**The Rules of the BASIC Game (Duration around 90 mins)**

**Idea of the BASIC Game:**

*Hidden Hoard Basic is a game of chance, skill and pirate thieving. Using the letter coins, can you spell your two place name cards, steal the KEY card and declare your win.*

**Setting up the game:**

*Unfold the board game map and lay it on a flat surface. Place letter coins around the board in the positions shown e.g. the place COTTAGE will have the letter coins placed C to C, O to O and so on. Put the excess letter coins and ‘Pieces of Eight’ into the red treasure bag and place conveniently in the middle of the board. Decide now who are the playing pirates… 2-6 players work well. Using the 14 place cards, each pirate in turn, will randomly select his home and place a coloured token onto it. The pirate then places a matching colour pawn onto the place token. This is the pirate’s home for this game. Shuffle all the place cards and deal out two cards to each player, face down. Put the excess cards away. Put the KEY card on the ‘Steal a Key’ corner square. This card will move around during the game and can be stolen when necessary. Note that the Jolly Roger cards are NOT used in the BASIC game and stay in the box. The pirates look at their cards and decide on a strategy… keep your cards well hidden, because if a pirate knows your cards, he or she will try to hinder your progress.*

**Starting the game:**

*Each pirate throws the dice in turn, highest goes first, throw again if there is a tie. If it helps, feel free to growl “Oooo Arrrr”.*

*The pirate can now move their pawn clockwise around the board starting from his or her home. If you land on a corner square you must carry out the instructions of that corner. If you land on a place, you can steal a letter coin from its name. Place the stolen letter coin face up in front of you … all pirates must be able to see all pirate coins. If you threw a double, you can throw again up to a maximum of three consecutive throws. However, if you have DECLARED, your turn ends … double or no double.*

*If the letter coins are exhausted from their place name positions you can steal a letter coin from the red treasure bag, be aware that bag contains useful PIECES of EIGHT which represent any letter of your choosing.*

**Landing on your Home:**

*This is good.*

*If you land on your own Home, you can steal a letter coin and then move to any of the three remaining corners (ie NOT Go Home). Carry out the corner instruction. This ends your move… double or no.*

**Landing on someone else’s Home.**

*This is bad.*

*You can still steal a letter coin as usual, but then you must pay a forfeit…because you can’t just go around entering other pirates’ homes… the offended pirate can steal either one of your letter coins or the KEY if you have it.*

**The Corners**

*There are four corners which are mostly self-explanatory.*

*‘Steal a Key’: A pirate steals the KEY from wherever it may be.*

*‘Go Home’: Go immediately home, steal a letter and then go to any of the three remaining corners (ie NOT Go Home) … carry out the new instruction. Move ends… double or no.*

*‘Steal a Letter Coin’: Steal a letter coin from a pirate or from the treasure bag.*

*‘Go to any Place’: Move to any place… not a corner.*

**Declaring**

*Your selection of stolen letters is made on the basis of the place cards you hold. So, for example if you held the ‘COTTAGE’ and ‘HALL’ you should soon have a good selection available to spell one or more of those places. To DECLARE, your pawn must be on the place you want to declare. So, for example, on your turn land on the HALL, declare your intentions and turn over your HALL card (previously hidden from other pirates) and place your letter coins on top of it… spelling out the word. This ends your go… double or no. You have declared one of your places and the other pirates cannot steal from it. However, you cannot reuse these letters.*

**Declare and Win.**

*Previously you will have declared one of your places. Now steal the KEY card… most importantly you need the KEY card in your possession. Then, hopefully, land your pawn on your second and final place. Declare and spell it.*

*You have won. Game over.*

Note: If you have enjoyed this BASIC version of the Hidden Hoard game why not try the ADVANCED version. Usually, the BASIC game takes 90 minutes or so; the ADVANCED game can take longer.

While playing the game do you recognise any of the places? Are you curious about the codes, cyphers and clues? Can you find a special place where a real treasure was hidden? The £10,000 prize has long since been unearthed, but a replacement treasure awaits discovery.

**The Rules of The ADVANCED Game (Duration around 200 mins)**

**IDEA of the ADVANCED GAME:**

*Hidden Hoard Advanced is a game of chance and skill for 2-6 pirates. By a process of elimination and pirate cunning be the first to discover the Place that holds the hidden treasure*.

