



 **STARTER**

 **JUNIOR**

 **EXPERT**

 **MASTER**

 **WIZARD**

# GAME RULES

The object of Treasure Island is to discover the location of the secret temple with the treasure, using the hints given in the challenge. The game includes 4 puzzle pieces with a unique shifting mechanism and a fixed piece with the temple.

- 1** Select a challenge. Each challenge shows a treasure map of the island that is divided into hexagons. These hexagons can be one of four terrains: water (blue), hills (light green), mountains (grey) or forests (dark green). The treasure map is often incomplete (white hexagons). Harder challenges show fewer hints about the locations of the different terrains.
- 2** Place the puzzle pieces on the game board so that the terrains shown in the challenge match the terrains on the puzzle pieces:
  - If a hexagon is white in the challenge, you can choose which terrain you want to place there.
  - The position of the Temple is never shown in a challenge, but some challenges will show an “empty” light green hexagon where this temple is!
  - The position of the ship is never shown in a challenge either. Challenges will only show an “empty” blue hexagon instead.
  - Shifting puzzle pieces can be transformed in 4 different shapes, by moving OR rotating the two parts of each puzzle pieces against each other. The Temple piece cannot be altered.
  - Shifting puzzle pieces have an opening on 2 sides for the connector between the parts. You can only change the shape of a puzzle piece when these openings face each other. HINT: before you start playing, try out the 4 different options for each puzzle piece. Each shiftable puzzle pieces has different options.
- 3** When all puzzle pieces fit on the game board AND the terrains match what is shown in the challenge, you have found the solution...and the location of the treasure! There is only one solution for each challenge, which can be found at the end of the booklet.



STARTER

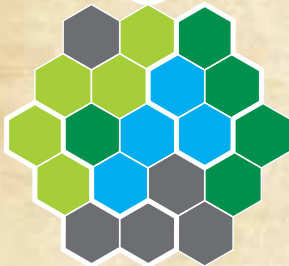


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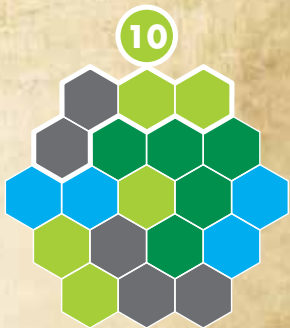


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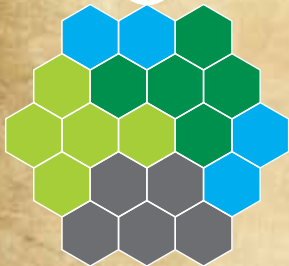


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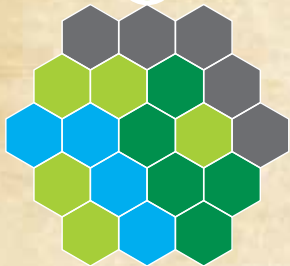


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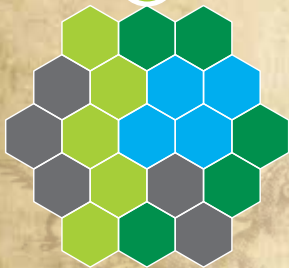
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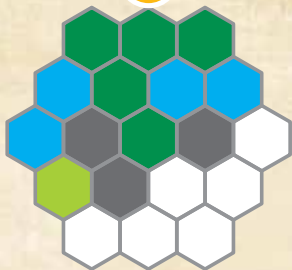
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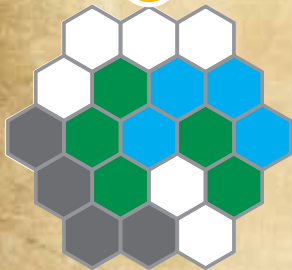
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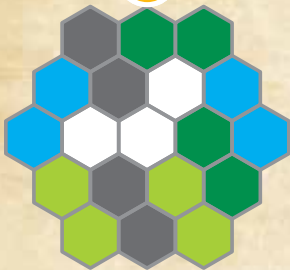
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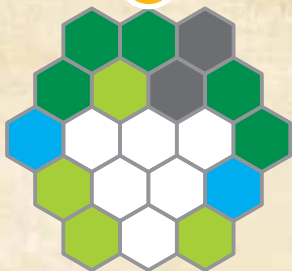


