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OSCAR MANUEL

THESAUROS



1-2



3-4 players



1-4



In *Thesauros* (meaning 'Treasure' in classical Greek), each player plays the head of a wreck hunting company in search of **treasures** submerged beneath the sea.

To stand out from your competitors, you will need to locate treasures lost at sea, recover them, and then try to sell them to the **museum** in order to make a profit and build your **reputation**.

To achieve this, you will have to develop **technologies** (which will help you during your expeditions), **equip** yourself, hire **workers**, train some of them to become **specialised workers**, collect **treasure maps**, charter **zodiacs**, dive in the high seas (and sometimes face **sharks**), sponsor the opening of exhibition rooms in the museum, **advertise** your company and, above all, manage your various **bank accounts** with a masterful hand, not forgetting the famous '**slush fund**', so effective in positively **influencing local authorities**, or even, in the '**Lawless!**' variant of the game, hire formidable **mercenaries** to throw a monkey wrench in the works of your opponents...

COMPONENTS COMMON FOR ALL PLAYERS



1 double-sided game board
(for 1-2 players / 3-4 players)



2 Calendar boards
(one for 2-4 players or for an introductory game for 2-4 players; and the other one for the solo mode and for the *Lawless!* variant for 2-4 players)



2 Setup Aid cards
(one for 1-4 players and for an Introductory game; and the other one for 1-4 players and for the *Lawless!* variant for 2-4 players)



15 Technology cards



62 Technological Item tiles



4 Double Action tiles



96 \$1 tiles



58 \$5 tiles



10 Treasure tiles worth \$3



18 Treasure tiles worth \$5



23 Treasure tiles worth \$7



22 Treasure tiles worth \$9



27 Shark tiles



69 Exhaustion tiles



21 Dig Site tiles
(12 big + 9 small)



12 Found Item tiles



21 Treasure Map tiles
(7 numbers, 3 of each)



7 Sonar Treasure Map tiles
(7 numbers, 1 of each)



4 Zodiac tiles
(in 4 colors different from the players' colors)



4 Zodiacs
(in 4 colors different from the players' colors)



12 Specialisation Hats
• 3 blue #2 hats
• 3 red-orange #3 hats
• 3 red-orange #8 hats
• 3 teal #5/7 hats



2 grey seaplanes



1 large gold cube
for the calendar board



2 small gold cubes
for Zones 6 & 9



1 six-sided die
(for killing sharks)



1 tray to store the
tiles and items
(20 slots)



This rulebook

Agreements:

* All prices in the game should be multiplied by 1,000 to correspond to economic reality. The '000' has been deliberately removed for the sake of simplicity and readability throughout the game.

* The generic term 'Meeples' (designating, in the world of board games, a pawn representing a living being) here refers to a basic 'Worker', a 'Specialised Worker' with a specialisation hat, or the 'Boss' of each company.



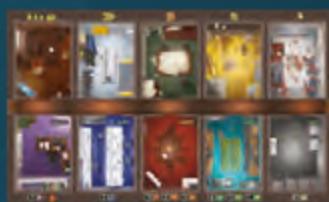
Symbolizes immediate Reputation Points.



Symbolizes end-of-game Reputation Points.

COMPONENTS IN 4 PLAYERS' COLORS

(x4): (Green, White, Red, and Blue)



1 Individual Player board



1 large Boss meeple
wearing a hat



5 Worker meeples



1 Envelope token used
for bribing the authorities



1 wooden Slush Fund chest



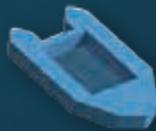
1 rectangular score marker



1 large cube for marking the
turn order position
in Zone 10



23 small wooden cubes
used for various purposes



1 Zodiac



1 Zodiac tile



1 Player Aid (Scoring /
Technologies)



1 Player Aid covering the rules
of diving on its two sides

COMPONENTS COMMON FOR ALL PLAYERS IN THE LAWLESS! VARIANT



4 black Mercenary
meeples



1 black Seaplane



1 Underwater
Mine tile



7 Mercenary Treasure
Map tiles
(7 numbers, 1 of each)



1 Calendar board on the back
of the one for the Solo Mode
(listed in the Common Components)

GAME MODES

This **worker placement** and **budget management** game requires players to anticipate their opponents' actions, and offers significant, but indirect, interaction.

Experience will help players get a good grasp of this game, as it has a certain learning curve.

Also, to make it easier to get started, an Introductory mode is available (see p. 28), the elements of which are identified by the 'diver' symbols:

In addition, for experienced players who would like to play with an even greater and more direct interaction experience, the 'Lawless!' variant offers the auctioning of very unsavory Mercenaries, identified by the symbol. Also, during normal or Introductory games, ignore the boxes with this symbol on the components.

N.B.: So, for your first game, we strongly recommend that you play a game in Introductory mode, even if you are an experienced player.

SETUP

1 Place the board in the center of the table with the 1-2 player or 3-4 player side facing up. Place the tray containing the Items and tiles inside next to it.

2 Each player chooses a color and places 3 meeples per player on their associated spaces in Zone 1, and a "double action" token under each middle meeple.

To form the face-down stack of 'Technology' cards, refer to the help card corresponding to your type of game:

3 For a 2-4 player game, place the Level 0 'Diving Mask' Technology card on the first space in Zone 2. Take the other 3 Level 0 Technology cards in your hand. Shuffle them and randomly place 2 on the remaining blue-gray spaces.

4 Then take the remaining Level 0 Technology card. Add the 6 Level 1 cards to it. Shuffle everything. Draw the first 3 cards and place them next to the game board. Add the 5 Level 2 cards to your hand. Shuffle them together with the 4 cards you kept in your hand. Finally, place this deck of 9 cards under the 3 cards already next to the board. Now place this 12-card deck face down on the space provided in Zone 2.

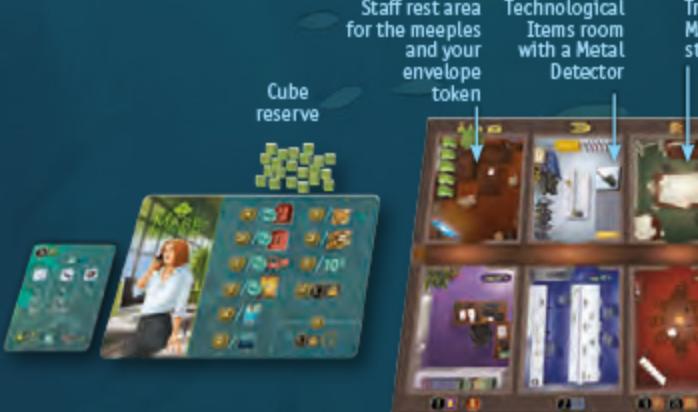
For an Introductory game, place the *Diving Mask* Technology on the first space, then the two Level 0 Technologies on the next two. Then take the 4 Technology cards with the icon  , mix them up and place them outside the board. Shuffle the remaining cards and place them under the stack of 4 cards with the blue diver. Finally, place everything on the space provided in Zone 2.

5 Mix the Treasure Map tiles and stack them face down, off the board, next to the Flea Market (Zone 3). This area has a track where the tiles will be laid out, which will determine their price. Place the number of Treasure Map tiles indicated on the board one by one, face up, placing the 1st next to the arrow in Zone 3:

- 9 maps for 3 or 4 players
- 5 maps for 1 or 2 players

If there is not yet a map with the same number on the track: place the *Treasure map* tile on the lowest available space starting from the space with the arrow on the board, with a minimum value of \$4.

Instructions on how to set up the Technology deck (on Player Aid)



- If there is already a map with the same number on the board (rule of supply and demand), stack the map on top of the previous one, and lower the cost of these 2 identical maps by moving them to the next available space upwards. If there is no available space upwards, do not move the pile.



 For an Introductory game, start by placing one copy of each of the Treasure Map tiles from Zones 1 to 4 on the \$4 to \$7 spaces, then complete the series according to the number of players, respecting the placement rule.

6 Place the grey Seaplane(s) on the space at the base of Zone 4.

For 2 and 4 players

N.B.: On the 3-4 player board, the spaces marked with the symbol 4P are only available when playing with 4 players. Similarly, on the 1-2 player board, the 2P squares are only available when playing with 2 players.

- 7** Place each player's rectangular score marker on the 10 space of the reputation track (= Start space).
- 8** Shuffle the Dig Site tiles and stack them face down in 2 piles next to the board according to size.
- 9** Place 1 marker (small gold cube) on the space below "1\$".
- 10** Place the players wooden zodiacs in the port (depending on the color they chose) and the 4 other wooden zodiacs that will be available for purchase next to the board. The players place their Zodiac tiles next to their individual boards and stack the other zodiac tiles next to the board.
- 11** Shuffle the 12 Found Item tiles face down and place 9 of them randomly face down on the designated spaces on the island. Put the other 3 back in the box.
- 12** Place 1 marker (small gold cube) on the space below.
- 13** Decide amongst yourselves the order of the initial round, then place each player's large cube on spaces 1 to 4. The players who are not first receive the **compensation income** indicated on their space.

Example: With 4 players, the 1st player receives \$0, the 2nd player receives \$2, the 3rd player receives \$4 and the 4th player receives \$6 (only during setup).

14 Place the Specialisation Hats of the color and value in the 4 appropriate Zones (2, 3, 7 and 8). The 5/7s are placed in Zone 7.

Per Zone: 3 hats for 4 players; 2 for 3 players; 1 for 2 players; and with 1 player, see the 'Solo Mode' rules.

15 Place the calendar corresponding to your game next to the central board and place the large gold cube round marker on the first space (Income phase of year 1).

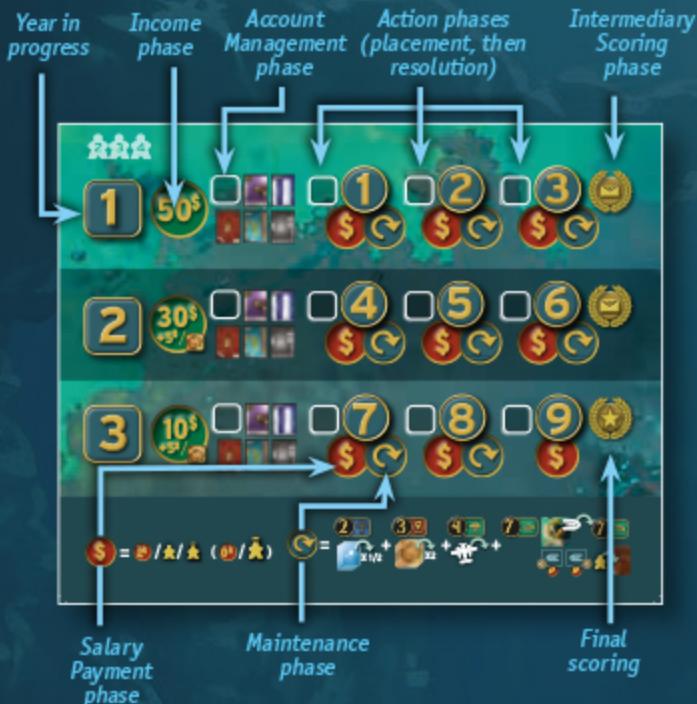
16 Each player takes their Player board, their envelope tile, their Boss, 2 Workers, their 23 small cubes, a Slush Fund (to be placed on the corresponding space on the Player board), a Metal Detector Item tile which they place in their Item supply, and their 2 double-sided help cards.

