

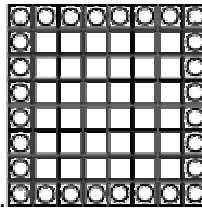
HI & WELCOME!

PRINT & PAPER:

best on white paper, size A4 or US Letter, portrait format,
black or colored: only the pieces have to be in color (print colored or color them yourself)
TIP: print or stick all the necessary parts on thicker paper or cardboard!

CHECKLIST '9 treasures': (contents for 4 players) - 7 pages

- checklist, game rules 1
- game rules 2
- game rules 3
- game board part 1
- game board part 2
- 36 small cards, 9 pieces
- 9 treasure-maps



- Cut gameboard-parts and fit to match.
- Cut cards & maps (36 small cards, 9 large maps)
- Cut pieces or use your own pieces. Each player receives 2 pieces of a color.
- You also need **paper & pen** for writing down scores.

PREPARING & START OF THE GAME:

- Each player receives 2 pieces of one color.
 - Shuffle small cards & place them face up on the square fields on the board (36 fields - 36 cards)
 - Shuffle treasure maps & place the pile face down on the table. No one must see these maps!
 - Place your 2 pieces on a corner-field (field with circle & little arrows). Each player on a different corner.
 - Choose a STARTPLAYER (the youngest, oldest, tallest, smallest, ...).
- The startplayer receives the startplayer-piece

PLAYING-ROUNDS:

- 1) The startplayer chooses a number between 1 and 9:
this number indicates how many spaces the pieces may move in this round!
The number counts for all players for one round.

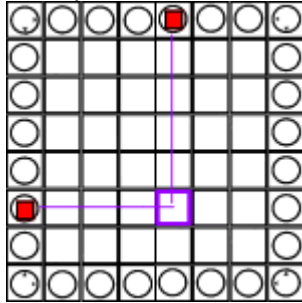
"9 TREASURES" game rules (2)

2) MOVING PIECES - RECEIVING CARDS: object is to get as many matching small cards as possible.

Pieces move only on the fields with the circles. Best is to move with one piece vertically and with the other horizontally in order to get cards, because:

Where your 2 pieces intersect is where you take the card!

Example:



- If there is no card on the field - bad luck! Look first where you can get a card - then move your piece(s).
- The player receives the card and places it face down in front of him.

- You may choose how many spaces each piece moves, either horizontally or vertically. The combined number of your moves must equal the total number chosen for that round.
(also possible: one piece moves the number - the other piece doesn't move at all)
- Your piece must only move in one direction.
- You may jump over other pieces. (the space counts too)
- Don't move on a field occupied by another piece.
- Corner-fields are also spaces for moving. Count also corner-field if you move over (on) it.

Tip: 4 matching small cards create a treasure-map! The more matching cards you have the better for you!

3) COURSE OF THE PLAYING-ROUNDS:

- Startplayer chooses a number & moves piece/s - next player (left to startplayer) moves piece/s - next... until all players have moved.
- Next round: NEW startplayer is the player left to the former startplayer: receives the startplayer-piece, chooses a number & moves pieces - next player.....
- Next round: new startplayer

The startplayer-piece is always passed on to the new startplayer (for better control).

Play until there are no more small cards on the board.

Note: if at the end it's not possible to get the last small card (e.g.: all fields for receiving the card are always occupied by pieces) you play for the card:

- Each player takes his 2 pieces and secretly holds 0, 1 or 2 in his hand. Put the closed fist in the table center. Now everyone has to guess the total of pieces in the player's hands.
The startplayer says a number - then the player left to him says another number.... until all players have said a different number (3 players: 0-6 / 4 players: 0-8).
Then reveal - the player who guessed the right number receives the card!

Put the gameboard aside. Noone must see the treasure maps. Now the 'Bazar' begins:

"9 TREASURES" game rules (3)

BAZAR: add up the value of your small cards. One player notes the 'money' each player has:

- 1) COUNT & ADD UP "MONEY":** 4 matching cards - value 10
3 matching cards: 6
2 matching cards: 3
single cards : 1 each

A	B	C	D
12	16	12	19

With this money on your 'account' you may play for more cards:

- 2) PUT ASIDE YOUR QUARTETS:** If you have 4 matching cards, put them aside.
You will get points for complete treasure-maps at the end!

- 3) PLAY CARD:** Each player places a card face up in the center of the table:
first startplayer (startplayer-piece is passed on like before), then go on clockwise...

- 4) OFFER MONEY:** startplayer begins to offer money for the cards in the center (e.g.: 1).
Proceed clockwise: each player may always offer 1 more than the previous offer.
- If you don't want to offer, say 'go on'. Then you musn't offer anymore in this round.
- If noone is offering - the startplayer receives the cards for the amount of his offer.
- The player who made the last offer (noone offers more) - receives the cards for that amount.
The money is taken from the player's "account" (see example)

A
12
-7
5
-4
1

- 5) NEW STARTPLAYER:** player left to the previous startplayer - receives startplayer-piece -
all players place a card face up in the center of the table - offers -.....

