TWO FOR ONE
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TRADES

Jorge Yau's TREASURE HORIZONS

Rulebook

Description

Treasure Horizons is a strategy game played on a 19-tile hexagonal board where players take turns navigating their ships to capture each other's treasure. Each turn involves moving within your own territory or taking over an adjacent territory.

Use traps and decoys along with swapping tiles within your territory to keep the other players guessing. Watch out! Don't fall for another player's trap otherwise they can take your tiles. Skillfully combine strategic navigation, hand control, tactical decisions along with careful observation, memorization, bluffing, and reverse-psychology to win. Play the *Classic Game* without **treasure rewards**, or play a *Heroic Game* with them.

Objective

Capture another player's treasure to eliminate them. Capture the final treasure to win the game.

Important! If all players run out of tiles in their hand, then the game automatically ends in a draw for the remaining players.

Setup

Create a map with the desired **special territories**. Each player selects a color, places the ship of their color on an empty edge location on the map, and starts with the tiles of their color in their hand specified below. Set up the **treasury** with the remaining tiles.

- **2 players:** 8 tiles each (1 treasure, 2 traps, 5 decoys)
- **3 players:** 6 tiles each (1 treasure, 1 trap, 4 decoys)
- **4 players:** 5 tiles each (1 treasure, 1 trap, 3 decoys)

Terminology

Special Territories

The game has colored discs that represent special territories and are used to set up the map. Each territory can have at most one disc. The special territories have the following names and effects:

- **Volcano:** Cannot enter this territory.
- **Fortress:** Look at one unoccupied tile when taking this territory.
- **Kraken:** Move another player's tile and ship to an empty territory when taking this territory. Afterwards move the Kraken to another empty territory.
- **Whirlpool:** Move your tile and ship to another empty territory when taking this territory. Afterwards move the whirlpool to another empty territory.

Treasury

The treasury contains the unused tiles and are stacked facedown separately by color and cannot be examined. After a player is eliminated, the remaining players randomly gain one new tile—or two tiles if they're the last two remaining colors—from the treasury and add them to their hands as *reinforcements*.

Team Matches

Play a 2-versus-2 game! Teammates can look at each other's hands and strategize together. However, they can only play the tiles of their own color. Teammates can enter each other's tiles, but cannot seize or swap each other's tiles. They do not reveal or activate tiles when moving onto a team member's tile.

When a player is eliminated, that player loses all of their tiles, but remains in the game until their entire team is eliminated. That player immediately *relocates* their ship to the same tile as their teammate. That team now shares one single hand and plays together as one color. The last remaining team wins.

Turn Rules

Each player takes turns going clockwise. During your turn, you <u>must</u> move your ship to an <u>adjacent</u> <u>unoccupied</u> tile. In the event that you cannot move, then your turn is skipped.

Gaining territory. You can claim an empty territory or seize another player's territory with a face down tile from your hand. To claim an empty territory, simply place your tile on it. To seize a territory, replace the other player's tile with your own tile. Then move your ship onto your newly placed tile. After seizing a territory, reveal the other player's tile and activate its effect.

Swapping tiles. When moving your ship to a tile of your own color, you can swap that tile with another tile in your hand only if you have one or more tiles in your hand.

Deadlock Resolution

Any player can declare a *Deadlock Resolution* on their turn if one is not already in effect. Once declared, players have 8 turns to cancel it by claiming or seizing a territory. If not canceled, each player counts down by 1 at the end of their turn until reaching zero. Then proceed with the Deadlock Resolution below.

Starting with the player who declared the Deadlock Resolution, each remaining player takes turns guessing the location of another player's treasure from their hand or the board, including occupied tiles. They reveal the guessed tile without activating its effect and keep it face up. The first player whose treasure is revealed is eliminated, ending the Deadlock Resolution. Flip all guessed tiles face down and grant the treasure reward to the player who guessed the treasure. Resume the game with the next player.

Tile Effects

Tile effects are activated after being seized. Once tiles are placed on the board, they cannot be examined.

Decoy (blank). No effect. Return it to the original player's hand.

Trap (swords). The owner of the trap randomly takes one tile from the hand of the player who triggered the trap—take one of their unoccupied tiles if they run out of tiles in their hand, without revealing it to the other players, and holds it *captive*. Captive tiles cannot be used. Treasures must be announced. Finally, return the trap tile to the owner's hand.