Finally, each player takes \$50, which is added to their "compensation" income for the turn order.

 For an Introductory game or in "Lawless!" mode, take \$55 instead of \$50.

GAMEPLAY

The game's progress is tracked on the calendar by moving the round marker (large gold cube) which indicates both the round and the phases.



A game is divided into 3 years, which are themselves divided into 3 four-month periods called Quadrimesters (i.e. 9 rounds of play).

Each of these 3 years consists of:

- An Income phase;
- An Account Management phase;
- Three consecutive Action phases:
 - A Worker placement phase,
 - An Action Resolution phase,
 - A Salary Payment phase,
 - A Maintenance phase;
- A Reputation Point Scoring phase.

1 INCOME PHASE

At the beginning of each year (i.e. three times in the game) a fundraiser is held among investors. In the 2nd and 3rd years, investors' confidence in the players' potential will mainly be related to the number of Treasure Maps each one has.

1 **50\$** At the beginning of the 1st year, each player receives \$50 plus compensation for their place in the turn order. The 2nd player receives \$2, the 3rd \$4 and the 4th receives \$6.

For an Introductory game or in "Lawless!" mode receive \$55 instead of \$50 (plus compensation for your place in the turn order).



At the beginning of the 2nd year, each player receives \$30, plus \$5 per Treasure Map tile they have. This is without taking into account either their number or the fact that a player has several copies of the same number.



At the beginning of the 3rd year, each player receives \$10, plus \$5 per Treasure Map tile they have. (Same rule as above)

- Note: There is no financial compensation for the turn order in the 2nd and 3rd years.

2

ACCOUNT MANAGEMENT PHASE



The players divide their money as they wish between 5 bank accounts. Note that this distribution is established for the whole year (i.e. for 3 consecutive Quadrimesters). Good planning is important because using money from an inappropriate account will result in a cost for the bank transfer from one account to another.



Each Player board shows the 5 Budget Categories in the bottom row:

Each Budget Category is used to finance the actions of certain areas of the main board or certain phases of the game.

- The Human Resources (HR) account [Purple Room] is used to finance the recruitment of workers on the central board (Zone 1) and to pay a salary of \$2 to each worker at the end of each Quadrimester;
- The Research & Development (R&D) account [Blue Room] is used to pay for the patent fees (Zone 2) for the technologies and to equip yourself with the corresponding items (Technological Item tiles);

- **The General Expenses (GE)** [Red Room] account finances the purchase of Treasure Maps (**Zone 3**), the rental of Museum rooms (**Zone 8**) and advertising for the company (**Zone 9**);
- **The Mission Expenses account (ME)** [Teal Room] finances everything related to expeditions at sea: Seaplane rental (**Zone 4**), travel and use of Technologies in the lagoon and at sea (**Zone 5**), purchase of additional Zodiacs at the port (**Zone 7**);
- **The Slush Fund (SF)** [Black Box] allows players to bribe the local authorities (**Zone 10**) in order to be favored during the next round (determination of the order of the round) and also to recruit Mercenaries (**Zones 1, 2, 3, 4, 8 and 9**) in the Lawless! game variant.

DISTRIBUTION OF BUDGET TO ACCOUNTS

At the beginning of each year, the players simultaneously distribute all their money among the 5 possible accounts (4 accounts + the Slush Fund, whose money stays hidden in the black box).

During the Income phase of the 2nd and 3rd years, at the player's discretion, all the money remaining at the end of the previous year (including that of the Slush Fund) can be reallocated between each bank account without incurring bank transfer fees.

 For an Introductory game, the amounts shown on the Player boards at the top of each room, next to the green diver, help to build the respective accounts for the 1st year. Example: Put \$12 or more in the HR account (purple room), etc.

ALLOCATION OF INCOME DURING THE GAME

During the game, when actions earn you Income, the Income generated by an action can be allocated to a single account or distributed among several at the player's discretion.

Exception: Money can never be put in the Slush Fund outside of the Budget phase that starts each of the 3 years. It is therefore necessary, for the next 3 Quadrimesters, to predict how much you want to put into it for the whole of the coming year.

TRANSFER OF MONEY BETWEEN ACCOUNTS

When paying an expense, if the amount is not available in the bank account to be used, it is possible to immediately transfer funds from one or more other accounts, **except to or from the Slush Fund**.

Each bank transfer has a fixed annual cost to be charged to the category of origin. This cost is \$1 during the 1st year, \$2 during the 2nd and \$3 during the 3rd. This cost is paid immediately to the bank.

Example: If during the 2nd year a player needs \$12 in the HR category (to pay salaries) and only has \$4 left, they can withdraw \$6+\$2 from the R&D account and \$2+\$2 from the ME account. They will therefore recover the \$8 they need to finish paying the salaries and will also pay the \$2+\$2 bank transfer fees.

During a transfer, you are allowed to transfer more than the amount necessary to cover the expense.

 You may, only during an Introductory game, transfer money from the Slush Fund to another account or vice versa, but the transfer fees for the current year must still be paid.

3 ACTION PHASES (x3 IN THE ORDER SHOWN)

The Actions are explained in detail in the Action resolution phase in Chapter 3.2.

3.1 ACTION PLANNING PHASE

1

Every Quadrimester (i.e. 9 times in the game), the players will assign the 'Boss and Workers' (meeple placement phase).

In turn order (defined by Zone 10), the first player takes a meeple from the staff rest area at the top left of their Player board and places it on the central board, in a waiting line in the numbered Zones from 1 to 9 (except 5), starting with the first free (or the cheapest) space in the Zone. It is then up to the next player in turn order to do the same by placing their meeple wherever they wish (respecting the same placement rule) and so on until everyone has placed all their meeples. A player can place several meeples in the same waiting line (but only one at a time). When all the spaces in a waiting line are occupied, no more meeples can be added.

Some spaces are only available based on the number of players.

Example: The symbol on the blue track indicates that there are 5 spaces for 4 players but only 4 for 3 players.

Example: The symbol on the red track indicates that there are 4 spaces for 4 players but only 3 for 3 players.



Mercenary symbol

 In a standard (or Introductory) game, ignore the spaces with the Mercenary symbol on the central board. These are only used in the "Lawless" variant.

The placement phase ends after a variable number of turns (between 3 and 6) depending on the number of meeples each player has to place (outside the "Lawless" variant). If a player has no more meeples to place, they pass their turn, and so on until each player has placed all their meeples.

DOUBLE ACTION



If you have a Double Action token (collected in Zone 1 when the meeple was placed on it); when you assign a meeple to a Zone, you can place this token under it. It symbolizes a dose of caffeine that will boost it and allow it to play a 2nd action in the same Zone during the resolution phase; the 2nd action may be different from the 1st.

N.B.: This single-use token can be used on all spaces in all waiting lines but cannot be used on a Zodiac. Once used, it is immediately returned to the box.

SPECIAL CASE (Zone 10)



You won't place a meeple in Zone 10, but an Envelope token, and only if you want to. This token is available on your personal board in the same room as your meeples for each Quadrimester. This Envelope represents a bribe that you are willing to pay to the local authorities to buy your place in the turn order for the next Quadrimester.

If a player wishes to participate in this bribe, they must place their envelope in Zone 10 just before placing a meeple in one of Zones 1 to 9 (except 5). This meeple is considered to have deposited the letter in the mailbox of Zone 10 before taking its place in a queue in another Zone.

A worker who has just been recruited in Zone 1 can take an envelope to the local authorities (Zone 10) before being placed in a queue.

N.B. : A player who has not placed their "envelope" token (either deliberately or because they have forgotten) during the action planning phase before running out of meeples can no longer place the token during this Quadrimester.

3.2 ACTION RESOLUTION PHASE



Actions are resolved Zone by Zone, in ascending order of Zone. Within a Zone, each meeple performs an action in order of the waiting line (i.e. from top to bottom).

If, in order to perform its action,

- The meeple remained in the waiting line, collect it and place it back on your Player board in the staff rest room once the action has been carried out; the player whose meeple is next in line now takes their turn and resolves their action.
- The meeple needs to be moved (to reserve the right to choose the next Technology, buy a Zodiac at the port or go out to the lagoon with a Zodiac), it then remains in its new location on the board after its action in order to block this

location until the Maintenance phase.

- The meeple is on the high seas in a Zodiac and will remain there (for several turns if necessary) until the player decides to bring it back to port.

N.B.: Each of the meeples placed in the waiting line must perform an action. If the player doesn't want to, or cannot, carry out an action (due to lack of money, for example), they immediately lose a Reputation Point on the score track.

BOSS ADVANTAGES

Due to his negotiating skills, and because the boss is renowned as an expert in everything, they have an advantage in most areas, compared to a basic worker.



This advantage specific to each area is indicated on the central board.

It is most often an advantage of +/- \$2 when carrying out the Action.

Special case: On the high seas (Zone 5), the Boss benefits from a +1 on the die against sharks and can bring back two Treasures instead of one each turn.

BASIC WORKER'S APPRENTICESHIP → SPECIALISED WORKER (SW)



In Zones 2, 3, 7 and 8, when a player has placed their Boss and one or more of their workers in the same waiting line, their 1st basic worker in the line (benefiting from the close proximity of the boss), can learn a few things. This is regardless of the order of the Boss and the basic worker in the waiting line.

This means that, before resolving the Action of the Boss or the worker, the player may, if they wish, place a Graduate's Hat on the head of that worker (in the color and number of that Zone). If there are no available Hats, this cannot be performed. This meeple is now a Specialised Worker (SW) in that Zone.



In the example on the left (in Zone 2):

When it is their turn to play their Boss, the red player immediately places a SW #2 Hat on their red worker.

When their Action is completed and they've taken back their Boss, the green player will also put a SW #2 Hat on their worker (if there are any still available) and so their worker, having become a SW, immediately benefits from the advantage of the Boss (they get a 2\$ discount for buying a Technology).

If during the same Quadrimester, there are not enough Hats for all the players, the first (Boss or worker) in the order of the assignment Zone determines who benefits from them.

