

Silver & Gold

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100 CROSSES - 1000 TREASURES!

Players: 2-4 Personen

Age: 8 years and up

Duration: approx. 20 min.

Material

47 treasure cards

There are 12 cards in each colour (purple, orange, green, grey), except grey that has just 11. The treasure cards' boxes are crossed off during the game. A **completely** crossed treasure card earns the number of victory points indicated on the top left. On some cards, there is a seal on the top right that can be used to gain extra victory points (bonus).

Victory points



14 boxes

Seal



10 boxes

8 expedition cards (6 different patterns)

The expedition cards determine how many and in which order the boxes have to be crossed off. **One** expedition card is always revealed that applies to **all** players. As soon as seven of the eight expedition cards in total have been revealed, one complete round is finished.



There must be exactly 3 boxes crossed off in a straight line.

4 score cards



1 round card



These patterns are on the 8 expedition cards.

After each round is played, one of the 4 round boxes is crossed out.

4 pens



Setting up the game

Each player gets a **pen** and a **score card**, which they place face up in front of them. The **47 treasure cards** are shuffled. Each player takes **4 treasure cards** and selects **any two** of them, which they place face up next to each other in front of them. Each player returns the other two treasure cards to the stack.



score card



Sarah received four treasure cards and chose two of them to play with.

The **round card** is placed in the middle of the table face up. All the remaining treasure cards are now shuffled and placed face down in the middle of the table as a stack of treasure cards. The top **four treasure cards** in the stack are revealed and placed next to it as **displayed cards**. **Note:** The displayed cards are topped up to four cards over and over again during the game.

The 8 expedition cards are also shuffled and placed next to the displayed cards as a face down stack of expedition cards. Finally, any player is chosen as the player to start the game. **Note:** The start player always changes during the game after action 3 in a clockwise direction.



Round card



Stack of treasure cards



4 displayed treasure cards



Stack of expedition cards

Playing the game

Overview: **One** expedition card is always revealed. This card applies to all players – everyone crosses off boxes on one of their two treasure cards according to this card. 7 of the 8 expedition cards in total are revealed and boxes are crossed off accordingly – one card is then left and is **not** used. This is the end of the round. A total of 4 complete rounds are played in this way. Then each player counts up their victory points after the 4th round.

The following **3 actions** are always carried out one after the other:

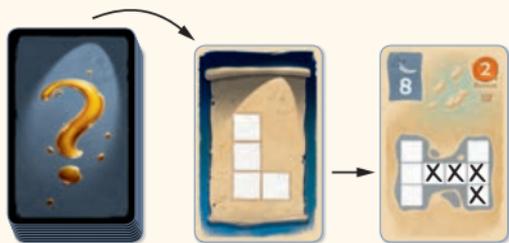
1st action: Reveal an expedition card

The start player reveals the **top expedition card on the stack** and places it face up next to the stack so it is clearly visible.

2nd action: Crossing off boxes

All players cross off boxes on any **one** of their two treasure cards – according to the pattern on the revealed expedition card. The pattern may be rotated 90° or 180° or mirrored but otherwise it must be kept completely unchanged and complete. **Each** treasure card box may be crossed off by the player exactly once, never several times.

Very important note: If a player **cannot or does not want** to use the revealed expedition card's pattern, they can **instead** cross just any one box on any of their two treasure cards. You **must** cross off a box in a round.



Linus crosses the L-shape on his treasure card (rotated 90° and mirrored).

Note: All the revealed expedition cards are stacked on top of each other during a round. You are not allowed to look in the stack to see which expedition cards have already been revealed.



If a player crosses off a box with a **cross symbol**, they have to immediately cross off another empty box anywhere on any of their two treasure cards. If this is a cross symbol again, they cross another empty box again, etc.

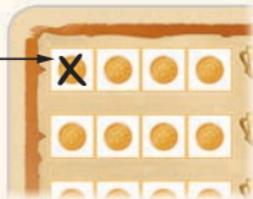


If a player crosses off a box with a **coin symbol**, they cross the next empty box on their score card, starting with the left box in the top row. The score card's boxes are crossed from left to right.

