



# FORGOTTEN TREASURE

*"It is rumored that there is a captain from the west putting together a crew to search for the many lost and forgotten treasures of legend. If you can get onto this crew, you will be rewarded handsomely for your efforts."*

In **FORGOTTEN TREASURE**, players compete to claim Treasures from the center of the table using Keys drawn from the Draw Pile.

The first player to end their turn with **4** claimed Treasures is the winner!

## GETTING STARTED



1. Shuffle all Keys, Items, and Defenses together and deal **4** cards to each player.
2. Shuffle in **2** Events plus **1** per player, then place the deck in the center of the table to form the Draw Pile.  
*Example: If there are 3 players, shuffle in 5 Events.*
3. Place the remaining Events back in the box.
4. Shuffle all Treasures together and place **3** in a face up row in the center of the table.
5. Place the remaining Treasures face down next to the Draw Pile to form the Treasure Pile. *See Table Layout.*

The player who gives the best "Arrrr" goes first.

## TABLE LAYOUT



Draw Pile

## TYPES OF CARDS

### TREASURE CARDS x13

Provides you with unique effects when claimed.



### KEY CARDS x30



Used to claim Treasures.



### ITEM CARDS x49

Have a variety of effects that assist you in finding Keys or hindering other players.



### EVENT CARDS x6

Game changing effects that are activated when drawn.

### DEFENSE CARDS x6

Can be played at any time to stop an Item or another Defense, or protect yourself against an Event. Does not protect everyone from Events, only you!



### REFERENCE CARDS x4

Gives you a quick overview of your turn, card types, and keywords.

## CARD ANATOMY



## GAMEPLAY

Each round, players take turns performing actions until a player ends their turn with **4 Treasures**. Turn order is clockwise, starting with the first player. Each turn has two phases:

**ACTION PHASE** Perform up to **2** actions from the list below. You may take the same action twice.

Play an Item.

Draw a card from the Draw Pile.

Play **2 Paired Items**.

Claim a Treasure.

**END OF TURN PHASE** Discard down to the hand limit which is **7** (unless otherwise noted).

### CLAIMING TREASURE

To claim a **Treasure**, you must reveal **3 Key** cards from your hand that match the **Treasure** you are trying to claim. Discard these **Keys**, then place the **Treasure** you are claiming face up in front of you. Activate the **Treasure's** effect, then reveal another card from the **Treasure Pile**.



## PLAYING ITEMS AND PAIRED ITEMS

When you play an **Item** from your hand, resolve its effect and place it face up in the **Discard Pile**.

Some **Items** are **Paired**, which means they must be played with another **Item** of the same type. After playing a pair of **Items**, resolve the effect of the **Item** once and discard both cards.

### STOPPING ACTIONS

**Defenses** can be played at any time to stop another player from using an **Item**, **2 Paired Items**, or a **Defense**. When this happens, the card that was stopped is discarded, along with the **Defense** used.

*(If 2 Paired Items are stopped, they are both discarded.)*

You can also use a **Defense** to stop an **Event** from affecting you. Using a **Defense** will not protect any other players, only you. You can not stop a player from claiming a **Treasure**, the effect of a **Treasure**, or drawing a card as an action.

### RESOLVING EVENTS

When an **Event** is drawn, it must be played immediately, before performing any other actions or continuing to draw. After the **Event** is resolved, you may resume normal play.

Drawing an **Event** does not count as your draw action. After resolving the **Event**, draw another card.


## END OF THE GAME

The first person to claim **4 Treasures** is the winner!

If the Draw Pile runs out of cards at any time during the game, reshuffle the Discard Pile to form a new Draw Pile.


## ALTERNATE WIN



Some cards have a Skull symbol  in the bottom right corner of the card. If you end your turn with **4** of these cards in your hand, you instantly win the game!

## CURSED CARDS



Some cards have a Cursed symbol  in the bottom right corner of the card. If you hold any card with this symbol, you **cannot** claim a Treasure until you get rid of the card.

## IMPOSSIBLE ACTIONS

You may only play a card from your hand if you are able to take the action on it. However, if a **Treasure** or a card played by another player instructs you to take an action that is impossible, ignore that effect.

## KEYWORDS

**PAIRED** Must be played with another of the same card.

**PLAY ANY TIME** May be played at any time. Playing cards with this keyword does not count as an action.

**PASSIVE** A card effect that is only active while face up in front of a player.

**WHILE IN HAND** A passive effect that is only active while in a player's hand.

**WHEN CLAIMED** When a **Treasure** with this keyword is claimed, this effect is triggered.

**WHEN DRAWN** Play this card immediately when it is drawn. This effect does not count as an action.

## TERMS

**CLAIM** Discarding Keys in exchange for a Treasure in the center of the table.

**DRAW** Pulling a card from the top of a Draw Pile and adding it to your hand.

**DRAW PILE** The face down pile of Items, Events, Defenses and Keys in the center of the table.

**DISCARD** Placing a card in the Discard Pile. *Treasure cards cannot be discarded.*

**DISCARD PILE** The stack of cards face up in the middle of the table where you discard used cards.

**STEAL** Take a random card from another player's hand and add it to your hand. *Treasures cannot be stolen.*

**TREASURE PILE** The face down pile of Treasure cards in the center of the table.

## CREDITS

**GAME DESIGN** Caleb Morton  
Alex Farrington

**GRAPHIC DESIGN** Philipp Ach

**ILLUSTRATIONS** Irin Fidler  
Joe Wilson  
Mitch Muller  
Nikita Rhozkov

**EDITING** Jeff Fraser  
Josh Scarponi

## SPECIAL THANKS

Special thanks to all of our many playtesters, our community, and our Kickstarter backers. Without all of you, this game would not be on your shelves.

*Captain's Log - Day 47*

*"A strange portal has appeared off in the distance. It glows with a purple intensity unlike anything I have ever seen before. I must get a closer look.."*