From this turn onwards, this SW benefits from the advantages of the Boss in this Zone, whatever Action they perform there, even if it's different from that of the Boss.



In the game, a Hat symbolizes know-how and specialisation; from now on, each SW will gain the same advantages as the Boss, if they are located in their specialisation Zone.

A worker can only have one specialisation; they can therefore only wear one Hat and cannot return it or exchange it later in the game.

GENERAL RULE

Any time a player has to collect a good (Treasure, Shark, Item from the island, Money from fishing, etc.) during the game, it is assumed that the company immediately sends its helicopter to collect the good.

3.2.1 - ZONE 1: RECRUITMENT



This is the Zone that allows you to recruit basic workers; 3 are available for each player.

Before recruiting, remember that you must be able to pay all your workers at the end of the Quadrimester and also be able to finance all their actions.

Only one action can be carried out in this Zone: Recruit a basic worker.

- Pay the cost of recruiting the worker to the bank from your Human Resources account (purple room), indicated next to the meeple in the waiting line.

N.B.: Only the Boss benefits from a \$2 discount when hiring a worker.



- Take the additional worker of your color from the recruitment Zone (the one on the far left) and immediately place it on an available space in the waiting line of your choice (except Zones 1, 5 and 10). This additional worker will be activated this turn. You will have to pay the salary of the recruited worker in the next Salary phase.

Reminder: A newly recruited worker can take an envelope to the local authorities (Zone 10) before being placed in a waiting line.

Depending on the worker you just hired, you also receive:

- No bonus if it is the 1st;
- The Double Action tile that was underneath if it is the 2nd, which you can place as you wish:



- Either immediately under the meeple you just recruited and placed on the central board in a waiting line,

- Or in the staff rest area on your Player board to play when you wish with another meeple later in the game;

- 1 Reputation point (to be scored immediately on the score track) if it is the 3rd.

Finally, collect the meeple in Zone 1 that was used to resolve the action and immediately place it back on your Player board in the staff rest area.

N.B.: The Double Action token can only be used once in the game and must be returned to the game box immediately after use.



3.2.2 - ZONE 2: RESEARCH AND DEVELOPMENT



In this Zone you will be able to make your research at sea effective by developing suitable Technologies and acquiring the associated Items.

READING A TECHNOLOGY CARD

A - Level of the card used to determine its order of appearance in the game (0, 1 or 2) with, on some cards, a green or blue diver for special setup in an Introductory game.



B - Picture of the Item

C - Reminder of its function and/or the Zone where it will be used

D - Patent development cost to be paid to the bank

E - Space for the cube of the player who purchased the patent. In **E'** if 4 players or in **E''** if 2 players, for example.

F - When a player buys another Item of that type, the cube is moved down one space. When the cube is in the last space of the column, it means that there are no more of this type of Item available to buy.

G - Cost to purchase the Item (the part of the price to be paid to the bank).

H - Cost of royalties (the part of the price to be paid to the patent owner by a player other than the owner) or by the player who just filed the patent.

I - Capacity of the Item and cost of using this capacity, found only on certain Items.

(Example: This is an engine that allows you to move forward one additional space for \$1).

J - Number of Reputation Points scored at the end of the game by the patent owner (whose cube is on the card).

Each meeple placed in this Zone performs one of the 4 actions: Develop a patent for a Technology, Buy an Item of an already-developed Technology, do both together in a single action, or choose the next Technology to be revealed.

The costs are paid from the R&D account (blue room).

N.B.: The boss and the SW #2 workers benefit from a \$2 discount **only on the part to be paid to the bank.**



A - DEVELOP THE PATENT FOR AN AVAILABLE TECHNOLOGY

- Choose one of the visible cards that has not already been developed (without a cube on it); leave the card on the board.
- Place a cube of your color on the left side of the card, on the space marked "4P" if you are playing with 4 players, "3P" if you are playing with 3 players, etc.
- Pay the cost of developing its patent ("D") to the bank.

B - BUY A TECHNOLOGY ITEM

- Choose the item: the corresponding patent must already have been developed by one of the players (including yourself) and there must be at least 1 Item left (a cube on the Technology card but not on the last, crossed-out, square in the column).
- If you do not own the patent, pay the Manufacturing Cost of the Item ("G") to the bank and the Royalties ("H") to the patent owner.
- If you are the patent owner, pay only the Manufacturing Cost of Item ("G") to the bank.
- Take the tile of the Item corresponding to the Technology and place it in the supply of your Player board or directly on the tile of one of your currently docked Zodiacs on the central board.
- Move the cube down one step on the Technology card to indicate that one of the available Items has been purchased.

C - DEVELOP A PATENT AND BUY THE FIRST COPY OF THE ITEM

- Pay the development cost plus the cost of the first Item (the full cost of the Item including royalties, i.e. "D+G+H"), to the bank. The high cost of this 1st prototype is the equivalent of two separate actions being carried out by a single meeple.
- Then move your cube down one step on the Technology board to indicate that one of the limited number of available items has just been purchased.
- Take a tile of the corresponding Item and place it in the supply of your Player board or directly on the tile of one of your currently docked Zodiacs on the central board.

N.B.: These large "Zodiac" tiles represent your boats on the central board, and placing purchased Items on them allows you to see what equipment is on board each Zodiac and thus the movement (engines) and diving capacities of each.

For example: the Zodiac is equipped with a default swimsuit + a metal detector + a mask + a lobster pot + an additional engine.

At any time during the game, you can exchange items between your supply and your Zodiacs at the port, or directly between your docked Zodiacs and the reserve on your Player board. It is rare, but you can have more than 6 Item tiles on the zodiac despite the fact that there are only 6 outlined spaces. You can only add 2 additional engines to the one already on your Zodiac at the start of the game.



D - RESERVE THE RIGHT TO CHOOSE THE NEXT TECHNOLOGY CARD

- Take the meeple in the waiting line and place it on top of the pile of face-down cards. This is almost the same as passing a turn with a meeple stuck in Zone 2 for two consecutive Quadrimesters.

N.B.: This action can only be performed by one player per Quadrimester and with only one of his meeples.

- That player will only perform their action during the next maintenance phase. They will therefore be able to go through the deck and choose the Item they want to appear and have the ability to purchase it in the following Quadrimester, if they wish.



3.2.3 - ZONE 3: FLEA MARKET



In this Zone, you will buy Treasure Maps (respecting the law of supply and demand in the market), which will allow you to go to the dig sites.

The only possible Action is to buy a Treasure Map tile.

N.B.: The boss and the SW #3 benefit from a \$2 discount.



- Take the Treasure Map tile of your choice and pay the bank the cost corresponding to its location, using your General Expenses account (red room).
- If the chosen tile was on a pile of at least 2 tiles, the rest of the pile increases in price: Move it to the first free space with a higher price (law of supply and demand) if possible.

BEFORE



Example:

There were 2 #2 Treasure Map tiles on top of each other at \$5. One player has just bought the one on top and as the other is becoming scarcer (there are fewer for sale), its price immediately rises to \$7 (because it is the 1st more expensive available space).

- You can buy a tile that you already have (there are 3 copies of each Treasure Map at the Flea Market).
- If you are the first to obtain a Zone's tile (whether via purchase at the Flea Market, via the

satellite, or from a Mercenary - see: explanation of the Technological Item cards or game variant):

- Draw the first 3 tiles from the Dig Site pile corresponding to the size of this Zone and look at them;
- Secretly choose one and replace the other two face down under their pile.
- Place the chosen tile face down on the Dig Site on the central board corresponding to the number on the Treasure Map;

Note: It will only be turned face-up once the owner of a Treasure Map with the same number as this Dig Site gets there with their Zodiac. At that point, all players will know what's on the tile, but only those with a matching Treasure Map will be allowed to go there.

AFTER

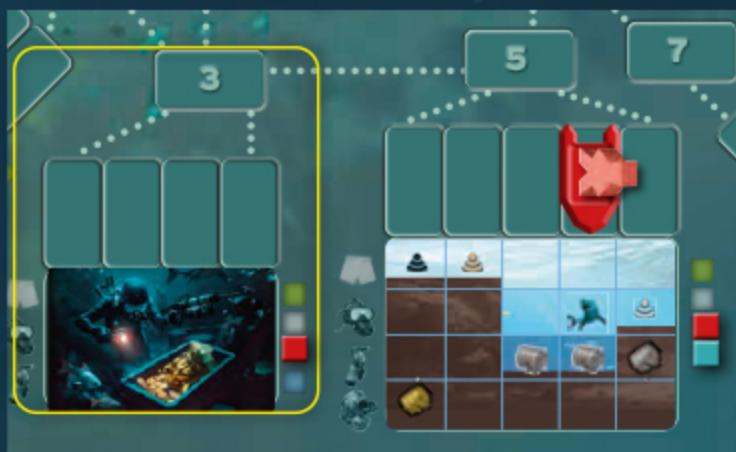


• Place a cube of your color next to the tile, in the space provided. You can secretly consult the tile again at any time as long as it has not been flipped over; the cube indicates who has access to it.

• If you do not obtain the Zone's first tile (which is already placed on the central board), place a cube of your color next to that tile, in the space provided.

- If the tile is face down, you can now secretly look at it whenever you wish.

- If it is face up, you and all the other players already know what it is.



In this example: The red player has at least one Treasure Map tile with a value of 3 and one with a value of 5 (as shown).



• The blue player also has at least one with a value of 5, since they have both placed their cube next to it to indicate that only they can come into this Zone.

• As red's Zodiac has not yet arrived at Dig Site no. 3, they have chosen the tile but leave it face-down until they get there.

Their Zodiac just arrived first at Dig Site no. 5, and they immediately flip the tile face up. All players now know what is on it, but only the blue and red players have access to Dig Site no. 5, because only they have the corresponding Treasure Map.

3.2.4 - ZONE 4: RESERVING AND USING SEAPLANES



Seaplanes allow you to both transport and exchange Technological Items at sea, in order to modify the equipment on board your Zodiacs and to swap two meeples (seaplane pilot and meeple on board of a Zodiac).

Note: In the game's 1st Quadrimester, there are no Zodiacs at sea during the action resolution phase, so there is no reason to reserve a seaplane: You must skip the resolution of Zone 4.

This is the Zone where you can, if you want or need to, **reserve** a seaplane so that you have one available this round.

Pay to the bank the amount indicated on the left of the space with your meeple in the assignment Zone, using your Mission Expenses (ME) account.

N.B.: Only the Boss benefits from a \$2 discount.

