



UNEXPECTED TREASURES



By Friedemann Friese, for 3 to 6 players aged 13 years and up

CONTENTS

• 60 playing cards:

- 36 number cards (six sets of cards numbered 0 to 5)



- 24 mission cards (depicting 1 to 6 symbols)



Commission value

=

Sum of the value of goods

+

Bonus points

• 35 goods tiles:

- 8 x stools (value: 1 each)



- 8 x armchairs (value: 3 each)



- 3 x radios (value: 5 each) (can also be used as a joker)



- 8 x lamps (value: 2 each)



- 8 x televisions (value: 4 each)



•: "Joker"

"value of the goods"

• 6 contest chips (numbered 1 through 6)



• 1 cloth bag

• 1 set of playing instructions

OBJECT OF THE GAME

Players set out on a mission to collect old furniture from a bulky waste collection site and to turn a profit by selling their recovered goods to paying customers. It's first come, first served, but players are only able to take a few items home at a time. And they have to be wary of thieves, who are out on the prowl just waiting to steal the collected goods from the players' homes.

BEFORE YOU BEGIN

- Each player takes a set of number cards numbered 0 through 5.
- One contest chip will be required for each participating player (e.g. the number cards 1 through 4 will be needed for a 4-player game). Shuffle the contest chips face down. Each player takes one of the chips and lays it face up in front of him on the table (his play area).
- Place the unused number cards and contest chips back in the game box. They are not needed for this game.
- Put all goods tiles in the cloth bag.
- Shuffle the mission cards and place them on the table in a face down supply stack. Depending on the number of players, remove the number of cards shown below and return them to the box without looking at them.

Number of players	3	4	5	6
Cards removed	6	3	-	-

During the course of the game, lay the mission cards next to the supply stack. Place drawn goods tiles in the middle as bulky waste.

Setup for a three-player game:

Mission card supply stack



The missions:
place the mission cards here



Cloth bag with goods tiles

Helen



Bulky waste collection site:
place the goods tiles here



Angela

Tanja



ORDER OF PLAY

Each round consists of three phases which are played in the following sequence:

1. Depositing new goods
2. Selecting the number card
3. Stealing, plundering the bulky waste collection site and completing missions

1. DEPOSITING NEW GOODS

The most valuable treasures to be found are at the bulky waste collection site. And they multiply day by day!

- Draw 1 mission card from the mission card supply stack and place it face up next to the other face up mission cards (some may remain from the previous round).
- Next, take one goods tile from the cloth bag for each symbol shown on the mission card just drawn and place them in the bulky waste collection site, sorted according to their values.
- If less than 2 goods tiles per player are at the collection site, draw another mission card from the supply stack, draw goods tiles from the cloth bag based on the number of symbols on the new mission card, and place them, sorted as before, in the bulky waste collection site. Continue to draw mission cards until there are at least 2 goods tiles per player in the bulky waste collection site (**e.g. for a 3-player game, there must be at least 6 goods tiles**).
- Since players cannot always take all the goods tiles from the site in a round, in rare cases, there may be already enough goods at the site at the beginning of the round. If this happens, draw one mission card from the supply stack, draw the shown number of goods tiles from the cloth bag, and add them to the bulky waste collection site.

- When the players draw the last goods tile from the cloth bag, place all goods tiles turned in during the game back into the cloth bag and continue. All goods tiles in the players' possession or which are lying next to the mission cards stay where they are, and are not put into the bag.

2. SELECTING THE NUMBER CARD

First come, first served! But what kind of strategy will the competition employ?

- Each player secretly selects one of his 6 number cards and places it face down in his play area.
- Once all players have finished placing their selected cards, all players turn their card face up.
- If multiple players chose the same number, they contest for who can go to the site. Only the player with the lowest numbered contest chip may leave his card on the table and be able to plunder the bulky waste collection site. All the other players who took part in the contest (tie) must pick up their cards - they have to "stay home". Players who took part in the contest trade their contest chips with one another. (If three players took part in the contest, the first player trades his contest chip with the third player and the second player keeps his chip. If four players took part in the contest, the first player trades his contest chip with the fourth player and the second player trades his with the third.)

Example: Helen and Angela both selected the number 2 card. Helen has the contest chip with a 2, Angela has the chip with a 3. Helen gets to leave her number card on the table and Angela has to "stay home". Helen has to trade her contest chip with Angela, so that Angela gets the number 2 contest chip and Helen gets the number 3 contest chip.

3. STEALING, PLUNDERING THE BULKY WASTE COLLECTION SITE AND COMPLETING MISSIONS

Stools, retro armchairs, radio receivers ... everything the heart desires can be found at the bulky waste collection site. And the gained goods can be used to refurbish one's own apartment or they can be resold to a paying customer.

- In ascending order of the played number cards - from 0 to 5 - players take home their collected goods. The player with the lowest numbered card begins. So, if there is a 0 number card in play, the player with this card begins, and then the player with the 1 number card, and so on.

- **0 (The thief):** The thief can steal up to the same number of goods tiles from his fellow players as there are players who are on their way to the bulky waste collection site.

However, he does not go to the bulky waste collection site, but steals from the players who are busy collecting goods from the bulky waste collection site. Players who "stayed home" are not in danger of having their goods stolen from the thief. The thief gets to decide which goods tiles he wants to take from his fellow players, and can even steal more than one or even all goods tiles from a single player. **Important:** If a player has selected the thief in this round, he must choose a different number card in the next round!



- **1-5:** In ascending order of the number cards, beginning with the player who selected the number 1, the players rummage through the old furniture and appliances of the collection site. Each player may take a maximum number of goods tiles, as indicated on his number card. He places the goods he collected face up in his play area.



- Immediately after a player has taken his goods tiles - whether he played the role of the thief or one of the other treasure hunters (who did not "stay home") - he may complete one or more of

the mission cards lying face up among the active missions. Once a player has all the matching goods tiles depicted on one of the mission cards, he can complete the mission by trading in these goods tiles for the mission card, which he then places face down in his play area. A radio tile can also be used as a joker for any other goods tile. All traded-in goods tiles are gathered together in a pile, face down.



Example: Angela has one lamp and two armchairs. With these tiles she can complete one of the active missions that has a value of 20. She trades these tiles in and takes the mission card in return. She keeps the other lamp and television.

Important: The players who "stayed home" cannot complete any missions.

- Once all players have finished ransacking the bulky waste collection site, everyone picks up his number card. Players get to keep any collected goods tiles that were not used to complete a mission. If there are remaining mission cards and/or goods tiles, these also stay where they are. A new round can begin, starting at phase 1.

END OF GAME AND CALCULATING THE FINAL SCORE

Once the last mission card has been drawn from the supply stack, the round is played out until the end. The game is over once the round is finished.

Each player adds up the value of his completed missions, including the value of the goods tiles that he still has in his possession. The player with the highest score wins.

Author: Friedemann Friese

Graphics & design: Harald Lieske

Editors: Friedemann Friese, Henning Kröpke

Game instructions and translation: Birgit Irgang

English rules editing: Jay Tummelson

(c) 2012, 2F-Spiele, Bremen/Germany

Rio Grande Games

PO Box 1033

Placitas, NM 87043, USA

RioGames@aol.com

www.riograndegames.com

