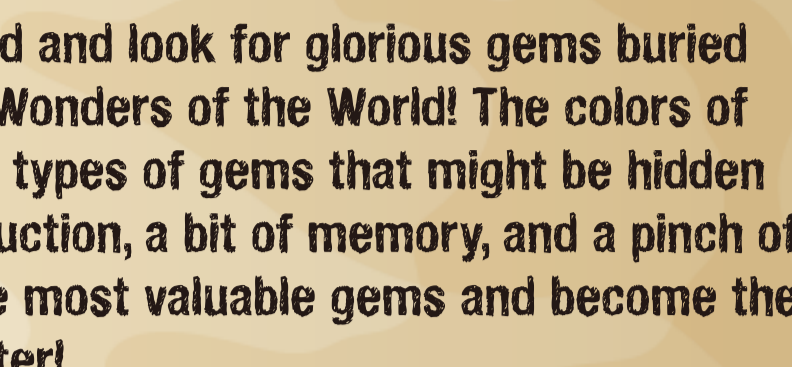


COLORFUL TREASURE



Travel around the world and look for glorious gems buried among the mysterious Wonders of the World! The colors of the Wonders hint at the types of gems that might be hidden inside. With careful deduction, a bit of memory, and a pinch of luck, you will collect the most valuable gems and become the legendary treasure hunter!



Game components

- Wonder cards x50**
10 different wonders, 5 cards in each Wonder type showing:
Diamond x1, Key or Chest x1, Gems x3 (three colors matching the colors of the card back)
- Award cards x3**
5, 7, 9
- Player Aid cards x4**
(Double-sided)
- Tokens x15**
Key x5
Chest x5
Action x5 (Double-sided)
- Diamond tokens x10**
- Rulesheet x2** (Chinese & English)



[Example for a 4-player game]

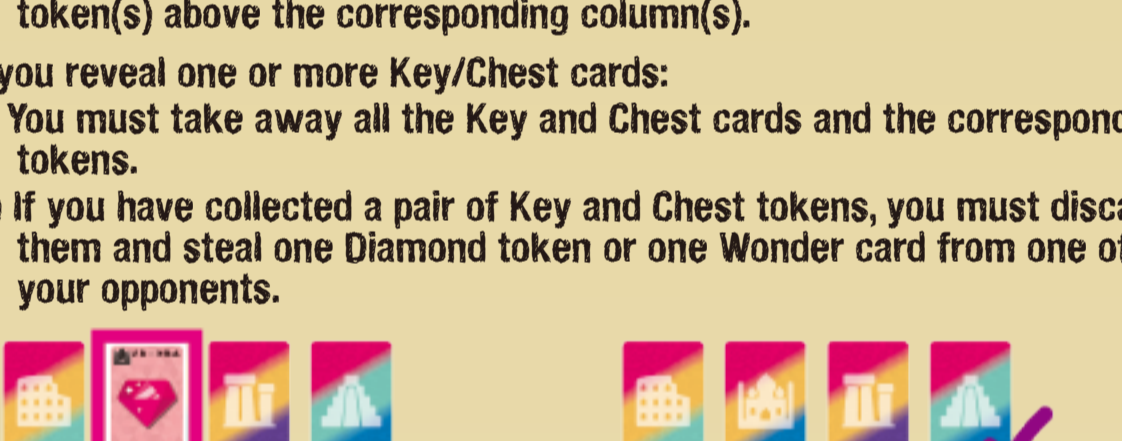
Game preparation

- Sort out 10 different Wonders, shuffle them separately and place them face down in different columns to form a 5 x 10 grid.
- Place one Diamond token above each column of Wonder cards, and one Key or Chest token of the corresponding Wonder type below the columns.
- Place the Award cards aside for all players to see.
- Give each player one player Aid card. The player who most recently traveled abroad is the start player.

Game play

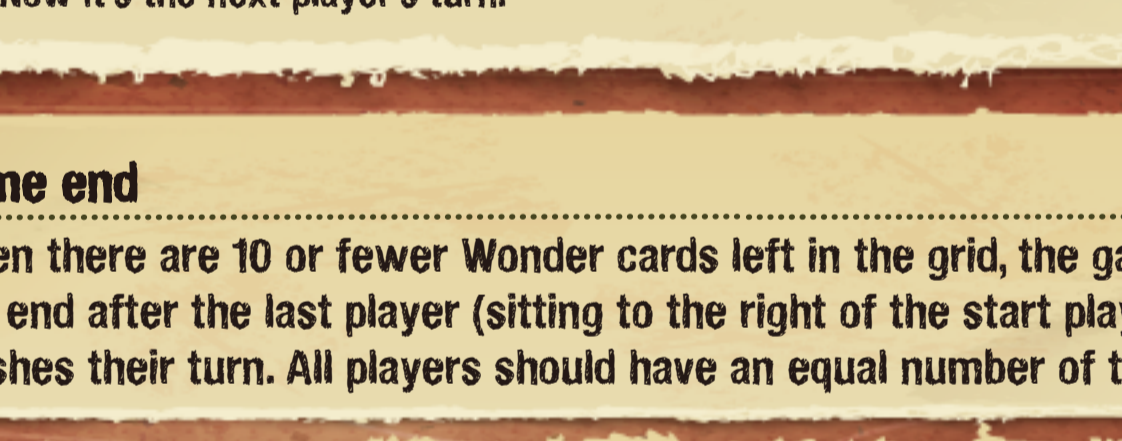
The game is played in clockwise order. On your turn, you must:

- Choose two Wonder cards and reveal them at the same time.
- (Optional) Choose a third Wonder card and reveal it.