- Then place a grey Seaplane in Zone 4 next to one of your Zodiacs at sea (Zone 5). You can then transfer items at will between the supply on your board (you are considered to have placed it on your Seaplane in the meantime) and your Zodiacs. You can do this as many times as necessary between your supply and one or more Zodiacs or between Zodiacs themselves (it's considered as being the same flight). At the end of your turn the Seaplane stays next to one of your Zodiacs, indicating that it is no longer available to another player this turn.
- You can also swap your Boss/worker that you placed on the assignment track in Zone 4 with a meeple on one of your zodiacs at sea. This means you are swapping both the role and physical location of your meeples (the Seaplane pilot in the waiting line and a sailor meeple on a Zodiac).

N.B.: This can, for example, be very useful for bringing back a SW#2 currently at sea and exchanging it for a SW#5/7 that you had placed in the Waiting Line in Zone 4 in order to take advantage of their benefits from now on.

Reminder: At any time during the game, you can exchange items between your supply and your Zodiacs when they are in or returning to port, without needing a Seaplane.

3.2.5 - ZONE 5: HIGH SEAS



At sea, you will use your Technologies to dive in search of highly coveted Treasures!

Please note: In the game's 1st Quadrimester, there are no Zodiacs at sea during the Action Resolution phase, so the resolution of Zone 5 will be skipped.

The Zodiacs at sea are played in the turn order determined by Zone 10. The 1st player plays all their Zodiacs in any order they wish, then the 2nd player does the same, etc. Playing a Zodiac consists of:

- either diving and then moving it;
- or moving it and then diving.

Note: You cannot start moving, dive and then resume moving afterwards.



SEAPLANES

Before moving their Zodiacs or diving, the player can still decide to rent a grey Seaplane (as previously described in Zone 4) if there is at least one available in Zone 4 by paying the corresponding cost (\$3 if there are 2 left, or \$4 if there is only one left) from the Mission Expenses account (teal room).

Placing a meeple in the waiting line in Zone 4 therefore ensures a seaplane during that turn so that you can deliver and/or exchange Technological Items and pilots if necessary.

For example, you may place the boss or an SW#5/7 in the queue of Zone 4 with the aim of exchanging it with a basic worker on a zodiac in the high seas, in order to benefit from the boss's advantages.

So it is possible to 'save' a meeple to perform this reservation action in Zone 4, but you risk finding yourself unable to rent a Seaplane when resolving the actions in Zone 5 because all the available Seaplanes have already been reserved.

ZODIAC MOVEMENT

- The Zodiacs move from one space to another, either following the white dotted line, or moving into adjacent spaces.
- It only costs 1 movement from the port to any location in the Lagoon.
- Here is the representation of the minimum number of movement points required (orange numbered circles) between the port and the spaces concerned (but once at sea, there is no need to return to the port between each lap).*



A+B

- **A Zodiac moves:**

- 2 spaces for free (**A**);
- 1 additional space for \$1 (**B**) (paid for from the Mission Expenses account);
- 1 to 2 additional spaces per engine installed on board. Engines are Items that you can acquire once the corresponding Technology has been developed, by paying the cost to use the engine from the Mission Expenses account. No more than 2 engines can be installed on a Zodiac (in addition to the basic engine).

N.B.: In some games, you may find on the island an engine tile (recoverable with the metal detector) with a movement capacity of 3 spaces, which can be used like an Item tile that was purchased.

- The large rectangular spaces (fishing Zones) in the centre of the 'sea' Zone can accommodate an unlimited number of Zodiacs. If you stop there, you automatically go fishing and earn \$2 (the value of the fish caught).
- The small rectangular spaces can only accommodate a single Zodiac, but another Zodiac can pass through those spaces if they are occupied, for one movement point.
- You can swap items between your Zodiacs that cross paths during movement (without stopping) or that are in the same large fishing space.
- It is possible to go to the port (the port counts as a space) and leave again (to the Lagoon or the sea) in the same movement. If a Zodiac passes through the port, you can exchange items with the supply on your Player board.

Important: It is strictly forbidden for your Zodiac to move into, or pass through, any space numbered 1 to 7 on the central board if you do not have the Treasure Map with the corresponding number.

Example: From the space it occupies in Dig Site 2, this is the minimum distance the red Zodiac must travel to reach the central Dig Site in area 6, because the red player does not have Treasure Map #4. The Zodiac cannot therefore pass through space #4.

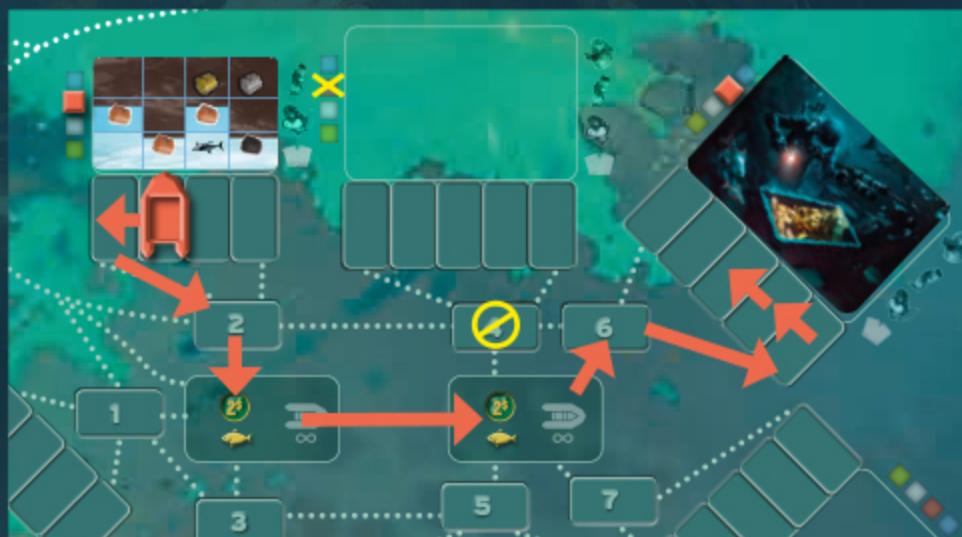
DIVING FROM A BOAT AT A DIG SITE



- You can decide to dive from one of the 4 or 5 diving locations situated in each Dig Site.

You will have to see what spaces you can access under your Zodiac, from the surface to the depths. To do this, check to see what diving Items you have on board; your dive will stop at the maximum level that your Items allow you to reach (the Item that allows you to move furthest is enough, you do not need to have all the Items required for a shallower dive).

Example: If there is a Mask icon on the board next to your space and you have a Mask, a Diving Tank, or a Scuba Gear on board, you can access it. On the other hand, if a diving suit is required and you only have a Mask, you will not be able to dive as deep.



- If you need to move through a space containing a shark (see: *Diving aid card - Front: No Diving / Back: Diving Allowed*)

- and you do not have an Item to deal with the situation (Harpoon, Spear Gun, or Shark Cage), you cannot dive in this column.

- otherwise, resolve the encounter with the shark according to the Items you have; 3 basic situations are possible:

- 1 - Armed with a **Harpoon**, roll the die.

- On a 6, you kill the shark;
- On a 1-5, the shark is scared off and flees temporarily.

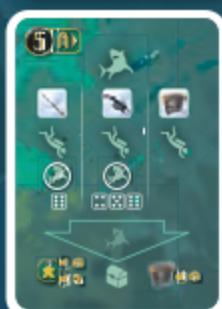
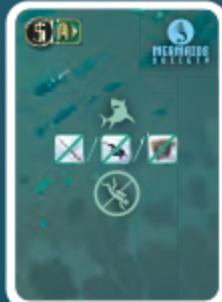
- 2 - Armed with a **Spear Gun**, roll the die.

- On a 4, 5, 6, you kill the shark;
- On a 1, 2, 3, the shark is scared off and flees temporarily.

- 3 - Equipped with a **Shark Cage**, the shark's presence does not disturb your dive.

A) But some of these situations can be combined. You can, for example, dive with both a Harpoon and a Shark Cage. Because the Cage allows the diver to be calmer, they can aim better, and you now have +2 to the result of the die roll.

B) In addition, the Boss or a SW #5/7 (being more experienced) gives you +1 to the die roll.



Note: If you dive with a Boss or a SW #5/7, a Spear Gun and a Shark Cage, you no longer have to worry about sharks, since you will kill them every time and therefore won't even need to roll the die.

(The Cage gives you +2, Boss or a SW #5/7 gives you +1, so even if you roll a 1, you will have a total of 4, which is enough to kill all the sharks in this configuration).

- If you did not kill the shark, it is considered to be on the loose until your diver has climbed back on board the Zodiac.

- If you killed the shark:

- Take a shark tile from the reserve and place it on your Player board in the cold room where the sharks are stored;



- Cover the shark on the Dig Site space with an Exhaustion tile, indicating that there are no more sharks in that space;

- Continue your dive to the lower levels.



If you use an Item with a usage cost (Sonar, for example) to recover a Treasure, pay the cost to the bank from your Mission Expenses account.

Ex.: This costs \$1 for the use of the Sonar.

- If the square you land on has Treasure: (see: 'Technologies', for more details on Items and their uses)



• recoverable without a specific Technological Item,

• recoverable with a simple or advanced Sonar, or with a Satellite,

• recoverable with a Rescue tool,



and your Zodiac is equipped with the necessary equipment, you can recover the Treasure.

• Take a Treasure tile of the corresponding color from the reserve and place it on your Player board in the Treasure room;



• Cover the Treasure on the sea tile with an Exhaustion tile indicating that there is no more Treasure to be discovered in this space.



Only one dive per Zodiac is allowed each time Zone 5 is resolved.

N.B.: The Boss and the SW #5/7 benefit from the following two advantages (which are cumulative):



- +1 to die rolls for shark hunting;

- Ability to recover 2 Treasures in a single dive, only possible for Treasures in the same column.

3.2.6 - ZONE 6: MUSSEL FISHING

Fishing for mussels is sometimes better than nothing...



You had one worker left to place but you didn't know which waiting line to put him in,

either because you wouldn't have been able to afford to pay him or because all the spaces you were interested in were already taken... so you had no choice but to send him fishing for mussels!



There is no limit to the number of meeples in this space. You gain what is indicated above the gold cube (\$1, \$2 or 1 immediate Reputation Point).

At the end of the resolution of Zone 6, the last player to remove their meeple moves the gold cube one space to the right (unless it is already on the space furthest to the right), thus making the gain a little more interesting as the game progresses. If there are no meeples on the space, the gold cube is not moved.

N.B.: *The Boss earns an additional \$2 revenue, regardless of the marker's position. It can therefore earn you 1 Reputation Point (Super Mussel Fisherman + \$2) if the marker has reached the last space.*



Warning: Never forget that a small gain in mussel fishing is always better than a worker who can't perform their action, as this immediately results in the loss of 1 Reputation Point on the score track. It is therefore important in this game to pace yourself when recruiting.

