



ALLURING TREASURE

A GAME FOR REAL
ADVENTURERS



ALMAZ.GAMES STUDIO

ALLURING TREASURE



HELLO, TRAVELER!

IF, IN BETWEEN ADVENTURES,
YOU AND YOUR FRIENDS WANT TO HAVE A
GOOD TIME OR THE EVENING FINDS YOU ON
THE ROAD, AND YOU'RE WAITING FOR THE
SUNRISE, OR MAYBE YOU'RE SURROUNDED
BY A TRIBE OF WARLIKE ABORIGINES, AND IT
WOULD BE VERY INTERESTING FOR YOU TO
FIND A COMMON LANGUAGE WITH THEM?

WE ARE PROUD TO PRESENT TO YOU
ALLURING TREASURE!

A GAME FOR REAL ADVENTURERS,
CONNOISSEURS OF GOLDEN PIASTRES
AND MYSTERIOUS ANCIENT LEGENDS.

THE GAME IS DESIGNED FOR 2-4 BRAVE
TREASURE HUNTERS. BUT BEFORE YOU
SET OFF ON YOUR ADVENTURE, LET ME
QUICKLY TELL YOU THE RULES...



RULES

LET'S START BY COUNTING
THE TREASURES YOU'VE GOTTEN YOUR
HANDS ON IN THIS BEAUTIFUL BOX

PLAYING FIELD - 1 PCS.

WHEEL OF FORTUNE - 1 PCS.

DICE - 2 PCS.

CHIPS LEADING TO THE ARTIFACT - 4 PCS.

FIGURINES - 4 PCS.

TURN CARDS - 36 PCS.

ARTIFACT CARDS - 15 PCS.

1000 GOLD - 30 PCS.

2000 GOLD - 20 PCS.

4000 GOLD - 20 PCS.



RULES

BEFORE THE GAME STARTS, PLAYERS CHOOSE A CARD OF THEIR CHARACTER AND BY MEANS OF THE "WHEEL OF FORTUNE" DIVIDE INTO 1 "SEEKER" AND 3 "CATCHERS". THE SEEKER BECOMES THE ONE WHOSE ARROW STOPS ON THE DIVISION - I WITH THE SWITCH SYMBOL.

WHEN THE ROLES HAVE BEEN DECIDED, EACH PLAYER DRAWS ONE ARTIFACT CARD WITHOUT LOOKING. AND TAKES ONE OF THE FOUR CHIPS LEADING TO THE ARTIFACT. THEN THE CATCHERS TAKE THE PLACE DETERMINED BY THE WHEEL OF FORTUNE AT THE TOP OF THE PLAYING FIELD, AND THE SEEKER TAKES THE BOTTOM LEFT.

A DECK OF "TURN CARDS" IS PLACED ON THE BOTTOM RIGHT, FACE UP. AND THE GAME BEGINS.



RULES

ZONES AND LOCATIONS

THE PLAYING FIELD IS DIVIDED INTO 3 ZONES
EACH ZONE HAS 3 LOCATIONS:

ACTTECS

EGYPT

GREECE



WARRIOR



PRIEST



ARISTOCRAT



SHAMAN



PRINCE



ORACUL



IMPERATOR



PHARAON



KING

RULES

THE TASK OF THE SEEKER IS TO TRAVERSE ALL THREE ZONES THROUGH THE LOCATIONS MARKED ON THE TURN CARD STARTING WITH THE FIRST ONE.

IT'S THE TRAPPERS' JOB TO CATCH THE SEEKER AND TAKE THE LOOT.

THE LOCATIONS ARE DIVIDED IN ORDER OF LOCATION IN THEIR ZONE AND BRING IN DIFFERENT AMOUNT OF GOLD PER TURN.



1-ST - 1000 GOLD

2-ND - 2000 GOLD

3-RD - 4000 GOLD

THE SEEKER PULLS OUT THE MAP OF THE COURSE AND DOES NOT SHOW IT TO ANYONE.

BUT GIVING THE "PRICE" OF THE LAST LOCATION.

THE TRAPPERS IN THE ORDER OF THE QUEUE, DETERMINED BY THE FORTUNE WHEEL, CHOOSE IN WHICH LOCATION TO WAIT FOR THE SEEKER, THE FIRST CAN CHOOSE ONE OF THREE ZONES AND ONE OF 9 LOCATIONS, THE SECOND OF TWO ZONES AND 6 LOCATIONS, THE THIRD CHOOSES ONE OF 3 LOCATIONS IN THE REMAINING ZONE. EVERY 4 TURNS THE ORDER OF THE CATCHERS IS CHANGED BY THE WHEEL OF FORTUNE, THE REDISTRIBUTION DOES NOT AFFECT THE SEEKER.

EACH ZONE CAN HAVE ONLY ONE CATCHER FOR ONE MOVE.

WHEN TRAPPERS OCCUPY THE SAME LOCATION EACH IN THEIR OWN ZONE, THAT LOCATION EARNS LESS GOLD, BUT NOT LESS THAN 1000 GOLD.

