

# small treasure

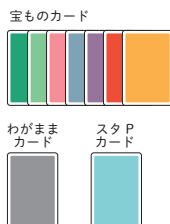
■ 2 ~ 5 Players  
■ Playing Time : 20 min  
■ Age : 5+

Do you remember when you were a child and you used to put all those shiny things in a box and keep them safe? In this game, you become those kids and collect all those shiny things.

You collect cards by asking your opponent about the cards you have.

## Contents [ Cards : 32 ]

Treasure cards 31 cards			
Erasers	3 cards	Shells	4 cards
Acorns	3 cards	Stickers	5 cards
Stones	4 cards	Toys	5 cards
Coins	4 cards	Selfish	3 cards
Start player card			1 cards



## Things to prepare

Paper and pencil for recording scores, or tokens that can record scores

## Game preparation

Decide the starting player by playing rock-paper-scissors or similar, and the starting player will receive a Start player card.

## Preparation for each round

(1) "Selfish cards" put to one side. Turn the treasure cards face down and shuffle them well without "Selfish cards".

(2) Deal each player with a treasure card. The number of cards dealt depend on how many players there are.

2 players : 7	3 players : 6	4 players : 5	5 players : 4
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(3) Only you can see the treasure cards you have been dealt, and you keep them in your hand.

(4) Place the remaining treasure cards face down in a pile in the middle of the table. This is called the deck.

(5) Add the "selfish cards" that were put to one side to the treasure cards deck. and shuffle them well.

(6) If you dealt a hand included all same type of card, place all of those cards face up on the table in front of you.

If any player has no cards in their hand, the round ends. Proceed to score calculation.

## Round flow

(1) The active player can nominate one another player to request a specific type of treasure card. However, you must have at least one treasure card of the type you are requesting.

*Ex)*

*If a player says, "Mr. Sato, can I have a shell card?", they must have a shell card.*

(2) If a player has a card of that type, they must say "Here you go" and hand it over. If they have two or more cards of the same type, **they must hand them all over.**

The player who receives the card says "thank you."

If the player who is requested does not have any cards of that type, they reply "I don't have any."

If no other players give them cards, the requesting player must take the top card of the deck.

(If there are no cards in the deck, they do not have to take any).

\* If you draw a "Selfish card," you can request all players for cards that you want for a type which type you can request not in your hands.

If each players have cards of all that type to the player who drew the "Selfish card."

The "selfish card" you drew is set aside, and is shuffled into the treasure card deck during preparation (5) for the next round.

(3) Once a player has collected all of a same type of card, either through cards received from their opponent or cards drawn from the deck, they must place all of that type of card face up on the table and keep them in front of them. The number written on the treasure card represents the total number of that treasure. For "shell cards", the total number is four.

*Ex)*

*After receiving two shell cards from Mr. Sato, you now have four shell cards in your hand, so you place all of the shell cards face up in front of you.*

(4) When any player has no cards in their hand, the round ends. Proceed to score calculation. If any cards remain in their hand, move the active player to the left and return to (1).

## Score calculation

(1) Each player receives 1 point for each treasure card they have face up.

(2) A player who has no cards in their hand receives 5 points.

(If two or more players run out of cards at the same time, all of them players can receive 5 points.)

## End of the Game

The game ends when someone reaches a total of 30 points. The player with the most points wins.

In the event of a tie, the victory is shared.

If no one reaches 30 points at the end of the round, the next round begins.

Before starting the next round, move a Start player card to the player to your left, and begin with "Preparation for each round".

Game Design : Toshiki Sato

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[Product description]