3.2.7 - ZONE 7: THE PORT AND LAGOON



From the port pontoon, you have several options. You can choose to: buy an extra Zodiac from the Zodiac store, take a short trip out to sea in the Lagoon (only for this turn) or set off on an expedition to the open sea in Zone 5 (and stay there for as many turns as you like).

N.B.: *Unlike the other Zones, do not take back your meeples when you play the action: move them to the chosen Zone (shop, Lagoon or high seas). You will take them back during the next maintenance phase (with the exception of the ones that went out to sea). Each meeple present on the pontoon will carry out one of the following 3 actions: Go to the zodiac store, Take a zodiac into the lagoon, Take a zodiac out to sea.*

GO TO THE ZODIAC STORE

Move the meeple to one of the two available spaces in the Zodiac store. Immediately pay the cost indicated under the \$6 or \$8 space (from the Mission Expenses account) to the bank and earn an immediate Reputation Point.



Choose a Zodiac not yet allocated next to the board and place it in the port on one of the Zodiac outlines. Also, take its associated tile and place it next to the tile showing your basic Zodiac (the one in your color).

Regardless of the number of players, there are always 4 Zodiacs available for purchase. And as there is no limit to the number of Zodiacs per player, it is possible (though very unlikely) that a player will finish the game with only one Zodiac (their starting one) and another player will finish with five (their starting Zodiac plus the four that were available for purchase).

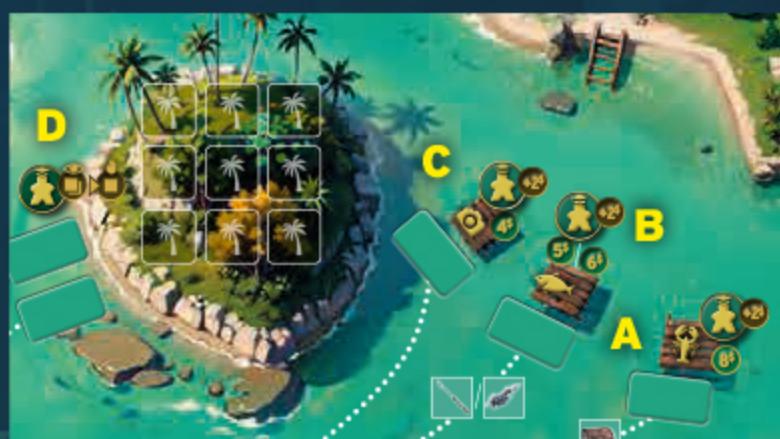
N.B.: *The Boss and the SW #5/7 benefit from a \$2 discount on the purchase of Zodiacs.*



TAKE A ZODIAC INTO THE LAGOON

If a Zodiac you own is available in the port, you can take your Boss or your worker on board and immediately move them all to one of the 4 destinations in the Lagoon.

Each rectangular space in the Lagoon can only accommodate a single Zodiac.



Important: You may or may not need to have a specific item in your Zodiac to access some of these spaces (the conditions are printed on the dotted line leading to the space):

A - You must have a Lobster Pot in your Zodiac to be able to fish for them. This will earn you \$8.

B - To go fishing for coastal fish, you need a Harpoon or a Spear Gun. Your fishing brings in \$5 with the Harpoon and \$6 with the Spear Gun (a more precise Item).

C - Only the Tourist Tour box (with the camera) does not require a specific Item and brings in \$4.

D - A Metal Detector is required to access the island. All players received one during setup, but it still needs to be on board the Zodiac when it leaves for the island.

In cases A, B and C, take your money immediately and divide it up as you see fit between your accounts (except for the Slush Fund).

N.B. : *The advantage of the Boss or a SW #5/7 is an additional gain of \$2.*



In case D, randomly turn over one of the tiles on the island:

- If it is a Treasure, place it on your Player board;
- If it is a valuable Item, receive the amount indicated on the tile from the bank and put the tile back in the box;
- If it is a Technological Item, add it immediately to your supply on your Player board;

The advantage of the Boss or a SW #5/7 is that you can secretly choose one tile from the two you have looked at, then place the one you don't choose back on one of the empty spaces.



TAKE A ZODIAC OUT TO SEA

If a Zodiac belonging to you is available at the port, you can take your Boss or your worker on board, then immediately move out to Sea, and if necessary use Items and/or dive immediately, obeying the same rules for movement, shark hunting, and Treasure recovery as the ones that apply to Zone 5 (which is the high seas Zone).

Be warned, a Boss or a worker sent out to sea will remain there, unless you decide to move it to the lagoon or bring it back to port during a future resolution phase of Zone 5 (high seas). You would, of course, need to respect its movement capabilities or exchange it with the pilot of a seaplane.

3.2.8 - ZONE 8: THE MUSEUM



The Museum offers the perfect opportunity to develop your Reputation: You will finance the opening of new Exhibition Rooms, and also sell your Treasures

there, while trying to display them in the best possible locations in the rooms and make sure that the public comes to admire them.

The Museum is made up of different Exhibition Rooms, which can contain from 1 to 3 Treasures.

Ex.: The Room in the column on the left can display 2 Treasures, while the one on the right can display 3. Note that the one on the right can only be used in a 4-player game (symbol at the top next to the closed door).



In the Museum waiting line, each meeple performs one of the following 2 actions.



FINANCE AN EXHIBITION ROOM (SPONSORSHIP)

As a corporate sponsor, financing an Exhibition Room is the same as paying to reserve a Room in the Museum to exhibit Treasures. To do so, place a cube of your color on the closed door space at the top of the room of your choice (there cannot be another cube there, or on the open door space at the bottom of the Room) and pay the cost indicated in red using your General Expenses account (red room) to the bank.

N.B.: The Boss and the SW #8 benefit from a \$2 reduction on the sponsorship of an Exhibition Room.

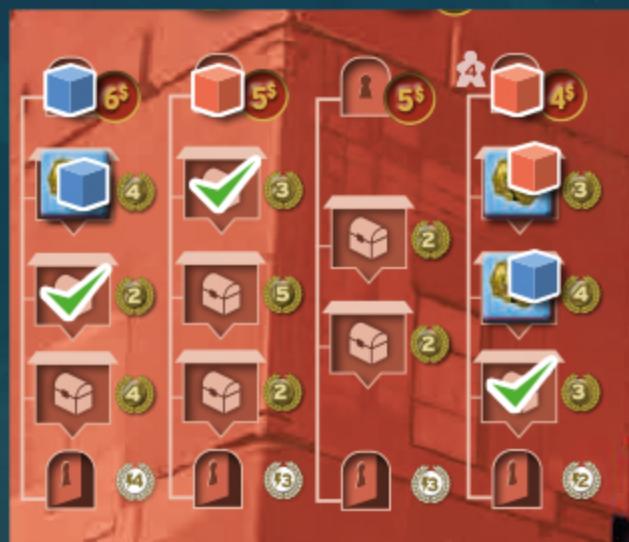


Note: As soon as a room is full (a Treasure on each of the Room's spaces), the cube of the player who financed it is immediately moved from the closed door at the top to the open door at the bottom. This signifies that the exhibition is now open to the public. This is done on any player's turn. The marker on the Reputation track is advanced by the number of points indicated next to the open door.

SELLING A TREASURE TO THE MUSEUM

Take one Treasure (and only one!) from your Player board. Choose an empty space in the Museum to place your Treasure:

• In an Exhibition Room that you or another player have financed (identified by a colored cube on the closed door at the top of the Room). You must use the free space closest to the closed door in the chosen room.



Ex.: It is the red player's turn; the 3 green check marks indicate the only Rooms where they can exhibit their Treasure. The room in the 3rd column has not been funded yet, so is not available.

The best choice is the Room in the 4th column, because not only will their Treasure earn them 3 Reputation Points at the end of the game (instead of 2 in the 1st column). In addition to this, because the room is now full, they will be able to move their cube from the closed-door space at the top to the open-door space at the bottom and immediately score 2 Reputation Points for opening the Room to the public.

They could also choose to place it in the 2nd room in the hope of scoring 5 Reputation Points at the end of the game, and 3 when the room is full, but the risk is that the Room will not be full before the end of the game, and thus not score at all.

- In the Museum's storeroom (but hidden from the general public). In this way, it will only earn you 1 Reputation Point at the end of the game (mandatory if there are no more available exhibition rooms left). There is no limit to the number of Treasures that can be in the Museum's storeroom.

In both cases, receive the amount corresponding to the type of Treasure sold, as indicated on the board (\$3, \$5, \$7 or \$9), from the bank and place a small cube of your color on top of your Treasure to remember who owns it at the end of the game.

N.B.: The boss and the SW #8 receive an additional \$2 profit on the sale of each Treasure to the Museum.

If the Treasure is in a full Room at the end of the game (i.e. a Room open to the public), you will score the Reputation Points indicated next to your Treasure. Otherwise, you will only score 2 Reputation Points for this Treasure (as though it hadn't been sold to the Museum and had remained in your supply).



3.2.9 - ZONE 9: ADVERTISING



Here's where you'll pay to boost your reputation! But beware: too much advertising kills advertising... The more you do, the more the public gets tired of it and its reach decreases...

Only one action is possible: Buying Advertising. Pay the amount indicated next to your meeple from the General Expenses account at the bank.

N.B.: Only the Boss benefits from a reduction of \$2.



Immediately advance the marker of your color on the Reputation Track by the number indicated above the gold cube.

At the end of the resolution of Zone 9, the last player to remove their meeple moves the gold cube one space to the right (unless it is already on the square furthest to the right, below the number 2). If no meeples were placed, the gold cube is not moved.

This means that the publicity done at the beginning of the game brings more Reputation than that done late in the game.



3.2.10 - ZONE 10: THE LOCAL AUTHORITIES



This is where you will slip envelopes under the table, so to speak, to the local authorities, in order to gain the privilege of being prioritized over your opponents.

The Slush Fund will be called into play.

Only one action is possible here: Post a Bribe to the local authorities in the hope of becoming the first player next round (or at least the best placed in the order of the next round, if several players decide to go there during the same Quadrimester).

The resolution of this action consists of a simultaneous closed-fist auction between the players who deposited an envelope during the current Quadrimester, after having secretly withdrawn money from their Slush Fund.

The minimum amount is \$2; there is no maximum amount.



If only one player deposited an envelope this round, they only need to bet \$2 to be 1st player next round.

If a player who deposited an envelope no longer wants to, or cannot, participate in the auction because they have less than \$2 left in their Slush Fund, they miss their turn and lose 1 Reputation Point.

When the players simultaneously open their hands, the money wagered by all players is lost and paid to the bank. In the land of the greased palm, the local authorities are very greedy...