Depending on the cards that you have revealed, there are different conditions:

- If you reveal no Key/Chest card:
 - You may choose one type of treasure (one color of Gem cards or Diamond cards) and take all of them away.
 - If you choose to take the Diamond card(s), you also take the Diamond token(s) above the corresponding column(s).
- If you reveal one or more Key/Chest cards:
 - You must take away all the Key and Chest cards and the corresponding tokens.
 - If you have collected a pair of Key and Chest tokens, you must discard them and steal one Diamond token or one Wonder card from one of your opponents.



* If your Key and Chest tokens are not in pairs, you will keep them in front of you. Once you get a pair, you must immediately discard the pair and execute the theft.

- After performing the previous actions, place all the cards you took face up in front of you for all players to see (sort them by types), and flip all the cards in the grid face down.
- Check if you have met the requirement for the "Colorful Gems" or "Explorer" Bonus. (See "Scoring" for details.)
- Now it's the next player's turn.

Game end

When there are 10 or fewer Wonder cards left in the grid, the game will end after the last player (sitting to the right of the start player) finishes their turn. All players should have an equal number of turns.

Scoring

- Each Diamond card scores 1 VP, and each Diamond token scores 2 VP.
- For each color of the Gem cards:

| Number of cards | 1 | 2 | 3 | 4 | 5 | 6 |
|-----------------|---|---|---|----|----|----|
| VP | 1 | 3 | 6 | 10 | 15 | 21 |

- Colorful Gems Bonus:** In 2 or 3-player games, the first player to collect Gem cards of 5 different colors can take the corresponding Award card and score 9 VP. In 4-player games, the first player to collect 4 different colors will get 6 VP.
- Explorer Bonus:** The first player to collect 8 different types of Wonder icons can take the corresponding Award card and score 5 VP.
- Chest Bonus:** At the end of the game, the player with the most Chest and Key cards combined can take the corresponding Award card and get 7 VP. If there is a tie, the tied players split the VP (rounded down).

The player with the most VP wins!

Junior variant (For younger players)

Rules remain mostly the same with the following modifications:

- Remove Award cards, Key cards, Chest cards, and Key/Chest tokens from the game. Use only 40 Gem and Diamond cards in the game.
- On your turn, reveal exactly 2 Wonder cards.
- The game ends when all Wonder cards are taken by players.
- During scoring, skip Award cards.

Advanced rules

Game preparation

Place 5 Action tokens next to the Award cards. We suggest you use the tokens of the same background color for your first advanced game. You may mix and match the two sides in future games.

Game play

- At the end of your turn, if you have collected 3 Gem cards of the same color, you may take one of the Action tokens and place it in front of you.
- Some Action tokens have one-time effects (x1). After executing the effect, discard the token. Some Action tokens have permanent effects that will last for the entire game.
- You may use Action tokens anytime during your turn, even on the turn that you gain them.
- When all 5 Action tokens are taken by players, no more Action tokens are available.

Note: If the number of your same-color Gem cards was reduced to fewer than 3 due to being stolen by your opponent, and you regain back to 3 or more Gem cards of that color, you can once again take an Action token, if it is still available.

| | | | | |
|--------------------------------------------------------|-------------------------------------------|---------------------------------------------------------------------------------------|------------------------------------------------------------------------------------|-------|
| | | | | |
| Peek at 2 Wonder cards of different Wonder types. (x1) | You may reveal a fourth Wonder card. (x1) | You may collect 2 types of Wonder cards (if no Key or Chest cards are revealed). (x1) | For the remainder of the game, you cannot steal from other players and vice versa. | 4 VP. |

| | | | | |
|------------------------------------------------------------|-------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------|-------------------------------------------------------------|
| | | | | |
| Peek at up to 3 Wonder cards of the same Wonder type. (x1) | When you reveal Key or Chest cards, you can not take them but other Gem or Diamond cards. | A sixth color of Gem. It's 1 VP by itself, and is counted for achieving the Colorful Gems Bonus. | For the remainder of the game, the other players cannot steal your Wonder cards. | It can be used as a Key or Chest token to make a pair. (x1) |

- Flip the Player Aid card to the Advanced Scoring side:
 - Each Diamond card scores 1 VP, and each Diamond token scores 3 VP.
 - For each color of the Gem cards:

| Number of cards | 1 | 2 | 3 | 4 | 5 | 6 |
|-----------------|---|---|---|----|----|----|
| VP | 1 | 3 | 6 | 10 | 15 | 23 |

Special thanks

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Designer : Poki Chen
Artist : Poki Chen
English rules translation: Smoox Chen

