

GAME INSTRUCTIONS:

The player's goal is to complete a set of cards consisting of a character card and 3 item cards required by the character (e.g. Leifur requires an axe, shield and horse). The total point value of three item cards must be at least 7.

- Place 4 cards of **closed chests** side by side, in the center of the table.
- Place the shuffled character cards (**gold**) face down in a pile and deal one card to each player.
- Place the shuffled item cards (**blue**) face down in a second pile and deal 3 cards to each player.
- In each turn, each player takes one card from the gold or blue pile, or from one of the two piles of cards discarded by previous players, and then discards any card. This card is placed face up in either the pile of gold discarded cards or blue discarded cards.

The first player to complete the set of required cards can reveal one of the chest cards. If, when face up, the card is an empty chest, the remaining chest cards remain face down. The game is then played in the same way as detailed above until one of the players discovers the treasure chest, winning the game.