Determine the new round order based on the amounts offered from highest to lowest.

The position of the envelope on the track decides any tied auctions, favouring the player who placed the first envelope.

The players not participating in this auction become the last players, without changing their relative positions in relation to each other.



Ex.: The round order here is as follows: Green, Red, Blue, White.

The following players have placed an envelope in this order: White, Blue, Green. (Red is therefore not participating in the auction). When the hands are opened, we find that Green and White have both bet \$6 and Blue has bet \$3. Green and White are tied but are separated by the order in which the envelopes were opened: Because White opened theirs before Green, White becomes 1st and Green 2nd. Blue, who also bet, becomes 3rd and Red, who did not participate, is 4th.

3.3 SALARY PAYMENT PHASE

After resolving Zone 10, the next phase is the payment of salaries.

$$\$ = 2\$ / \text{Worker} / \text{SW Worker} (0\$ / \text{Boss})$$

(See the illustration at the bottom of the calendar)

Each player must pay a salary of \$2 for each of their workers (basic or SW), taken from the HR account. The Boss does not pay themselves a salary; (they live off the dividends of their company... of which they are the sole shareholder).

If the HR account is not sufficient to pay all the salaries, the player must perform all possible account transfers to achieve this, taking into account the fixed cost per year to be debited from each original account.

Reminder: This cost is \$1 during the 1st year, \$2 during the 2nd, and \$3 during the 3rd. This cost is paid immediately to the bank.

In the event that some meeples do not receive their wages despite account transfers, the player immediately loses 1 Reputation Point (on the score track) for each worker not fully paid.

Reputation can never become negative (so you can't go below zero on this track even if you should have).

3.4

3.4 - MAINTENANCE PHASE



After paying salaries, a short maintenance phase is carried out.



(See illustration at the bottom of the calendar)

ZONE 2: ADDITION OF NEW TECHNOLOGIES

In general, you will add 1 or 2 cards from the top of the Technology deck to the spaces corresponding to the Action phase that has just been played. *The number is indicated on the board.*



That is, 1 card at the end of the 1st Quadrimester, 1 card at the end of the 2nd, 2 cards at the end of the 3rd, 1 card at the end of the 4th and finally 2 cards at the end of the 5th.



No more Technology cards are added from the 6th Quadrimester onwards.

Note that if there is a meeple on the deck of cards, the card (or first of two) that is to be revealed, is chosen by the player who placed their meeple on the deck.

This means that, when a player has placed a meeple on the Technology deck, its owner looks through the cards and chooses the next Technology card by taking it out of the deck and immediately placing it on the board.

They then place the deck face down again without changing the order of the cards. If there are two cards to be revealed this turn, the second card revealed is the one on the top of the deck.

Knowing the order of the upcoming cards in advance can be a small advantage that compensates for not having taken any real action with their meeple during that turn.

If there are no more spaces available in Zone 2 (the 10 spaces are already taken), they place it face up on the deck (which will be the choice of an 11th and final card).

Finally, the meeple is immediately placed back on the 1st space of the waiting line in Zone 2 and not on the player's Player board. So, on the next turn, that player will be the first to be able to take advantage of this new card during the resolution phase of this Zone, if they wish.

ZONE 3: ADDITION OF TREASURE MAPS TO THE MARKET

As long as there are Treasure Map tiles in the reserve, randomly take 2 and add them to the Flea Market, in the same way as during setup, respecting the law of supply and demand.

- If there is **not** a card with the same number on the track: place the Treasure Map tile on the cheapest available space, with a minimum value of \$4.
- If there is **already** a tile with the same number on the track: stack the tile on top of the previous one and lower the cost of these 2 identical tiles by moving them to the first available space (above the current space). If there is no space available above, do not move the stack.

ZONE 4: SEAPLANES RETURN

The grey seaplanes at sea are placed back in Zone 4 on their outline.

ZONE 7: MEEPLES RETURN TO PORT

The players collect their meeples from the Zodiac store or from a Zodiac in the lagoon and place them in the staff rest area on their Player boards. Their Zodiac is returned to the port.

4 SCORING PHASE

4.1 End of First and Second Years

Each of the first two years ends with a Reputation Point scoring phase.

The Reputation Points to be scored are the values indicated just above the players' cubes marking the turn order at that time:

- 4, 2, 1 and 0 Reputation Points with 4 players;
- 4, 2, 1 Reputation Points with 3 players;
- 2 and 0 Reputation Points with 2 players.



The players' Reputation markers are then advanced on the score track by that many points.

4.2

End of Game



At the end of the game, a final full scoring is carried out.

The game ends with a final scoring:

- Either just after the Salary Payment phase of the Quadrimester when all the Museum's Rooms are open to the public (*no more spaces to place a Treasure, except in the reserve*).
- Or just after the Salary Payment phase of the last Quadrimester of the 3rd year (= 9th round of the game), regardless of whether the Museum's Rooms are open to the public or not.

The final scoring is then calculated, consisting of the following stages (see Player Aid):



A - Treasures

- X points (2 to 5) per Treasure in a full room (according to the number next to the Treasure);
- 2 points per Treasure in an incomplete room;
- 1 point per Treasure in the Museum's storeroom;
- 2 points per Treasure not sold to the Museum (on your Player board).

B - Technology Patents

- X points (1 to 3) per Patent owned by the player according to the value indicated on the Technological Item cards.

C - Sharks

- 2 points per shark killed (on your Player board).

D - Treasure Map tiles

- 1 point per Treasure Map tile they have (including identical ones)
- 2 additional points for each collection of at least 3 tiles with the same number.

E - Money

- 1 point per unspent \$10 (including those still hidden in the Slush Fund).

F - Influence with Local Authorities

- X points (0 to 4) depending on the Influence level.

Each player increases their Reputation by the value indicated above their cube in the #10 Local Authorities Zone.

4.3

Victory

The winner is the player who finishes with the most Reputation Points.

In the event of a tie, the player who has the most Influence with the local authorities at the very end of the game (the best placed in the turn order of Zone 10) wins the game.

TECHNOLOGIES

There are six families of Technological Items, each with a specific use:

1 DIVING



Mask



Tank



Scuba Gear



This symbol indicates both that these objects are necessary for diving and to what depth.

Example: In this situation, you have a Tank and you can dive up to 3 spaces below the sea surface, i.e. all the spaces circled in yellow on the tile on the left.

You can develop and obtain up to 3 diving Technologies of increasing power, since they allow you to dive deeper and deeper. Of course, the ones that can do more can do

less: for example, an area accessible by a Tank will also be accessible by a Scuba Gear.

Given the number of Items associated with each of them, you will need to develop several if you want to equip all your Zodiacs.



Example: You can dive up to two spaces below the surface from the blue Zodiac and up to 4 spaces from the green Zodiac.

2

MOVING FASTER IN A ZODIAC



Booster Engine



Medium Engine



Super Engine

 This symbol indicates that this object (engine) must be placed at the rear of a Zodiac.

By default, with their original engine, all Zodiacs have a movement capacity of 2 free spaces + 1 square for \$1 (to be paid to the bank from the Mission Expenses account); i.e. a maximum of 3 spaces.



The two slots (left and right) on this original engine allow you to add 1 or 2 additional engines (similar or different) on each of your Zodiacs to enable them to move faster.

The extra engine allows you to move forward 1 space for \$1, **the medium engine** up to 2 spaces for \$1 in total and **the super engine** up to 2 spaces for \$0.

The advantages of the new engines can be used in combination with those of the basic engine but can also be used without the basic movement (or even the paid movement of a third space) being made.

Generally speaking, it's up to you to determine the best possible combination of engines on the same Zodiac that will allow you to move forward as quickly and as cheaply as possible.



Example: Here, you can choose to move forward 1 to 4 spaces for free, 5 or 6 spaces for \$1, or 7 spaces for \$2.

3 PRECISELY DETECTING TREASURE



Basic Sonar



Advanced Sonar



Satellite Detection



This symbol indicates that these Items are necessary to be able to precisely detect the location of certain Treasures and the depth they can be used at.

Detection technologies allow you to access Treasures whose precise location is not provided by the Treasure Map. These are the ones represented by icons such as:



The color of the symbol (similar to that of the chests) indicates the color of the Treasure to be recovered.

Basic Sonar allows you to search the **2 spaces** under your boat, for a **cost of \$1**. **Advanced Sonar** works in the same way but allows you to access treasures up to **4 spaces under the boat**, for a **cost of \$2**.

Satellite Detection allows you to access the hidden Treasures of the entire excavation area with no additional cost.

When you buy the item, also take **2 Treasure Maps** of the number of your choice from the tray beside the board (specific tiles with a satellite icon).



They play the same role as a classic Treasure Map for the rest of the game and are counted like the others for the income and final scoring phases.

4 FREEING TREASURES



Drill



Excavator



The "buried" treasures are the ones with black borders on a sandy background.



This symbol indicates that these Items are necessary to free certain Treasures.

The **Drill** can be used to free Treasures from the bottom of the sea up to 3 levels below the surface. It costs \$1 per Treasure freed.

The **Excavator** can dig Treasures out of the bottom of the sea on all four levels below the surface. It costs \$2 to use it to dig up a Treasure.

5 KILLING AND/OR AVOIDING SHARKS



Harpoon



Spear Gun



Shark Cage



This symbol indicates that these Items are necessary for confronting sharks.



Without a Harpoon, Spear Gun, or Shark Cage, you cannot dive in a column where there is a shark (as stated on the front of your Player Aid card).

You can therefore develop and/or obtain two types of Items: the Harpoon and the Spear Gun to fight the sharks.

If you have a Harpoon and you come into contact with a shark, roll the die. If the result is:

- 1, 2, 3, 4 or 5: The Harpoon only scares the beast, which disappears until the end of your turn;
- 6: You kill the shark.

If you have a Spear Gun when you come into contact with a shark, roll the die. If the result is:

- 1, 2 or 3: The Spear Gun only scares the beast, which disappears until the end of your turn;
- 4, 5 or 6: You kill the shark.

With the Harpoon or the Spear Gun, after shooting the shark, whether you killed it or not, you continue your descent by diving (if you wish and are able to) to find either another shark or a Treasure.

The Shark Cage



You ignore the sharks completely! You pass through the space without stress... and continue your descent towards the Treasure(s) beneath them.

The Shark Cage coupled with a Harpoon or a Spear Gun gives you a much better chance of killing a shark because it gives you a +2 to the die roll.

- With the Cage and a Harpoon, if the total result is 4, 5 or 6, you kill the shark.
- With the Cage and a Spear Gun, if the total result is 2, 3, 4, 5 or 6, you kill the shark.

All this is summarised on the back of your Player Aid card.