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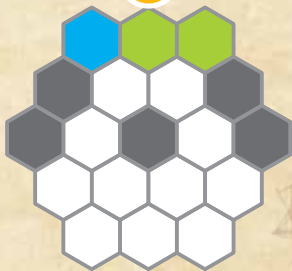
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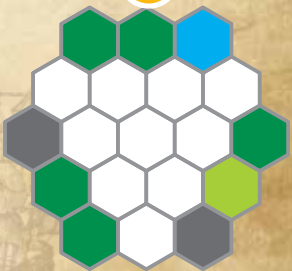
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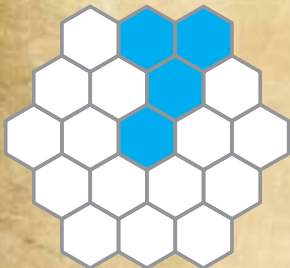
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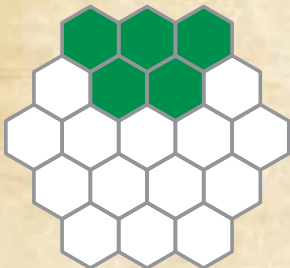
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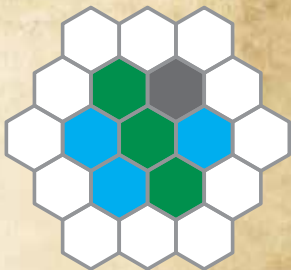
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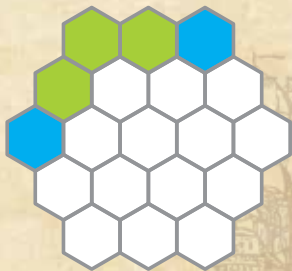
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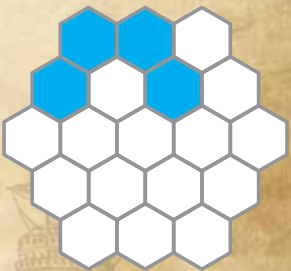
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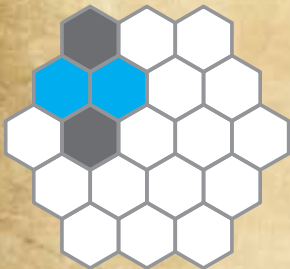


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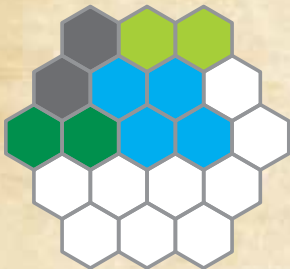


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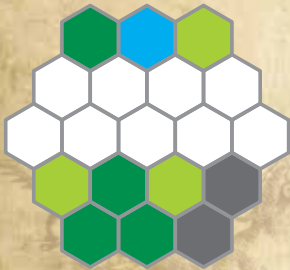
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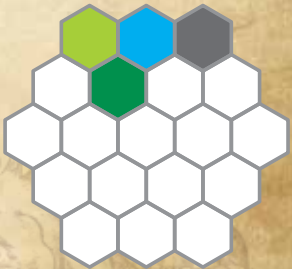
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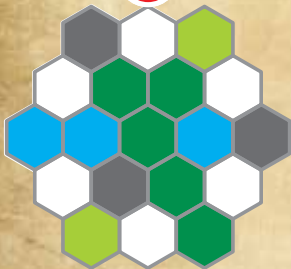


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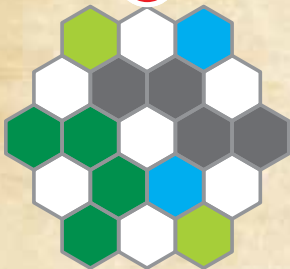