**SETTING up of the GAME:**

*Unfold the board and lay it on a flat table. Place all of the letter coins in the loot bag. Using the 14 place cards, each pirate in turn, will randomly select his home and place a coloured token onto it. The pirate then places a matching colour pawn onto the place token. This is the pirate’s home for this game. Each player now takes eight random letter coins from the loot bag and positions them in front of him face up. Pieces of Eight coins represent any letter of the pirates' choice. Take all of the Place cards once more, shuffle them and at blind random select just one card. Carefully slide it into the treasure envelope so that no one sees or knows it. For this game only, this Place card is the Hiding Place and the Place to be discovered. Shuffle all the remaining cards together, ie. the 13 Place cards plus an amount of Jolly Roger cards and I Key card that makes the total equally divisible by the number of players see examples below:*

*For 2 pirates playing use 13 Place Cards (PC) +4 Jolly Rogers (IR) and I Key Card (making 18 cards in play... each pirate will receive a total of 9 cards). Deal these cards face down to the players. Each pirate keeps their Place cards secret. Place all the remaining Jolly Roger cards face up on the centre of the board. The pirate who holds the Key card has to turn it face up in front of them, so all pirates know where it is. All pirates can now secretly mark off the Place cards that they hold from their treasure notes, since it is obvious that these place cards cannot be in the Treasure Envelope*

**MOVING:**

*Whoever has the key card moves first.*

*Starting from their home, a pirate can use jolly Rogers to move spaces, or they can roll the dice to move. They must move on their go, staying put isn't an option. Once a JR is played it has to be discarded to the centre of the board. He cannot play a JR and then roll the dice...it is one or the other. If you throw the dice and get a double have another go, on this second go you can move using JRs. Throwing two doubles in a row entitles you to take an extra JR card from the board pile.*

**Landing on your Home:**

*This is good. If you land on your own Home, you can steal a letter coin and then move to any of the three remaining corners (ie NOT Go Home). Carry out the corner instruction. This ends your move… double or no.*

**Landing on someone else’s Home.**

*This is bad. You can still steal a letter coin as usual, but then you must pay a forfeit…because you can’t just go around entering other pirates’ homes… the offended pirate can steal either one of your letter coins or the KEY card if you have it.*

**The Corners**

*There are four corners which are mostly self-explanatory.*

*‘Steal a Key’: A pirate steals the KEY from wherever it may be.*

*‘Go Home’: Go immediately home, steal a letter from the bag and then go to any of the three remaining corners (ie NOT Go Home) … carry out the new instruction. Steal A JR card from board centre. This ends the move … double or no.*

*‘Steal a Letter Coin’: Steal a letter coin from a pirate or from the treasure bag.*

*‘Go to any Place’: Move to any place… not a corner.*

**Jolly Rogers:**

*Jolly Roger cards are very useful. At the beginning of the game, some are randomly dealt out with the other cards. Claim extra JR cards when landing on your own Home, during searching (see below), in receipt of forfeit or if you throw two doubles in a row.*

**Order of the Move:**

*Throw the dice or use JR cards to move. Land on a corner and carry out the corner instruction. Land on a place and steal a letter coin from the red treasure bag. Pay a forfeit for landing on another pirates Home. Search and then Declare if possible.*

**Searching:**

*When a pirate shows he has sufficient letter coins to spell a place, he must first land there and then announce his intention to Search. The pirate then asks each pirate in turn, starting on his left, to give him a card. The pirate must give the place name card if he has it or a JR card if not or declare nothing to give. Note all discoveries in your treasure notes. If no one can give you the requested place card, then it must be in the treasure envelope. You have discovered the place. The other pirates will not be aware of this because they will have witnessed the passing of some cards, which might be just JR cards. Letter coins used can be reused for your next search. Be observant during a search there are many tell-tale clues to gain. For example if a pirate says ‘Nothing to give’ then you know he doesn’t have a JR card nor the place card.*

**Declaring:**

*Immediately following a Search and if he has the KEY card the pirate can declare the Place, check the envelope and announce his win if correct. If he is not correct, he must return the card to the envelope, place all of his cards face up in front of himself and let play continue. He is out of the game.*