A - Note that if you equip your Zodiac with a Shark Cage and, for example, a Spear Gun, you are sure to kill all the sharks on a dice result of between 2 and 6 since the Cage gives you +2 to the die result.

B - If, in addition to the Cage and a Spear Gun, your diver is your Boss or a SW #5/7 (both of whom give you a +1 to the die roll), you are guaranteed to kill all the sharks, even without having to roll the die, since you can now kill them on any value from 1 to 6.

Note: It is very important for players who do not like the element of chance to remember this point, if they want to be sure they can kill all the sharks they encounter.

6 FISHING AND CATCHING LOBSTERS



Harpoon



Spear Gun



Lobster Pot



This symbol indicates that the Item is necessary for catching lobsters.

The Harpoon and the Spear Gun are not only used to kill sharks. They are also used in the lagoon to catch smaller fish.

There is a single location for this, which will earn you \$5 if you use a Harpoon or \$6 with a Spear Gun. You can only go there if you have one of the two (as indicated on the board).

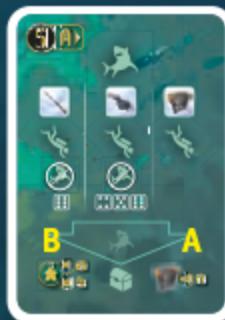


N.B.: The boss or a SW #5/7, with their \$2 bonus, earns \$7 or \$8 per fishing trip.

Note: On the high seas, it is not necessary to have either of these Items to fish in the two central spaces where several Zodiacs can be at the same time.



This earns \$2. To do this, we can consider that all Zodiacs have a fishing rod on board.



The Lobster Pot allows you to catch lobster in the lagoon and thus ensure a comfortable income of \$8.



N.B.: The Boss or a SW #5/7 (with their \$2 bonus) earns \$10 per lobster excursion.

ISLAND ITEMS RECOVERABLE WITH THE METAL DETECTOR



Each player has a Metal Detector at their disposal at the start of the game on their Player board in the Technological Items room.

Once on board a Zodiac, you can leave from the port (Zone 5) to go to the island in the lagoon to recover an Item buried in the sand.

There are 9 Items on the island in every game, chosen at random from a total of 12.

There are 3 categories of Items that can be recovered on the island:

1 TECHNOLOGICAL ITEMS



- An improved Spear Gun (which gives +1 to die rolls against sharks);
- An improved Medium Engine that allows you to move 3 spaces for \$1;
- An improved Basic Sonar allowing you to scan up to 3 levels below the surface.

2 VALUABLES



- A collector's item worth \$6;
- A necklace worth \$7;
- An antique watch worth \$8;
- A bracelet worth \$9.

3 TREASURES



- Three Treasures (obsidian color) worth \$3
- Two Treasures (bronze color) worth \$5

Note: Players who do not enjoy the element of chance don't need to go to the island, as everything there is just a bonus. It is very possible to win without killing any sharks or going to the island, even if other players do so, because there are many different and simultaneous ways to play that can lead to victory.

VARIANT: LAWLESS!

We offer you this variant to satisfy expert players who appreciate (in addition to indirect interaction) high interaction. To do this, you will be able to recruit Mercenaries at auctions who will seriously undermine your opponents' efforts.

In this mode, you will use all the components for a normal game, to which you will add:

- the 4 Mercenary (black) meeples;
- the black Seaplane;
- the 7 Mercenary Treasure Map tiles for 3/4 players or only #1 to #5 for 2 players;
- the Underwater Mine tile;



Finally, place the calendar on its Mercenary side:



Mercenary Auction phases (resolved after Maintenance phases).

1 RECRUITMENT OF A MERCENARY

Four times during the game, i.e. at the end of the 3, 5, 7 and 8 Quadrimesters (after their maintenance phase), each player will have the opportunity to try to acquire a Mercenary by bidding from their Slush Fund. All players can participate but are not obliged to do so.

The auction is conducted verbally, in turn, and each player can propose any sum they like, as long as it is higher than the last bid. Anyone who no longer wants to or cannot bid (because they know they don't have enough in their Slush Fund) passes, and the auction continues in this way (as many turns as necessary) until the last bidder.

You can secretly check the amount in your Slush Fund at any time.

The winner of the auction pays the announced amount to the bank and recruits a single-use Mercenary meeple, which they place in their HR office with their other meeples; the other players pay nothing.

Note: A player who mistakenly announces a price that they cannot pay during this auction phase and who happens to be the last bidder, immediately loses 1 Reputation Point and the bidder before last becomes the buyer.

2 PLACING A MERCENARY

During the worker placement phase, you can place one or more Mercenaries during the same Quadrimester.

You can place a Mercenary with your first placement, during an intermediate meeple placement turn, or as your last placement action, just before passing, as long as you always only place one meeple at a time.

The only difference with a meeple of your color is that you place the Mercenary meeple on the special space reserved for it and also place a cube of your color next to it to indicate that it is working for you.

Depending on the waiting line, this one-time-use Mercenary space is either at the front or the back of the Waiting Line. This has no effect on its placement.

Note: You cannot place a double action token under a Mercenary.

3 RESOLUTION PHASE

If the Mercenary's space is at the front of the Waiting Line, it will be resolved before the meeple on the 1st space. Conversely, if the Mercenary's space is at the end of the Waiting Line, it will be resolved after the last meeple placed in that area.

3.1 ZONE 1: RECRUITING WORKERS



Here the Mercenary steals all the Double Action tokens that have not yet been used, i.e. those in Zone 1 under unrecruited meeples and those still on the players' Player boards.



3.2 ZONE 2: RESEARCH AND DEVELOPMENT



Here the Mercenary steals the patent of a face-up card as well as a copy of the associated Item.



- If the patent doesn't belong to anyone, the recruiter of the Mercenary places one of their cubes on the left-hand column of the card, lowering it by one level in relation to the number of players, as they take a copy of the Item (from the reserve).

- If the patent already belongs to another player, the recruiter of the Mercenary returns that cube to its owner and replaces it with a cube of their own color, moving it down one space if there is at least one more copy of the Item available, as they take a copy of the Item (from the reserve).

In both cases, the royalties for this patent will now be paid to the recruiter of the Mercenary, who will benefit from the associated Reputation Points at the end of the game.

3.3 ZONE 3: FLEA MARKET



Here the Mercenary steals two Treasure Maps of their choice from the tray next to the central board, from the specific Treasure Map tiles reserved for the Mercenary.



Much more specific than the other Treasure Maps, they will now give the recruiter of the Mercenary access to the two indicated Treasure maps and, in addition, allow them to be the only one in these two Zones to use a Sonar to recover the Treasures that require one to be located.

If one or both of the Dig Site tiles corresponding to the Treasure Maps chosen by the Mercenary:

- are already present on the central board, their recruiter adds a cube of their color next to them and secretly looks at them if they are still face down.
- are not yet present on the central board, the Mercenary's recruiter chooses them from the reserve following the normal rule (drawing the first 3 from the pile and choosing one or two of them, which they place face down on the central board with the addition of a cube of their color next to it).

3.4 ZONE 4: SEAPLANE



Here the Mercenary sabotages all the grey Seaplanes, which will be unusable during this



Quadrimester. They will only be repaired during the next Maintenance Phase. In addition, the Mercenary steals the black Seaplane, which becomes the exclusive property of the recruiter of the Mercenary. The player can use this black Seaplane as they wish, free of charge, at the start of their turn when resolving Zone 5 and until the end of the game. After it has been used once, the black Seaplane is immediately returned to the box.

3.5 ZONE 7: THE PORT (for a future action in Zone 5)



Here the Mercenary collects an Underwater Mine that they will be able to use when they want, during one of



their turns, in one of the Dig Sites in Zone 5.

The Mercenary will then place it over the Dig Site tile, covering an area of 9 spaces (3x3 rectangle) **located directly below the surface** of the Zone of their choice.

- Either swap the positions of two Treasures (swapping the players' cubes);

- Or move a treasure to a free space (moving the Treasure tile and the cube on it).

If this second choice means that a room that is already open to visitors is no longer full (all Treasures are no longer present), it is immediately closed to the public and the player whose cube was on the open door moves their cube back to the closed door. They must also move their Reputation marker back the number of points corresponding to that room.

3.7 ZONE 9: ADVERTISING



Here the Mercenary carries out a massive smear campaign against all their opponents on the social networks, which is one heck of a counter-advertising campaign.

This leads to an immediate drop in the Reputation of all opposing companies: All players (apart from the Mercenary's recruiter), must move their Reputation marker back 4 points on the score track.

A company's reputation can never be below zero.

4 SALARY PAYMENT PHASE

During this phase, as with each of your workers, you must pay \$2 in wages for each Mercenary in the staff rest area of your Player board, i.e. not yet used.

N.B.: *On the other hand, a Mercenary who has just been recruited (which takes place after the salary payment and maintenance phase), and used during the following Quadrimester, will not have cost you any salary (just his auction purchase price), since they are discarded immediately after use, and you will no longer have them during the new salary payment phase at the end of the Quadrimester.*

5 MAINTENANCE PHASE

It should be noted that once a Mercenary has acted against the competition, all players are considered to have protected themselves against this kind of sabotage, and that from now on no other Mercenary can inflict the same low blow on anyone else.

This dirty trick can no longer be repeated (and no new Mercenary can be played in this area), as indicated by the cube of the player who used it, which remains in that space until the end of the game.

3.6 ZONE 8: MUSEUM



Here the Mercenary can choose to carry out one of the following two actions:

In other words, if you forgot to remove the mercenary after resolving its action, you put it back in the box, but the cube of the player's color remains until the end of the game, preventing anyone from performing the same action again.

REPUTATION POINT PENALTY REMINDERS

(BASIC GAME OR VARIANT):

- A worker placed in a waiting line who is unable to, or no longer wants to, perform the action when it is time to resolve it.
- A player who realises that they do not have at least \$2 in their Slush Fund after having placed an envelope in Zone 10.
- Each worker (Basic or Specialised) who cannot be paid \$2 in the Salary Payment phase.
- In the 'Lawless!' variant, the last bidder for the allocation of a Mercenary who realises that they do not have enough to pay for their aid.



- Place 5 cubes of an unused player color on the spaces provided for this purpose in Zone 2.



It's considered that a virtual opponent has already bought the Mask patent and purchased one of the 3 available Masks; place this player's cube on the space on the card just below the '2 players' symbol to indicate that there are only 2 left for sale.



3 GAMEPLAY

All the usual rules apply, only the following elements change:

- There is no black box (since there is no Zone 10 or Mercenaries);
- If you buy an Item you don't have a Patent for, the royalties are paid to the bank;
- **Zone 2:** The number of Items available is the same as for 2 players. When you add a Technology card to a space where the virtual player's cube is, consider (as with the Mask) that they already have the patent and have bought a copy of this Item. Then place this player's cube on the card on the square just below the 2 Players symbol to indicate that there is one fewer copy of this object for sale.