1 LOC. - 1 P. 1000, 2 P. 1000, 3 P. 1000

2 LOC. - 1 P. 2000, 2 P. 1000, 3 P. 1000

3 LOC. - 1 P. 4000, 2 P. 2000, 3 P. 1000



RULES

THE SEEKER PASSES ALL LOCATIONS MARKED ON THE TURN MAP IN ORDER. WHEN NO COLLISION WITH THE TRAPPER OCCURS, THE SEEKER RECEIVES GOLD FROM EACH LOCATION ACCORDING TO ITS ORDER 1000, 2000 OR 4000, IN CASE OF SUCCESSFUL PASSAGE OF ALL THREE LOCATIONS THE NEXT TURN BEGINS.

WHEN THE CATCHER MANAGES TO CATCH THE SEEKER, THE FIGHT BEGINS, BOTH PLAYERS ROLL A DICE, THE ONE WHO ROLLS THE HIGHEST VALUE WINS.

THE ONE WHO WINS CAN:

- 1) SWITCH ROLES WITH THE LOSER.
- 2) TAKE THE GOLD MINED BY THE OPPONENT AT THIS LOCATION.
- 3) TAKE THE CHIP LEADING TO THE ARTIFACT.



RULES

IF A SEEKER IS CAUGHT AT ALL THREE LOCATIONS DURING A TURN AND NONE OF THE TRAPPERS HAVE SWITCHED ROLES WITH HIM, EACH TRAPPER RECEIVES 10 000 GOLD AT THE END OF THE TURN.

THE FIRST PLAYER TO COLLECT 40 000 GOLD WINS THE GAME

ARTIFACTS

EACH ARTIFACT CAN INFLUENCE THE GAME, SOME ARTIFACTS CAN BE PLAYED ONLY ONCE PER GAME, WHILE OTHERS CAN BE PLAYED ONCE EVERY FEW TURNS, THE CONDITIONS FOR USING AN ARTIFACT ARE INDICATED ON THE ARTIFACT CARD.

AT THE BEGINNING OF THE GAME EACH PLAYER HAS ONE ARTIFACT AND ONE CHIP LEADING TO THE ARTIFACT, WHEN ONE OF THE PLAYERS COLLECTS ALL 4 CHIPS HE CAN BLINDLY DRAW TWO MORE ARTIFACTS FROM THE DECK, ALSO ONE RANDOM ARTIFACT CAN BE BOUGHT BY SENDING 5000 BACK TO THE BANK.

IF YOU DON'T NEED THE ARTIFACT, YOU CAN SELL IT. A DICE IS ROLLED TO DETERMINE THE PRICE.

PRICES:

1-2 - 1000

2-3 - 2000

4-5 - 4000

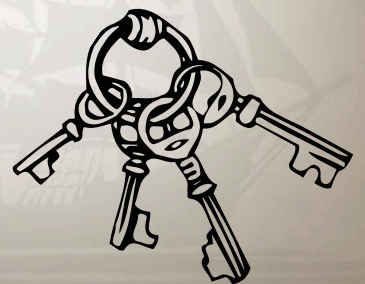


RULES

THE GREAT CATCHER

A GREAT CATCHER IS THE PLAYER WHO NEVER ONCE USES THE OPPORTUNITY TO SWITCH ROLES WITH A SEEKER, WHILE OTHERS USE THIS OPPORTUNITY.

WHEN ALL PLAYERS HAVE THE OPPORTUNITY TO SWAP ROLES WITH THE SEEKER AND HE REFUSES IT, THEN, PROVIDED THAT ALL CATCHERS HAVE ALREADY SWAPPED ROLES, HE AS A GREAT SEEKER RECEIVES 10 000 GOLD.



FREEDOM OF CHOICE

AS JOHN ROCKEFELLER SAID, "I CAN ACCOUNT FOR EVERY MILLION I MAKE, EXCEPT THE FIRST."

EACH PLAYER'S GOAL IS TO REACH 40,000 GOLD, AND IT'S UP TO YOU TO DECIDE HOW YOU WANT TO DO IT.

IT IS POSSIBLE TO PLAY QUIETLY, NOT DEPARTING FROM THE RULES, MINING GOLD AT LOCATIONS, BUT YOU CAN ALSO TAKE IT FROM PLAYERS. NO ONE FORBIDS YOU TO SELL AN ARTIFACT OR EXCHANGE IT FOR A MORE POWERFUL ONE, TO THEN SELL IT ALREADY. YOU CAN TAKE AS MUCH GOLD FROM A CAPTURED PLAYER AS HE CAN OFFER, SO YOU DON'T HAVE TO SWAP ROLES WITH HIM. TEAM UP WITH OTHER PLAYERS, FORM ALLIANCES OR SPEND YOUR ENERGY TO FRUSTRATE YOUR OPPONENTS' PLANS.

IN ALLURING TREASURE, IT IS NOT THE LUCKIEST PLAYER WHO WINS, BUT THE ONE WHO CREATES HIS OWN LUCK AND IS READY FOR NEW CHALLENGES WITH A COOL HEAD, THE ONE WHO WILL ALWAYS FIND A WAY OUT OF THE SITUATION.

ALLURING TREASURE IS WON
THE TRUE ADVENTURER.

HAVE A GOOD ADVENTURE, TRAVELER,
AND SEE YOU IN THE LOST LANDS.





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