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**SALVAGE**  
HIDDEN TREASURES  
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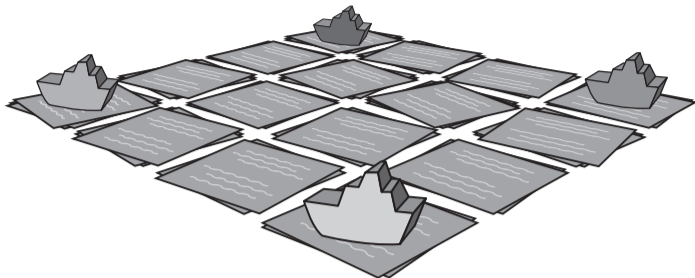
## SALVAGE HIDDEN TREASURES

If you're reading this, then you and your crew must have developed an unquenchable thirst for hidden treasures, especially the expensive gold kind!

The open ocean is a perilous place, where treasure-salvaging crews battle it out against one another to amass the biggest, most valuable hoard of forgotten Treasure.

You see, there's nowhere quite like the dark and scary depths of the ocean when it comes to discovering priceless salvage. And with just 16-rounds per game, you're going to have to work hard to see yourself crowned the victor.

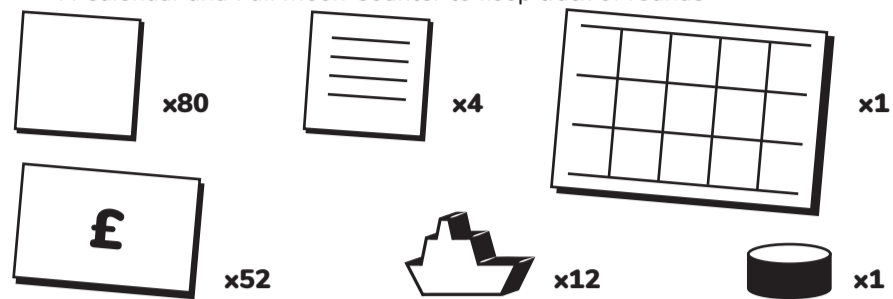
Still think you've got what it takes? Then ready your boats and prepare for the voyage of a lifetime!



## What's in the box?

Alongside these rules you should have the following:

- 80 x Treasure tiles
- 4 x Harbour tiles (turn instructions)
- 3 x Red Boats, 3 x Blue Boats, 3 x Yellow Boats, 3 x Green Boats
- 52 x Money cards
- A Calendar and Full Moon Counter to keep track of rounds



### Step 1: Readying the crew!

Shuffle the treasure tiles and place them all face-down (Discover Cost showing) in a 4x4 grid (see above illustration); make sure all of the tiles are stacked evenly.

Place the Full Moon counter at the "1" position on the calendar.

Each player now places one boat on any corner of the board they choose.

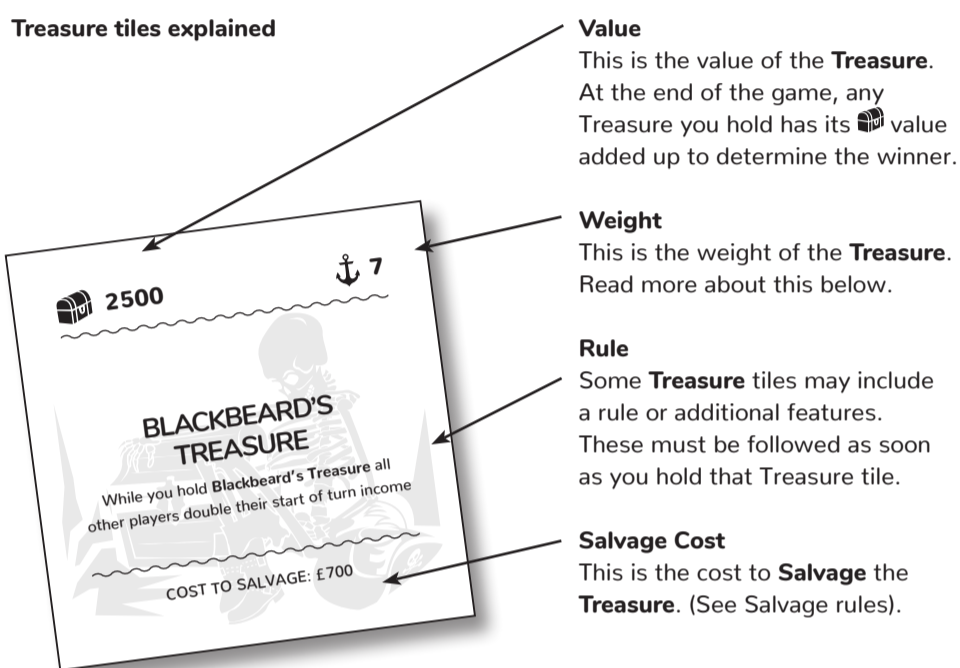
At the start of the game, choose a player to be the Harbour Master: this player acts as the banker and keeper of the rules. Make sure you trust them, as they have the final say in any disputes – we don't want any mutinies!

