

Treasure Quest

Instructions:

- Each player selects a boat token and places it at the starting point on the game board.
- Players draw one movement card from a shuffled deck to determine their movement. Based on the color square you drew, move to that color square.

The board has different symbols representing various locations:

"X" is Rocky Waters.

"☆" is Ship Wreck.

"O" is Canon Zone.

"△" is Whirlpool Area.

If a player lands on the "□" Symbol, they will draw one card and do as it says. This may feature shortcuts, allowing players to skip ahead to certain locations on the board, or it may be a disadvantage card and the player has to go back.

If a player lands on a "X" anytime during the game. They immediately go back to the start.

- You only draw one special card per turn. If you draw a special card and move on to another special card square, you do not grab another card. But if you move onto a "X" after you use a special card, you still return to the start.
- To win the game you must draw a red square card to claim the key to the treasure chest. For example, if you are on the blue square, and draw another blue card, you do not move until you draw a red card.