- 6) PLAY AS LONG AS NO PLAYER HAS ANY MONEY LEFT or when there are no cards left to play.**
- Towards the end there may be only 2 players left - the bazar-playing-system remains the same!
- If all players have only quartetts - there are no more small cards to play and the 'bazar' ends.

Important Bazar-rules:

- QUARTETT: as soon as you have 4 matching cards - put them aside. (don't play those cards)
- NO CARDS: if you have no more cards - you cannot play any.(If you have money you can still buy cards)
- NO MONEY: if you spent all your money, you cannot offer anymore and therefore cannot buy any cards.
If you still have cards - you still have to play them!
- A player with no money cannot be startplayer. Pass startplayer-piece on to next player.

Play until NO player has any money left (resp. there are NO cards to play)!

e.g.: keep on playing if only one player has money, but the others still have cards to play!
Then this player may still buy cards!

END OF THE GAME: REVEAL TREASURE-MAPS

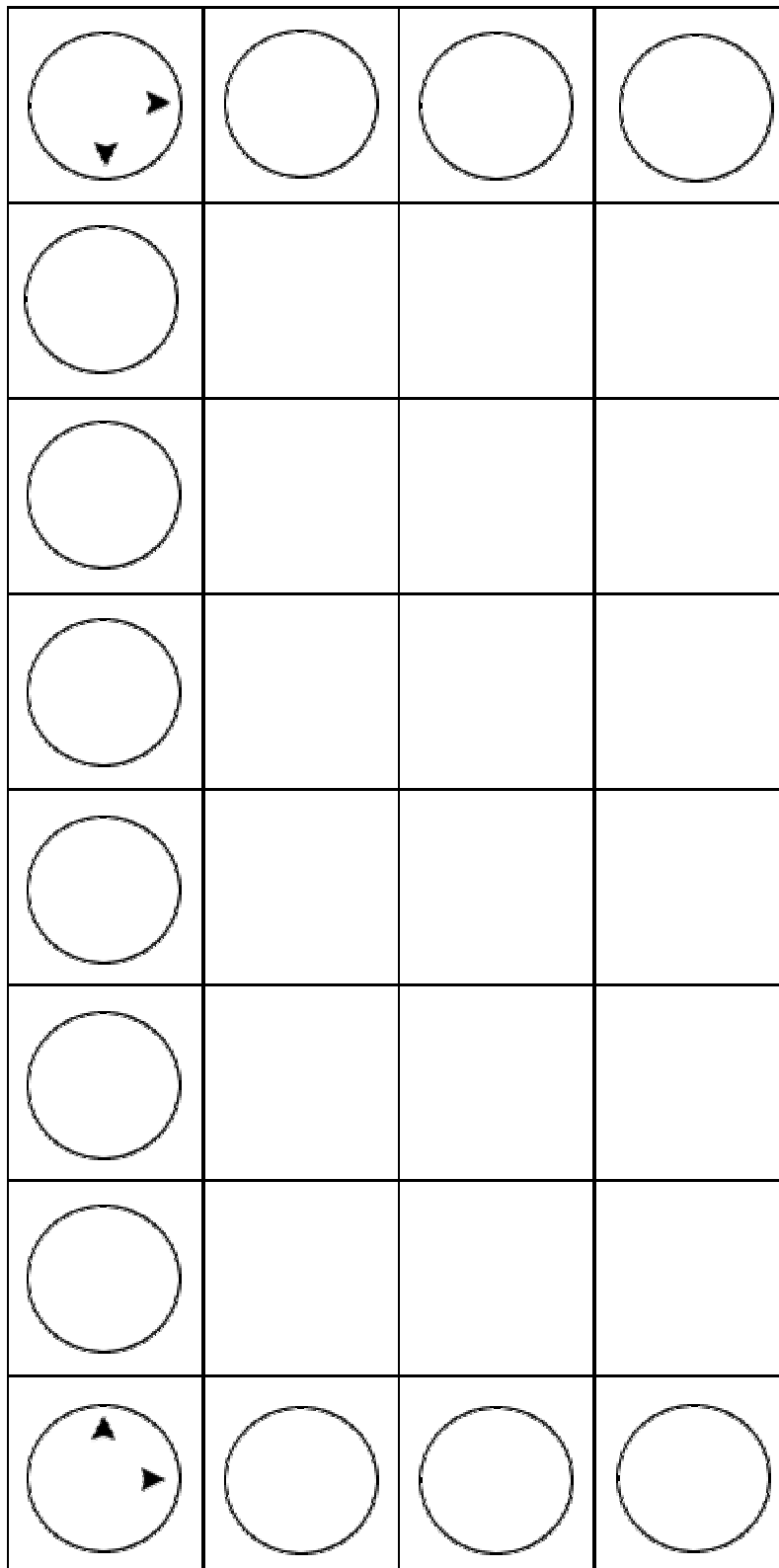
One by one reveal the treasure-maps from the pile.