Each player starts with **£1,500** from the bank.

The youngest player always starts (let's give them a chance).

Salvage Hidden Treasures lasts 16 rounds for a full game, but if you want to stay at sea for a little longer, why not go the extra nautical mile and play up to 20 rounds? If you're playing a two-player head-to-head duel then 20 rounds is essential!

### Treasure tiles explained



**Value**  
This is the value of the **Treasure**. At the end of the game, any **Treasure** you hold has its value added up to determine the winner.

**Weight**  
This is the weight of the **Treasure**. Read more about this below.

**Rule**  
Some **Treasure** tiles may include a rule or additional features. These must be followed as soon as you hold that **Treasure** tile.

**Salvage Cost**  
This is the cost to **Salvage** the **Treasure**. (See Salvage rules).

### Step 2: Taking turns

Each player's turn has four phases that work like this:

- Income:** At the start of your turn, receive **£500** from the bank.
- Market:** Next you may choose **one** of the following:
  - Buy a new boat from the bank for **£3,000**.\*
  - Exchange **one** piece of **Treasure** you hold for money. To do so, discard that **Treasure** from the game and receive its value in money from the bank.
  - Relax and skip to phase three.

\*New boats must start on your original corner.  
You may only buy new boats of your original boats colour.
- Navigation: This phase is repeated for every boat you captain.**  
You may move your boat(s) by one space, unless a **Treasure/Event** tile affects your movement. Boats can't move diagonally, but can occupy the same tile as another boat. You can also choose not to move, if you prefer.  
If a space no longer has any tiles, you must still use the empty space for movement.
- Action:** After movement, each boat you captain can choose **one** of the following five options (see adjacent rules for instructions).
  - Do nothing
  - **Discover** an undiscovered tile
  - **Salvage** a **Treasure**, if it has already been Discovered
  - **Dredge** for deeper **Treasure**
  - **Drop** **Treasure** on the tile you occupy

This ends your turn. The next player clockwise now takes their turn.  
At the end of a full round of turns, move the Full Moon Counter ahead on the rounds calendar.

Feel free to ruthlessly trade, sell or barter your **Treasure** with other players!

### Step 3: How to win

Salvage Hidden Treasures ends after 16-rounds (or 20 for a two-player head-to-head duel!), or when all tiles from the board are collected.

The winner is the player with the highest combined **Treasure Value**. Each **Treasure's** value is indicated by the value symbol on the tile.

Stockpiled your money? Bad news - haven't you heard? You can't take it with you!  
The value of your money can not be added to your final **Treasure Value**.

### Discover, Salvage, Dredge & Drop

**Discover:**  
If you land on a tile that is facing down and displaying **Discovery Cost** you may pay that cost from your money to the bank to turn that tile over and reveal the **Treasure**.  
If you turn over an **Event**, you must follow its instructions immediately.

**Salvage:**  
If your boat is on a **Treasure** tile (already Discovered) you may pay the cost shown on the tile from your money to pick up that **Treasure** tile.  
Each **Treasure** has its own **Weight\*** (see below). Your boat can hold a maximum of **10 Weight**. You cannot **Salvage** a **Treasure** if you do not have the **Weight** capacity for that **Treasure**.  
If a **Treasure** has an additional rule, that rule comes into effect as soon as the **Treasure** tile has been picked up.

**Dredge:**  
When on any tile, you may pay £200 money to the bank to **Dredge** for deeper **Treasure**.  
This means placing the top tile on the space you occupy at the bottom of the stack of tiles.

**Drop:**  
You may drop any **Treasure** on the top of the stack of tiles your boat occupies. The tile remains Discovered (**Treasure** side up).  
Any effects from rules of that **Treasure** are instantly lost and you **do not** retain any value from the dropped **Treasure**.  
If you want to **Salvage** that tile again later, you must re-pay the **Salvage** price, unless another player beats you to it!

**Remember:** You may only use one of the actions above (**Discover, Salvage, Dredge** or **Drop**) per boat, per turn.

**Important:** You cannot discard a **Treasure** you hold unless a rule allows it.

**Weight**  
Each **Treasure's** **Weight** is indicated by the weight symbol on the tile. You cannot **Salvage** or hold a **Treasure** unless you have the **Weight** capacity for it.

Each boat you captain gives you 10 **Weight** capacity.

**Weight** capacity is not per boat but gives an overall total. For example: having 3 boats in play gives you 30 **Weight** capacity to use as you please, whereas just one boat in play gives you 10.