Treasure (treasure chest). When a player's treasure is captured, they are eliminated. Remove all their tiles and ship from the game. All remaining players randomly add tiles from the *treasury* to their hand. The player who captured the treasure gains control of the eliminated player's *captive* tiles, returning any tiles of their color back to their hand. They can then perform <u>one</u> of the following effects as a reward in a *Heroic Game:*

- Move any ship and its tile to another empty territory.
- Players close their eyes. Secretly look at one tile on the board.
- Force a player to reveal their hand to all players.
- Swap any two tiles on the board including any ships on them.

<u>The player or team who captures the final treasure wins!</u>

The Pirate Lords of Treasure Horizons

Zahra Sorya Thatche, daughter of the legendary Blackbeard, leads the pirate armada, **The Obsidian Tempest**, that unearthed the *Holy Grail*. The Grail's power manifests in extraordinary divine favors, enabling Zahra to control ocean currents, summon thundering tempests and spiraling whirlpools, or clear skies at will. It bestows her crew with unparalleled resilience, healing their wounds at a mere touch. She seeks the greatest treasures known to man.

Yi Hyun Shin, the great-grandson of naval legend Yi Sun Shin, commands the fierce pirate legion, **The Mystic Veil**. Discovering the *Cintamani Stone* in his youth, he harnesses its mystical power to materialize his thoughts, allowing him to read the minds of others and control the beasts of the sea. Guided by a brilliant mind and the legacy of his forebears, Hyun sails into the Treasure Horizons, decorated by an undefeated record in naval battle.

Cordelia Stone, the crowned Queen of Atlantis, commands the **Atlantean Fleet** with the *Orb of Atlantis*, the key to the lost city. Having defected from the oppressive royal navy, she battled for the independence of the ocean's denizens. Her unwavering resolve and principled leadership earned their utmost loyalty. Cordelia emerged victorious, shattering the shackles of tyranny, and standing as a symbol of freedom for those oppressed by the royal crown.

Zhong Yifan, son of the mythical demon slayer Zhong Kui, inherited his father's enchanted sword, *Zhenyu Mingdao*. Leading the elite Youdu Cai or **Underworld Eaters**, he sailed the seas into the spiritual underworld through volcanic portals with his powerful ethereal sword, traveling between realms and banishing malevolent spirits. Yifan's reputation as a formidable demon-slaying pirate spread far-and-wide, continuing the family legacy.

Contents

32 Hex tiles
4 Ships
1 Playmat
1 Rulebook
3 Red discs (Volcano)
3 Yellow discs (Fortress)
3 Blue discs (Kraken)
3 Black discs (Whirlpool)
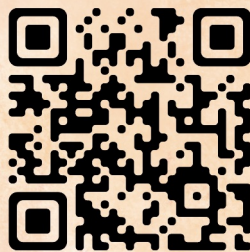
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Games by Two For One Trades

Treasure Horizons was released on February 5, 2024 and created by Jorge Yau Lee. He was born in Panama and is of Chinese descent. He lives in New York City.

Jorge is a software engineer, spiritual teacher, and board game enthusiast, having played since his early childhood. He regularly attends board game meetups and enjoys playing with friends. His life goal is for everyone to experience the joy of playing this game. His message for the world is to remember that life is beautiful because it is fleeting and because we have each other.

All characters and stories presented herein are entirely fictional, and any resemblance to real persons, living or dead, or actual events is purely coincidental.

Warning: Choking hazard! Not for use by children under 3 years of age.

Credits

Game Design & Concept: Jorge Yau

Art: Jorge Yau

Writing: Jorge Yau

Graphic Design: Jorge Yau

Editor: Sandy Chan

Play Testing: Sandy Chan, Michelle Tan, Kévin Soulard, Jonathan Reyes, Dawid Skiba, Jelad Salik, Toyas Dhake, Pedro Torres, Jennifer McFadden, James Leung, Pian Pian Xu, Sonya Khan, Beatriz Carreno, Alison Wu, and many more.

In the vast uncharted seas, legends speak of the Pirate Lords who each possess a mythical treasure that when combined grants the power to rule over the entire ocean. The time has come to set sail. The winds of destiny propel ships endlessly across the horizon. As players embark on this odyssey, they engage in a dance of strategy, cunning, and calculated risk. With each turn, the stakes rise and the relentless pursuit of dominance takes center stage. Traps are set, rippling sounds of eagerness and caution across the waters. In this quest for supremacy, players must master the art of deception, memory, and tactical brilliance to outwit their rivals. The game's objective is clear: seize a Pirate Lord's treasure to eliminate them, and ultimately, seize the elusive final treasure to emerge as the champion heralded across the seven seas. The waves echo with tales of the spirit who triumphs over the Treasure Horizons.