SOLO MODE

You can play Thesaurus in solo mode by applying the following special rules:

1 OBJECTIVE

Open the 3 Museum Rooms to the public and score more than 70 Reputation Points.

2 SETUP

Use the calendar on its 1 player side.

Use the 1/2 Player board and set up as usual for two players with a few exceptions:

- Choose 2 Specialisation hats with different numbers, these will be the only ones available for the game;

4 FINAL SCORING

The final scoring is identical to that of a normal game, except for the following:

- As there is no Zone 10, no points are awarded for the turn order.
- You score extra Reputation Points if you manage to fill the 3 Rooms of the Museum and open them to the public

before the end of the 9th Quadrimester. As indicated on the calendar, you can add to your final score:

- Either **+30 points** if the objective is achieved before the end of the 6th Quadrimester;
- Or **+20 points** if the objective is achieved before the end of the 7th Quadrimester;
- Or **+10 points** if the objective is achieved before the end of the 8th Quadrimester;
- Or **+0 point** if the objective is achieved before the end of the 9th Quadrimester.

You only win if all three Rooms of the Museum are open to the public and your Reputation exceeds 70 Reputation Points.

5 TROPHIES

Here are the first four trophy proposals to be completed.

You should soon find new trophy proposals on the Thesauros web page on the Super Meeple site, which will allow you to take on new challenges and win new trophies.

TROPHIES (for solo mode)			
BOSS OF THE YEAR Win with an incredible Reputation: Final score of ...	80+	90+	100+
INDIANA JONES Fill the Museum in a certain Quadrimester	8 th	7 th	6 th
KING OF ADVERTISING Win by killing it with advertising. (Use a second cube on the score track to keep track of your advertising points.)	14 publicity points	20 publicity points	24 publicity points
THE KING OF FISHERMEN Win by generating maximum income from fishing (at sea, in the lagoon, for mussels). (Use a second cube on the score track to keep track of your fishing earnings.)	\$50 in revenue	\$75 in revenue	\$100 in revenue

DIFFERENCES BETWEEN 3 GAME MODES

	INTRODUCTORY MODE	STANDARD GAME	LAWLESS! VARIANT
Budget Distribution	Guided (\$55 to start)	Free (\$50 to start)	Free (\$55 to start)
Slush Fund	Transfers allowed during the year	No transfers	No transfers
R&D Building [Zone 2]	Mask in 1 st Technology + Harpoon + Booster Engine	Mask in 1 st Technology + 2 Level 0 cards	3 Level 0 cards
Flea Market [Zone 3]	Treasure Map tiles 1 to 4 in order + 5 Treasure Map tiles drawn at random	Treasure Map tiles drawn at random	Treasure Map tiles drawn at random
Mercenaries	No	No	Yes

INTRODUCTORY MODE

Here you will find all the modifications for setup and gameplay for an Introductory game.

1 SETUP

Place the board on its Introductory side.



Zone 2: Consult the Introductory side of the Setup Aid card for the Technology deck and follow the instructions.

A) Place the Diving Mask technology on the 1st space and then the other two level 0 Technologies on the next two spaces.

B) Take the 4 Technology cards with the icon, shuffle them and place them beside the board. This is Deck A.

C) Shuffle the 3 remaining Level 1 cards with the 5 Level 2 cards. This makes Deck B.

D) Place Deck A on top of Deck B. This is the Technology card draw deck. Place it face down on the space provided in Zone 2.



Zone 3: Start by placing one copy of each of the Treasure Maps from Zones 1 to 4 on the \$4 to \$7 spaces, then complete the series.

With 3 or 4 players, you will need to place 5 more Treasure Maps, as there should be 9 in total at the start of the game.

For 2 players, only 1 extra tile needs to be added, as there are 5 in total.

The additional Treasure Map tiles, drawn one by one, will be placed according to the rule of supply and demand, which means that the purchase price of a number of tiles will be lower if there are several for sale. (see: *Illustration on the general set-up page*)

Player boards: Each player starts the game with \$55 (instead of \$50) + the turn compensation of between \$0 and \$6.

To make sure that the distribution of this sum among your 5 budget accounts is not completely random, we encourage you to follow the advice indicated at the top right of each room.

For example, you are advised to put at least \$12 in the HR budget (purple room) and so on...



2 GAMEPLAY

During an Introductory game, the only difference from the basic rules is that it is still possible to transfer money from the Slush Fund to another account or vice versa but still paying the transfer fees for the current year.

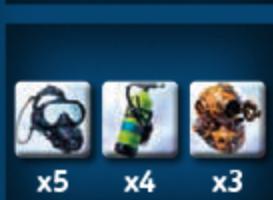
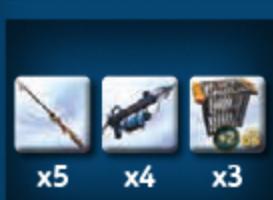
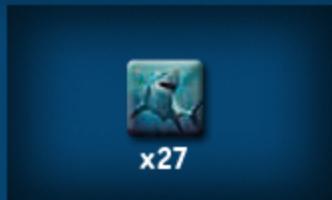
PLAYER AID

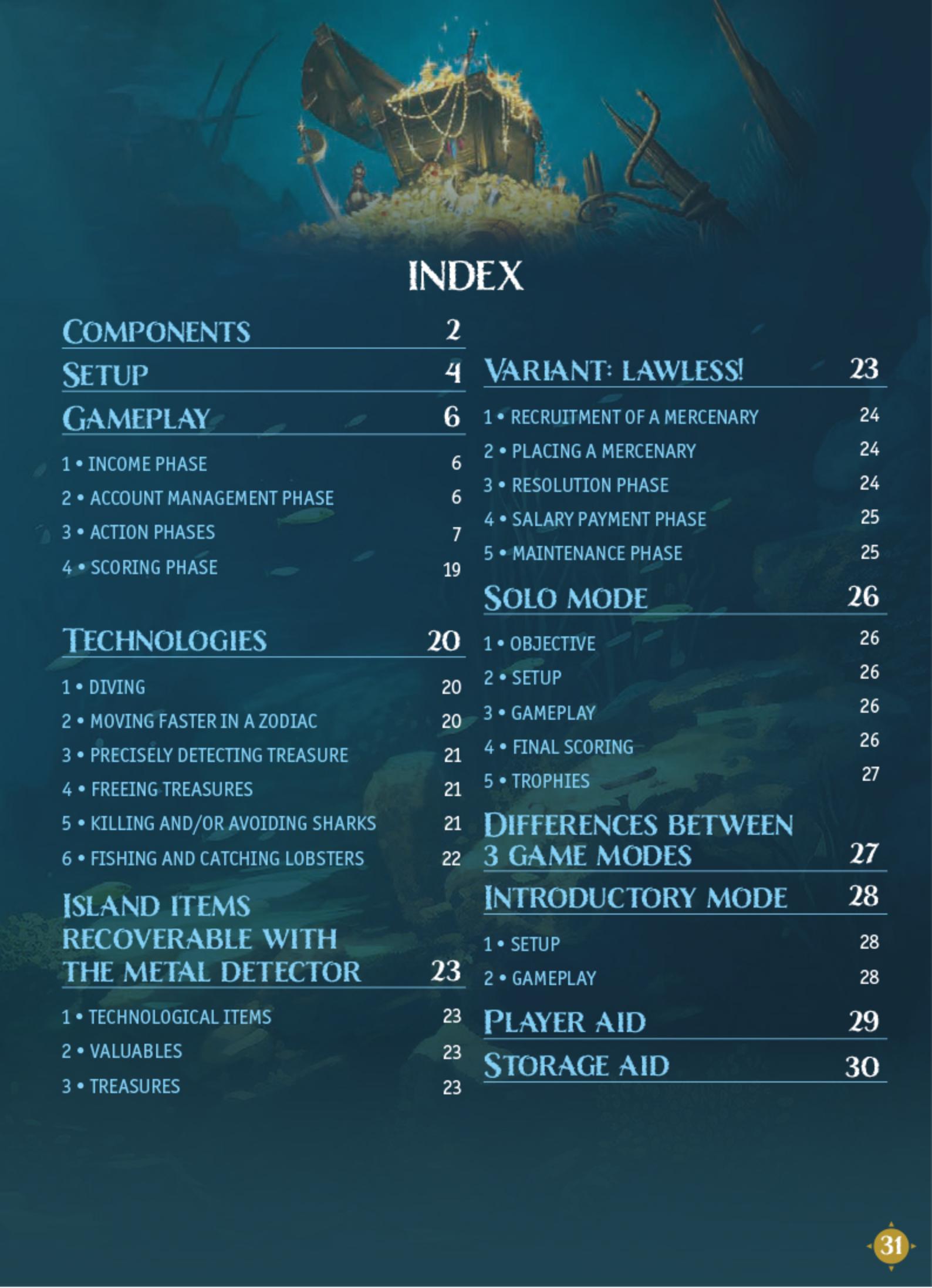
TECHNOLOGICAL ITEMS AND THEIR IMPROVEMENTS



STORAGE AID

ORGANISING TILES AND ITEMS IN THE TRAY





INDEX

COMPONENTS	2	
SETUP	4	VARIANT: LAWLESS! 23
GAMEPLAY	6	
1 • INCOME PHASE	6	1 • RECRUITMENT OF A MERCENARY 24
2 • ACCOUNT MANAGEMENT PHASE	6	2 • PLACING A MERCENARY 24
3 • ACTION PHASES	7	3 • RESOLUTION PHASE 24
4 • SCORING PHASE	19	4 • SALARY PAYMENT PHASE 25
		5 • MAINTENANCE PHASE 25
TECHNOLOGIES	20	SOLO MODE 26
1 • DIVING	20	1 • OBJECTIVE 26
2 • MOVING FASTER IN A ZODIAC	20	2 • SETUP 26
3 • PRECISELY DETECTING TREASURE	21	3 • GAMEPLAY 26
4 • FREEING TREASURES	21	4 • FINAL SCORING 26
5 • KILLING AND/OR AVOIDING SHARKS	21	5 • TROPHIES 27
6 • FISHING AND CATCHING LOBSTERS	21	
ISLAND ITEMS		DIFFERENCES BETWEEN
RECOVERABLE WITH		3 GAME MODES 27
THE METAL DETECTOR	23	
1 • TECHNOLOGICAL ITEMS	23	INTRODUCTORY MODE 28
2 • VALUABLES	23	1 • SETUP 28
3 • TREASURES	23	2 • GAMEPLAY 28
		PLAYER AID 29
		STORAGE AID 30



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