



Your challenge is to collect doubloons to the museum in the center of the map.

You move around on the map by using cards.

The color on the cards show you what path you can use to move to the next town.

Before starting the game:

- Shuffle the two decks and place them on the table face down.
- All players shall always have 5 travel cards on their hand. When you use one, you pick up a new one from the deck. Once you have used a card you place it, face down, at the bottom of the deck.
- All players shall have one location card from the agent deck. Once you have reached the location on the location card, you collect a doubloon and place the card in the bottom of the agent deck.
- All players start in the museum. Decide who shall start and then take turns moving clockwise.

#### **Movement:**

You move by using a travel card that has the same color as the path on the board you want to use. For example: If you are in a town that is connected to another town with a green path you have to use a bus card.

- Red path - Can only travel by Taxi. Taxi cards are red.
- Green path - Can only travel by Bus. Bus cards are green.
- Blue path - Can only travel by Train. Train cards are blue.
- Yellow path - Can only travel by Boat. Boat cards are yellow.
- White path - Can only travel by Airplane. Airplane cards are white.

Most towns are connected by many paths but you can only use a path you have the right card for. You can only move one step on your turn (from town to town) and every move you make will cost you a card. Once you have moved to a new town you pick up a new travel card and the turn goes over to the next player.

Collecting doubloon: When you reach the location that is showing on your agent card you collect a doubloon. You then take another agent card and place your old agent card, faced down, in the agent deck. You now have a new location to move towards when it's your turn again. If you want to change one of your travel cards for a new one, you can do this instead of moving as soon as it's your turn. For example: You have reached a town that only have ship and bus connections. When it's your turn again you can choose to change a card from your hand with a new card from the deck, hoping to get a card you can use next time it's your turn. Once you have changed a card your turn is over. If you get the same location on an agent card that you already are located on, pick a new card without taking a doubloon.

The winner: The player that first collect six doubloons and return them back to the museum win the game.

Very easy rules, very fun to play and Very addictive.... Have Fun!

Different ways of playing:

- Movement rule - You can use all your 5 travel cards each time it's your turn. Meaning you can move 5 times. Once you have used all cards you can or want to use, your turn is over and you pick up new cards from the travel card deck.
- Winner rule - You race to be the player that gets most of the 36 doubloons. Once all the doubloons are taken, the player that has collected most of them wins the game.