**Object**
The player with the most Doubloons at the end of the game wins!

**Set Up**

1. Insert the Treasures into the Treasure Bases.

2. Choose a location to be the “home base” for the treasure hunt. One side of the Storage Bag has a Treasure Map game board on it. Put the Treasure Map where all players can reach it.

3. Mix up the Doubloons face-down and place one in each square on the Treasure Map.

4. All players together take the five Treasures and put them around the house (for example, the bedrooms, kitchen, and living room). Keep the Treasures on the same floor of the house. Make sure everyone knows where the Treasures are and try to remember their locations!

5. Go back to the home base. Have the Spyglass, Sword, and Sand Timer handy.

**Rules**

**Contents:** 5 Treasures, 5 Treasure Bases, 12 Doubloons, 1 Treasure Map Storage Bag, 1 Foam Sword, 1 Spyglass Decoder, 1 Sand Timer

**Ages 3 and Up • 2 to 4 Players**

**THE YOUNGEST PLAYER GOES FIRST!**
ON YOUR TURN

1. Flip over two Doubloons and try to make a match!

TREASURE DOUBLOONS look like this:

SECRET DOUBLOONS look like this:

If you flip over a Secret Doubloon, **YOU** look through the Spyglass to see what treasure is pictured. If you match a Secret Doubloon to a Treasure Doubloon (for example, both show a trophy), show the other players and get ready to run! See the HUNTING TREASURES section below.

CAPTAIN HOOK & MR. SMEE DOUBLOONS If you flip over the Captain Hook or Mr. Smeel Doubloon, take that Doubloon and keep it in your scoring pile. Mix up all the remaining Doubloons, and place them face down in the squares on the Treasure Map. Then take another turn.

2. If you flip over two Doubloons that don’t match, flip them back over. You don’t need to show the Secret Doubloon to the other players. Your turn is over and it’s the next player’s turn.

HUNTING TREASURES If you match a Secret Doubloon to a Treasure Doubloon:

- Grab the Sword, flip over the Sand Timer, and run to get the Treasure that matches the Doubloons you flipped.
- When you reach the Treasure, **you must pick it up and carry it back to the Treasure Map using only the Sword!**
- If you make it back before time runs out, you score. Take the matching Doubloons and keep them in your scoring pile. Your turn is over and it’s the next player’s turn.
- If time runs out before you get back, you must return the Treasure to where you found it. Flip the two Doubloons back face down. Your turn is over and it’s the next player’s turn.

WINNING THE GAME When all the Treasures have been brought back to the Treasure Map, the game is over. Count the number of Doubloons each player has. The player with the most Doubloons wins!