

# MINT-TIN TREASURE HUNTER

A Game Designed and Published By  
**Asgard Gamewerks**

Players: 2-4 Ages: 13+ • Game Play Time: 10-15 minutes

**Contents:** 54 total cards

## LOOT! Treasure Cards



36 Standard LOOT!  
Treasure Cards

4 Cursed LOOT!  
Treasure Cards

3 Instruction Cards + 1 Game Information Card

## Discovery Cards



9 Standard  
Discovery Cards

1 Wild!  
Discovery Card

### Game Objective: *Win!*

Be the player with the highest amount of collected Treasure Points (LOOT!) at the end of the game.

**2 players:** 20 rounds, use all cards.

**3 players:** 13 rounds, remove 1 random standard (non-curse) LOOT! Treasure Card.

**4 players:** 10 rounds, use all cards.

### How To Play: *Setup*

Prepare LOOT! Treasure and Discovery Card Decks based on number of players. Keep cards types separate and shuffle each deck thoroughly. Stack the Treasure and Discovery decks in the center of the play area next to each other and within easy reach of all players.

The youngest player starts by drawing three cards from the Treasure Deck and places them face up on the table in front of them. Then, in clockwise order, each player also draws three Treasure Cards and places them face up in front of them on the table, so all cards are visible to all players.

### How To Play: *1st Game Round*

The youngest player then starts the Game Round by turning over one Discovery Card and placing it face up on the table next to the Color Deck (reshuffle used Discovery Cards when the draw deck is empty).

Each player must then **Stash** into their personal LOOT! pile one Treasure Card from their display that **MATCHES THE COLOR OF THE FACE-UP Discovery Card** (if they have more than one card that matches, they choose).

If a player does not have a LOOT! Treasure Card that color matches the Discovery Card displayed, they **MUST Stash the LOWEST POINT VALUE CARD** from their "hand" into their LOOT! pile (including negative-point Curses!).

Cursed LOOT! Cards **MUST** be Stashed if that is the **ONLY** card in the player's hand that matches the current Discovery Card.

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The WILD! Discovery Card allows any color of Treasure Card to be Stashed.

But, if a player is holding the Wild Cursed LOOT! Card, they MUST Stash it.

It is possible for the Wild Cursed LOOT! Card to be in play until the last round —players beware!

Once all players have Stashed one of their Treasure Cards into their own LOOT! piles (this is how you score points), they then choose one card from their display to **Pass** to the player on their left.

**Important:**

PLAYERS CANNOT PASS A CARD THAT WAS GIVEN TO THEM BY ANOTHER PLAYER IN THE SAME ROUND.

Once each player has Stashed one card and Passed one card, they should have one card remaining on display, plus the card just received.

Then, in any player order, all draw one card from the top of the LOOT! Treasure Deck.

Once each player again has three cards on display, the current game round ends and the next round can begin.

**How To Play:** *Next Game Round*

Each following game round follows the same as order the first:

- **FLIP** the top Discovery Card
- **STASH** a LOOT! Card
- **PASS** a chosen card
- **DRAW** back up to 3 cards face-up

**Ending A Game:**

When the last LOOT! Treasure Card is drawn, each player should have one card remaining. That last card is added to their LOOT! pile.

**BONUS:** Any player whose last LOOT! Treasure Card (not Curses!) matches the current Discovery Card can add an extra 50 BONUS POINTS to their total score.

**Scoring:** Each player adds up their total LOOT! Points and the end game bonus point if it applies, then subtracts any Cursed Treasure Points to get their total score. High Score Wins!

In the case of a tie, the tied player with the most Curses! wins. If any players are still tied, they share the victory!

Keep track of scores over a series of games.  
Play to 500 or 1,000,000!



For more information on Mint Tin Treasure Hunter and other games published by Asgard Gamewerks, visit [www.asgardgamewerks.com](http://www.asgardgamewerks.com) or email [info@asgardgamewerks.com](mailto:info@asgardgamewerks.com)

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