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ElGraph Studio

# TRESORO



5+



10min



2-4





Retrouvez la page du jeu et la règle en vidéo

Find the game's webpage and the rules in video

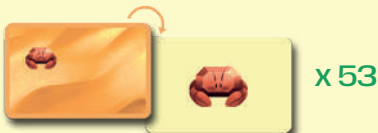
Encuentra la página web del juego y las reglas en video

Guarda il video delle regole e la pagina web del gioco

Vind de webpage van het spel en de spelregels in video

Finde die Webseite des Spiels und die Spielregeln als Video

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*There are always treasures buried under the sand...  
Can you find them? But be careful – all treasures look alike,  
yet they don't all have the same value! Gold coin, seashell,  
crab, ruby, or sapphire:  
observe carefully and dig in the right place!*

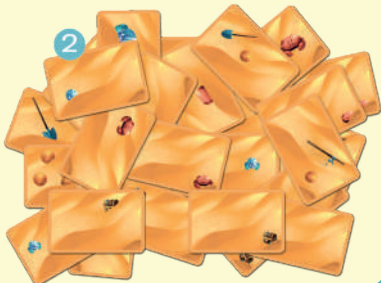
**Aim of the game:** Collect the best treasures to score the most points.

### Game setup:

1. Separate the Sandcastle and Scoring cards from the rest of the deck and keep them visible next to the play area.
2. Shuffle and spread out the remaining cards, Sand side up, in the center of the table. The cards should form a "pile" with some overlapping others.



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### How to play:

The last player to have found a treasure starts, then play proceeds clockwise.

### Turn overview:

On their turn, the player picks up one of the cards from the pile in the center of the table.

**Only cards that are covered, even partially, by another card are available.**

- If the card shows a Fishing Rod or a Shovel, the player immediately triggers its effect (see Special Items).
- If the card shows a Chest, the player places it in front of them **Sand side up**. They will discover its contents at the end of the game.
- In all other cases, the player places the card in front of them **Treasure side up**.

Treasures earn victory points at the end of the game.

Then the turn passes to the next player.

### Treasures:



**Seashell:** Pretty, but worth 0 points.



**Gold Coin:** Each gold coin is worth 1 point.



**Crab:** At the end of the game, the player with the most crabs earns 3 points. In case of a tie, all tied players earn 3 points.



**Note:** *Crabs do not count as rubies or sapphires, even if they look similar.*



**Ruby & Sapphire:** Each pair of ruby and sapphire earns 4 points.



**Chest:** Their contents vary (coins, crabs, rubies, or sapphires) and are revealed at the end of the game.

**Note:** Some Sand cards might seem empty, but you'd be surprised to see what's hidden beneath them...

### Special Items:

#### •Fishing Rod:



*The player fishes a card from another player's collection.*  
They choose a card that another player (except the Sandcastle card) has collected and place it in front of themselves (Sand side up if it's a Chest), giving the Fishing Rod card in exchange.

*The player who receives the Fishing Rod places it in front of them Treasure side up.*

#### •Shovel:



*The player takes the Sandcastle card.*

- If the Sandcastle card is still next to the pile of cards, the player takes it. They place the Shovel card Treasure side up in front of them and add the Sandcastle card to their collection.

- If the Sandcastle card is in front of another player, the active player takes it. They place the Shovel card Treasure side up in front of them and place the Sandcastle card on top of their other cards.



### **End of the game:**

The game ends once each player has collected their 8th card. The Sandcastle card does not count among these 8 cards; it is separate.

Players flip over their Chest cards to reveal their contents and then total their points.

The player with the most victory points wins the game.  
In case of a tie, play another round!

### **Scoring:**

1 Seashell = 0 points

1 Gold Coin = 1 point

Most Crabs = At the end of the game, the player with the most crabs earns 3 points. In case of a tie, all tied players earn 3 points.

1 Ruby + 1 Sapphire = 4 points

Sandcastle = 5 points



### **Credits:**

**Authors:** Elodie Clément & Théo Rivière

**Illustrations:** Elgraph Studio

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