First map is worth 1 point, second 2, third 3, 4, 5, 6, 7, 8, last 9.

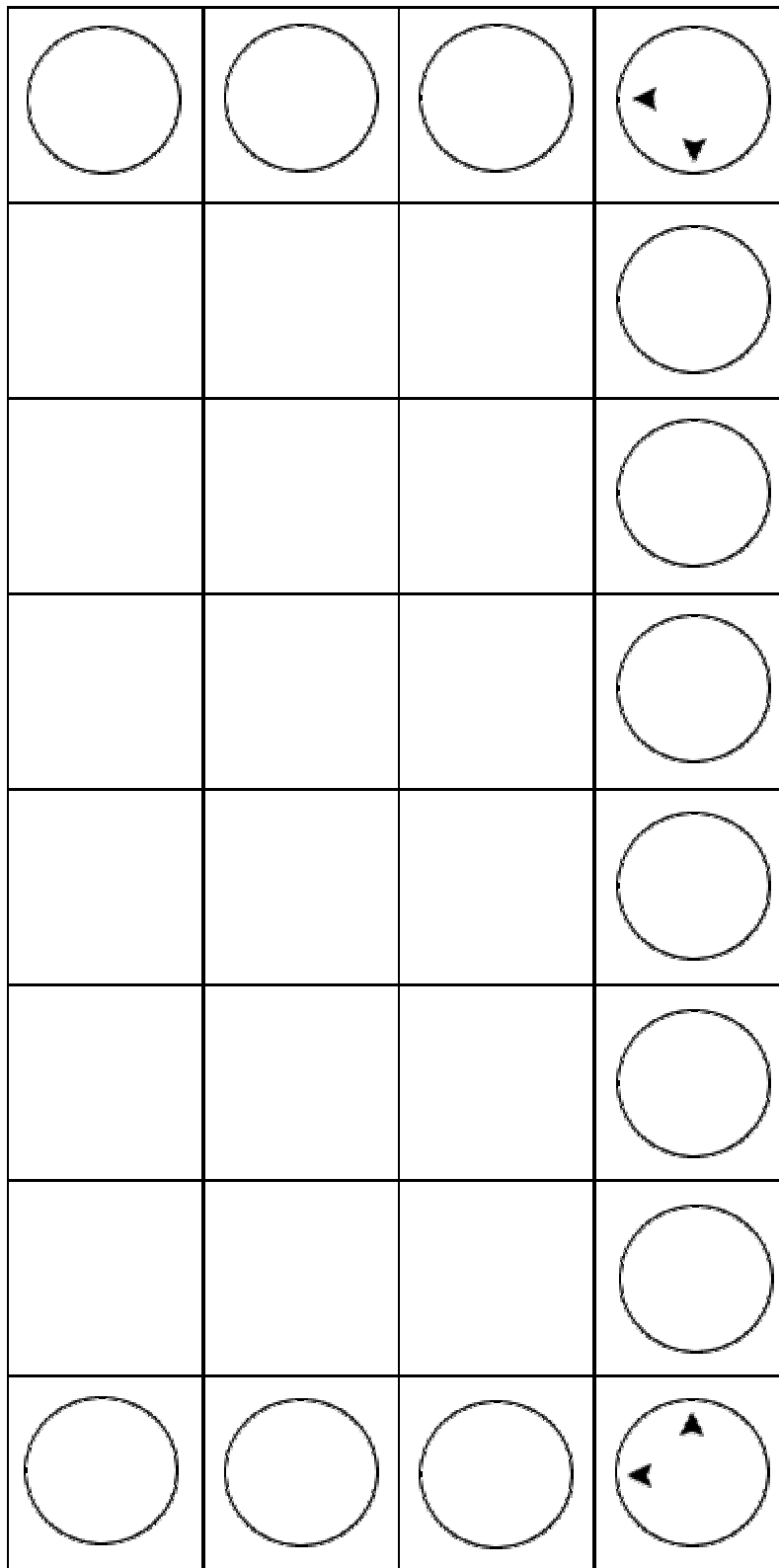
If you have the matching quartet of small cards - write down the points, then add up.

WINNER = the player with the most points.

Gameboard part 1



Gameboard part 2



Small cards:



Pieces:



Treasure-maps:



FINISHED! Thank you for using our services. HAVE FUN!