Once the first row is complete, you move to the second row, starting on the left again. The maximum has been

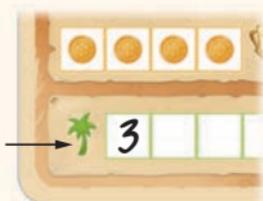
reached once all 12 boxes in the three rows are complete – any other crossed off coin symbols do not earn the player any more points and are forfeited.

Important: Once a coin row has been completed with 4 crosses, the player gets victory points for this (cup). These victory points are awarded in action 3.



If a player crosses a box with a **palm tree symbol**, they **immediately** get victory points for this. They receive one victory point for the crossed off palm tree and one victory point for each palm tree, which can be seen on the **displayed cards** at this time (palm trees visible on any other treasure cards do not count).

Tim crosses off a palm tree on one of his two treasure cards. This gives him one point. Two palm trees can be seen on the four displayed cards, this gives him another two points. Tim enters three victory points in the green palm tree score box.



Note: Each player can score palm trees four times in total on their score card – other crossed off palm trees do not earn them any more points.

3rd action: Complete row of coins or treasure card!

Any player who has completely filled one of their three rows of coins or one of their treasure cards (or even both) in action 2 now announces this **loudly and clearly**. Now it's the players' turn, beginning with the start player and then **in turn one after another**

in a clockwise direction, to resolve their complete rows of coins and completely filled treasure cards as follows.

Note: The cup points for a complete row of coins are then awarded when it's the player's turn.



If a player has crossed off all four coin boxes in a row on their score card, they cross out the cup on the round card that shows the highest number at that moment. Then they enter this number as victory points in the cup for the completed row of coins on their score card. If all 6 cups on the round card are crossed out, there are not any more cup points.

Linus is the first to complete a row of coins. He crosses out the cup with the number 6 on the round card and enters 6 points. The next player who has a row of coins gets 5 points (if it is their turn), etc.



If a player has **completely filled a treasure card**, they place it to the side (face up) next to them – it remains there visible to all players until the end of the game. The player takes a new treasure card as a replacement, **either** one of the four displayed treasure cards or the top face down card on the stack of treasure cards. If the player has completely filled their two treasure cards, they take two new treasure cards in the same way.

Note: The displayed cards are only topped up again to four cards at the end of their action by revealing the corresponding number of cards from the stack.



Sarah has completely filled the orange treasure card. She definitely has 12 victory points. She puts the treasure card to the side and takes a new treasure card from the middle of the table.

In the rare case that the stack of treasure cards is used up, the game continues as normal but the displayed cards are no longer topped up, and so there will be fewer of them.

Important: After action 3, the start player changes to the person sitting to their left.

End of a round

7 of the 8 expedition cards in total are revealed in the way described and used by all players to cross off the boxes – this ends the round. So **one** expedition card is **not** revealed and **not** used. The corresponding box on the round card is crossed out. Then all eight expedition cards are shuffled and put face down again as a stack to draw from.

End of the game

The game ends after four rounds. Any treasure cards not completed do not earn any victory points and are put to the side. Each player now adds up the victory points they have achieved on their score card as follows:

- Each crossed off coin box earns one point.
- Each cup earns as many points as the number on it.
- The numbers of the four palm tree boxes are added together.
- Each completely filled treasure card earns as many points as indicated on the top left.
- Seals on completely filled treasure cards earn 1 or 2 extra points for each separate, completely filled treasure card **in this colour**. If a player has several seals, **all** of these seals are scored accordingly.

The player with the highest number of total victory points is the winner. In the event of a tie, the player who has completely filled more grey treasure cards wins. If this also results in a tie, green decides, then orange, then purple.



Sarah has completely filled 6 treasure cards. This earns her 64 points. The grey seal earns Sarah 1 point per grey treasure card (= 2 bonus points). The orange seal earns her 2 points per orange card (= 4 bonus points). Nine crossed off coin boxes and the two cups earn 17 points together. The three scored palm trees earn 8 points. Sarah has therefore scored 95 points in total.