is a tie players must reroll to figure out who goes first. Play continues clockwise.
* Set the "Sands of Time" (denoted by an hourglass) tucked under the board near the Treasure Room (also denoted by an hourglass) on the East side of the game
* Shuffle the Treasure Cards and the Trap cards separately and place them face down in their respective piles.

**Playing:**

To begin their turn a player will begin by rolling the die. Each player will begin by moving North the amount of spaces corresponding to their dice roll. Each player will continue along, following the path. Depending on where the player lands they must follow the directions for that space. If they land on a space that is occupied by another player nothing happens between the two players, but the actions of the space they are on still apply to each player as they land there.

**Treasure Space:**

* If you land on a treasure space you must draw a treasure card from the treasure card pile.
* After drawing a treasure card you may need to replace that treasure space on the game board with a Trap Tile.
  + To do so just grab a Trap Tile and place it over the treasure square you landed on.
  + This trap cannot affect you this turn.
* If you draw a treasure that has an effect you may NOT use it this turn. You may use it on your next turn, or if the card has specific instructions for its use you may use it when appropriate.
* If all treasure is taken DO NOT reshuffle activated treasure back into a pile.
  + Once all the treasure is gone it is gone for the remainder of the game.

**Trap Space:**

* When you pass by trap square you must stop your movement and draw a trap card.
* You must then follow the instructions on the trap card and as a result you must do an escape roll.
  + The parameters of your escape roll differ based on the severity of the trap you drew.
  + If you manage to escape the trap you drew you advance one space.
  + If you do not meet the parameters of your escape roll you are trapped, your turn ends and you lose your next turn.
    - If you get trapped you may not use treasure (unless they specifically say "use any time") until the beginning of your next turn.
* When a trap is used it goes into a discard pile.
  + If all traps are activated reshuffle the discarded traps back into a pile and place them back on the Trap Cards space on the board.

**Rations Space:**

* If you land on a rations space you continue your turn with another dice roll and move the corresponding number of spaces again.

**Detour:**

* If you land on a detour you must follow it. If you have a treasure that exempts you from a detour you may use it in lieu of following the detour.

**Treasure Room:**

* If you are the first to reach the Treasure Room you acquire the "Sands of Time."
* If you are a subsequent player to land on the Treasure Room space after the first player you may draw a card from the Treasure Card pile.
* Everyone MUST stop (just like a player would stop on a Trap square) on the Treasure Room space regardless if they are the first to land on the space or not.

**About Treasure:**

* If you acquire treasure that has an activated ability you may only use it on your turn (unless otherwise stated on the card).
* You may use it in the beginning of your turn or the end of your turn, or anytime in-between.
* All treasures will be destroyed upon activation of their abilities. Bear in mind each treasure has a value on it. If a treasure is destroyed you also lose the value of how much it is worth.
* Treasures range in value from 100 gold to 800 gold so always keep in mind the value of your treasure when you are making decisions.
* Treasure that allows you to teleport may NOT be used to teleport to the Treasure Room with the Sands of Time.

**Using the Sands of Time:**

* Whoever is in control of the Sands of Time is at a distinct advantage.
* The player who controls the Sands of Time can change the outcome of ANY dice roll.
  + They may only do so once per revolution of terms. For example if the controller of the Sands of Time uses it on their own turn they must wait until their next turn to use it again.
* The Sands of Time are the only treasure NOT destroyed by use.

**Ending the Game:**

When a player returns to the Town they may sell their treasure back for the corresponding value printed on each card.

The first person back may sell their treasure for 1.5x the value on each card.

Every other player will only receive the normal price of their treasure.

A player who returns to Town may also hold on to their treasure with activated abilities to use on other players. If they do this they may not sell the remainder of their treasure at any point. For example if you hold on to treasure with abilities and all players finish the game you may not sell it.

Starting from the turn after the first player makes it back to Town the other adventurers only have 5 turns to make it back to the town or else they perish on their adventure.

You do not have to land on exactly on the Town. For example, if you are 2 spaces away from the Town and roll a 4 you stop on the Town.

**Credits:**

President: Claude Comair

Instructor: Bill Morrison

Designer: Kris "Bear" Timchuck

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