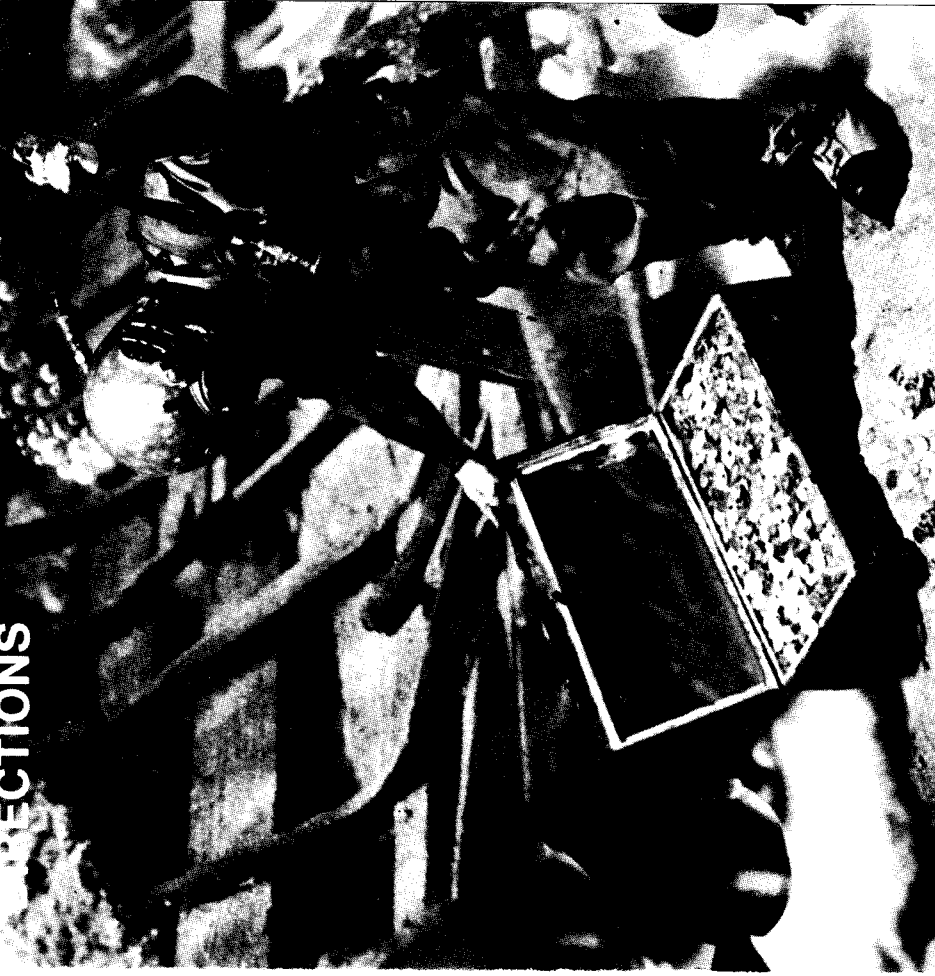


Sunken Treasure

DIRECTIONS



A GAME OF SKILL AND RISK

TO SET UP THE GAME:

1. Drop the coins through the diving holes at random.
2. Shuffle the cards and deal four, face down, to each player. Do not reveal your cards. Place the remaining cards face down to become the draw pile.
3. Appoint a banker, who gives each player \$10,000.

OBJECT OF THE GAME:

Be the player with the most money at the end of the game.

RULES:

1. Choose who goes first. Play continues clockwise.
2. In each turn a player will:
 - A. Play a diving card ("Dive for anything" or "Dive for gold," etc.) if he is able. If he is unable to dive for treasure, he must discard a card from his hand. Cards once played are placed in the discard pile.
 - B. Dive for the treasure (gold, silver, and bronze) as stated on the diving card played.
 - C. Take a card from the draw pile. You should have four cards in your hand when your turn ends. If no cards remain to draw, shuffle the discard pile to make a new draw pile.

3. DIVING FOR TREASURE

- The magnetic probe on the diver picks up the coins and may also buzz causing the ocean floor to rotate.
- A. You may rotate the ocean floor beneath the surface once before diving to expose coins. Say "free buzz" and touch the diving probe to the metal edge of one of the surface holes.
 - B. You may dive for only one coin in one risk area in each turn.

C. If you *drop* a coin but **DO NOT BUZZ**, you may try again.

D. If you **DROP** a coin and **BUZZ**, pay a \$2000 diving fee to the bank and your turn ends.

E. If you **RECOVER TREASURE** and **DO NOT BUZZ**, collect from the banker the diving card value **TIMES** the risk.

EXAMPLE:

Dive for gold \$15,000 in risk 4 collects \$60,000 (See the reward chart). The player keeps the coins; they are *not* put back into the game.

F. If you **RECOVER TREASURE** and **BUZZ**, collect only *half* the reward you would have received.

G. If you recover the coin type other than the one called for on the card, the coin is put back into a diving hole and the player pays a penalty of \$2000 to the bank.

4. **PENALTY CARDS** ("Share $\frac{1}{2}$ your treasure" — "Air line break lose treasure just recovered").

Only one *penalty card* may be played by an opponent after each turn. Penalty cards are played if desired in order clockwise starting to the left of the diver.

A. After a player has recovered treasure, another player (to the left in order) may choose to play a "Share $\frac{1}{2}$ your treasure" card if he has one. He then collects half of the money paid by the bank.

B. Or one "Air line break" card can be played. The player must put back into any diving hole the coin just recovered without receiving payment.

C. Penalty cards once played are placed on the discard pile. Replacement of penalty cards to bring hands back to 4 cards does not take place until the end of the player's next **TURN**.

5. If you run out of cash, you are out of the game.

6. Play continues with players alternating turns and ENDS when there are NO COINS LEFT, or if EACH PLAYER HAS PLAYED TWICE WITHOUT RECOVERING TREASURE.
7. The player with the most money at the end of the game is the *winner*.

REWARD CHART

DIVING CARD VALUE

	2	3	4	5
\$5,000	\$10,000	\$15,000	\$20,000	\$25,000
$\frac{1}{2}$ Treasure	(5,000)	(7,500)	(10,000)	(12,500)
\$10,000	\$20,000	\$30,000	\$40,000	\$50,000
$\frac{1}{2}$ Treasure	(10,000)	(15,000)	(20,000)	(25,000)
\$15,000	\$30,000	\$45,000	\$60,000	\$75,000
$\frac{1}{2}$ Treasure	(15,000)	(22,500)	(30,000)	(37,500)

Read the diving card VALUE across to the RISK to determine the REWARD.

EXAMPLE: \$15,000 in Risk 3 collects \$45,000.