

## TREASURE DIVER – Summary

2 players, ages 12 and up, 30 minutes play time

Players are competing dive teams in shark-infested lagoons. They want to investigate shipwrecks and sunken treasure caches in an effort to earn the most rewards before the tide rolls in. Once the sea has been plundered the player with the most treasure (and/or fewest shark attacks!) wins the game.

### CONTENTS:

- ➔ 14 diver cards (7 per player), and 1 Captain Card. Each player's hand is identical, except for the colour.
- ➔ 12 Shark cards
- ➔ 27 treasure cards (labeled with one of five different Treasures)

### SETUP:

1. Take a set of matching Dive Team cards, and give the other set to your opponent.
2. Choose a starting Captain, and give them the Captain card.
3. Assuming you're the starting Captain, you must shuffle and deal the 39 Treasure cards (Treasures and Sharks) to make 3 stacks of 13 cards each. These are called "Lagoons."
4. Take 1 card off the top of each Lagoon, and set them face-up off to the side. This is Davey Jones' Locker. All currently out-of-play cards will be stored here.
5. Now you're ready to play!



*A Treasure Diver game in progress*

### UNIQUE ROLES

**The Captain** will win all ties. If a Special Card (see below) is played in the same Lagoon, only the Captain's will count.

**The Scanner** is allowed to "peek" at one face-down Treasure Card in one Lagoon before playing their Dive Team cards.

Roles will switch after resolving dives when players have only one card left in their hands. When this happens, grab all your cards back into your hand, and then move the Captain Card to the other player to mark who is who.

### HOW TO PLAY

1. The Captain flips the top card of one of the stacks face-up. This is considered the first Dive of the current Expedition.
2. The other player – the Scanner – peeks at one of the other two cards, being sure to not reveal it to the Captain.
3. Next, select where you want your three dive teams to go. Place one dive team card face-down in front of each Lagoon.
4. Once both you and your opponent are done, both you and your opponent flip all Dive Team cards, and the top Treasure card of each Lagoon.
  - a. Resolve special equipment cards in this specific order: Chum Bucket, Harpoon Gun, Deep Dive, Mini-Sub.
  - b. If there are treasures left in the Lagoons, whoever had the higher-number dive team wins the top treasure card from that treasure pile. Place it face-up in a Treasure Pile unique to that Treasure type: Pearls only with Pearls, Rings only with Rings, etc.
  - c. If you claim a Shark instead of a Treasure, discard it in Davey Jones' Locker. If you also collected a Treasure that dive, you must "Feed the Shark" by discarding that Treasure. If you collected more than one Treasure during that dive, you choose which one of those Treasures to sacrifice.
  - d. If you won a Lagoon with the #4 Diver – DPV card, be sure to collect 2 cards at that Lagoon (even if one is a Shark!)
  - e. If there's a tie between dive teams, then the Captain wins that card. Even if it's a Shark!
5. "Push" all used Dive Team cards off to the side for now. In the next dive, you'll have your remaining 4 cards to use.
6. Begin the next dive the same way you started the first: the Captain flips one card, the Scanner peeks at one card, choose where your dive teams go, and place their cards face-down in front of the treasure piles. Also, if you used your #6 Diver Card the previous round, you have an extra Peek (even if you're the Captain).
7. After the second dive (you'll have less than 3 cards left in your hand), this Expedition is over. Reclaim all cards to your hand and switch roles (Captain and Scanner). You should have all 7 of your Dive Team cards to start this new Expedition.

**NOTE:** Except for where the #4 Diver – DPV card is used, only one card should leave a Lagoon on each round.

## USING SPECIAL CARDS

You can also win treasures, or move or avoid the Shark, by using Special Dive Team Cards. These are described as follows.

**#1: CHUM BUCKET** - Think of this card as your “shark magnet,” because when you play it, sharks will be drawn right to it! The Chum Bucket has a bid value of 1, but you play it to sabotage your opponent instead of outbid them.

- If a Shark is revealed in the Lagoons this round, switch the Shark position with the Treasure Card in front of the Chum Bucket. If there is more than one Shark revealed and you played the Chum Bucket, you choose which one to switch.

**If both players reveal the Chum Bucket in the same round, only the Captain’s is activated.**

**#2: HARPOON GUN** - Want to claim more Treasures? Then tag a Shark with a Harpoon! Like the Chum Bucket, this card has a bid value of 2, but the goal is to play it where you think a Shark will show up. Then it becomes much more helpful!

- If your Harpoon Gun is in front of a Shark, the Shark becomes a “wild card” and must be placed on any one treasure pile.
- This Shark can remain “wild” if you haven’t claimed at least one of each treasure yet. Put it in its own pile until you have at least one of each, then make your choice where the Shark will go.

**If both players play a Harpoon Gun in the same spot, only the Captain’s is used.**

**#3: DEEP DIVE SUIT** - To dodge a known Shark but still have a chance at winning a Treasure, play the Deep Dive.

- If a Shark is in that Lagoon, the shark stays but the Deep Dive claims the card immediately underneath that Shark. If there’s no Shark, then this card has a bid value of 3.
- Reveal that Treasure Card immediately. It will be a Treasure or maybe a Shark!
- If both players play a Deep Dive in the same spot, only the Captain’s is used.

**#4: DPV DIVER** - If you win a Treasure with this card, take the top two cards from that Lagoon. Reveal the lower card immediately and resolve it. It will be a Treasure or maybe a Shark!

**#6: DIVE SCOPE TEAM** - Notice the special symbol at the bottom of this card.

- This card’s value is 6, but allows the player who played it to peek at any one Lagoon at the start of the next round. Thus when played, a Captain can peek once, and a Scanner can peek twice!

**#0: MINI-SUB** - **Only the Captain may play this card on a dive.**

- When this card is revealed, the active Captain may take one of the Treasures they’ve collected (either during this dive or any previous one) and switch it with any card in Davey Jones’ Locker. If the Captain collects a Shark, they may place it in any Treasure Pile they’ve already started (not making a new one).
- The Captain must do this by the end of the current dive. The treasure switched cannot be stolen by a Shark revealed by some other Dive Team card. Sharks steal only cards collected from Lagoons.
- Notice this card has a bid value of 0. It can’t win in any Lagoon, but you can “fine tune” your current Treasure collection to maximize your chance at victory.

## ENDING TREASURE DIVER – WHO WINS?

When at least one of the Lagoons are exhausted, the game ends and scoring begins. Whichever player has the most cards of any one Treasure category wins that category. The player who has the most treasures of three or more categories is the winner! If there’s a tie, the game is won by the player with more Treasure cards overall.

(QUICK REFERENCE GUIDE ON NEXT PAGE)

# DIVER CARDS

Resolve all Dive Team cards in the order that follows.

The Captain wins all Ties.



## 1 - CHUM BUCKET: The “shark magnet.”

When revealed, switch one revealed Shark with card at the Chum Bucket’s Lagoon location (unless it’s already a Shark).

**If two Chum Buckets are revealed, only the Captain’s takes effect.**



## 2 - HARPOON GUN: The “shark killer.”

When revealed, if this card is placed at a Lagoon with a Shark, the shark is considered a Treasure, and must be moved to any Treasure Pile of the player that used the Harpoon Gun. **If two Harpoon Guns are revealed on the same Shark, the Captain bags it.**



## 3 - DEEP DIVE: The “shark dodger.”

When revealed and if this card is placed at a Lagoon with a Shark, the card immediately underneath the Shark is taken by the Deep Dive’s player, and the Shark remains. Otherwise this card is a bid of 1 in that Lagoon. **If two Deep Dive cards are revealed on the same Shark, only the Captain’s takes effect. Neither Dive Team takes the Shark.**



## 4 - D.P.V. TEAM: The “double-whammy.”

If you win a card with this Dive Team card, take the card underneath it as well. Reveal both and resolve them accordingly. **If two DPV Team cards are revealed on the same Lagoon, only the Captain’s takes effect.**



**NUMBER CARDS:** The highest number in a Lagoon always wins. The Captain wins ties of matching Dive Team Cards in the same Lagoon. If you win, take and reveal the Treasure Card:

- **TREASURE** = add to proper Treasure Pile in front of you.
- **SHARK** = discard with a Treasure you would win during this dive.



**6 - SCOPE TEAM:** If you played this Dive Team Card, then at the start of the next dive you may peek at an additional Lagoon after the Captain reveals a Lagoon.



## 0 - MINI-SUB: Play only when you are Captain.

Play this Dive Team Card to switch a Treasure you already have or win during this dive with one from Davey Jones’ Locker. This Treasure cannot be stolen by a Shark you collect during this dive. If you collect a Shark with the Mini-Sub, you may place it in one of your already-existing Treasure Piles (you cannot make a new one).

## PLAY PROCEDURE:

The highest number wins, but resolve some special equipment first.

The Captain will win all ties.

1. Captain Reveals a Lagoon
2. If you played the #6 Diver in the previous round, Peek at a Lagoon
3. Scanner Peeks at a Lagoon.
4. Players play 1 Dive Team Card face-down at each Lagoon.
5. Reveal all face-down Cards.
6. Resolve Chum Bucket
7. Resolve Harpoon Gun
8. Resolve Deep Dive
9. Resolve DPV
10. Resolve any remaining Treasures by Card Numbers
11. Sweep used Dive Team Cards
12. If 1 Dive Team Card left in hand, switch roles and reclaim all Dive Team Cards to hand.
13. Begin a new Round.

The Game Ends When Any One Lagoon Is Empty

**TREASURE CARDS: Collect as many as you can, but avoid or bag Sharks!**

					
Shark x 12	Pearls x 7	Rings x 5	Jewels x 5	Artifacts x 5	Treasure x 5

**PROTOTYPE: TREASURE DIVERS – Last updated 6 January 2019**

**DIVER GRAPHIC**

Found at <http://mccauleymooringanddiving.com/>

**SHARK and EQUIPMENT GRAPHICS**

Found/purchased at 123rf.com

**TREASURE and MINISUB GRAPHICS**

Found at game-icons.net

**UNDERWATER GRAPHIC**

Found at <https://toonham.deviantart.com/art/Undersea-257313243>

**FONTS**

In-game graphical fonts found at dafont.com

Where applicable, graphics modified with paint.net

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