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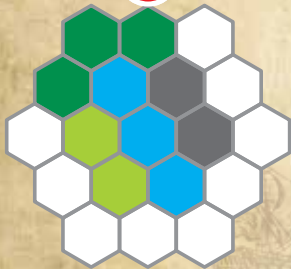
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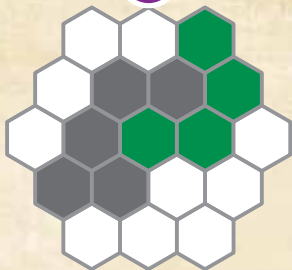
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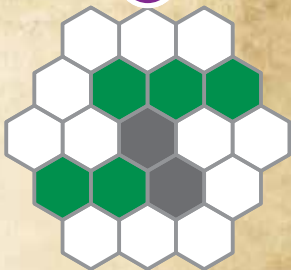
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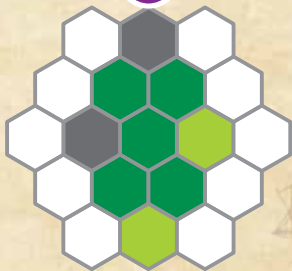
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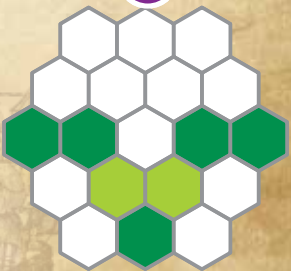
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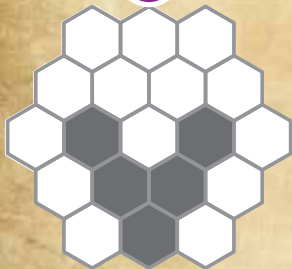


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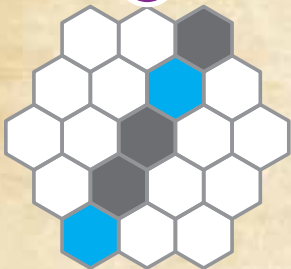


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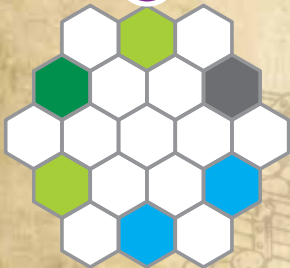
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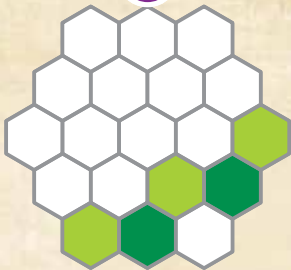


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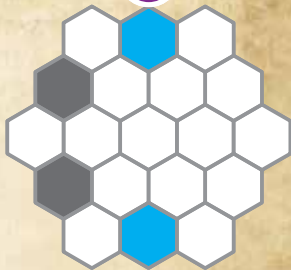




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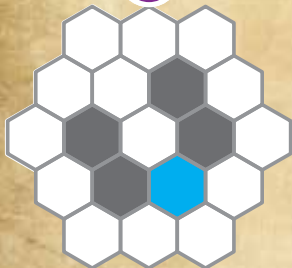


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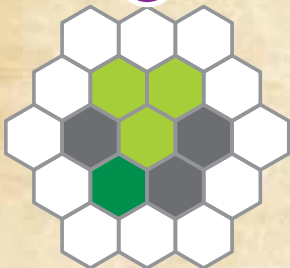


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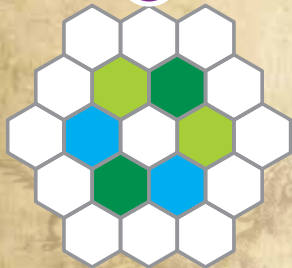
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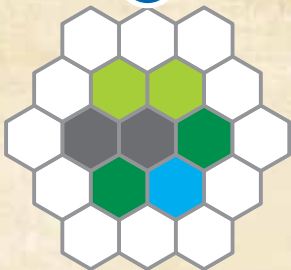
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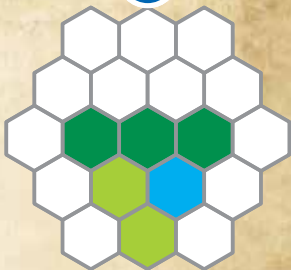
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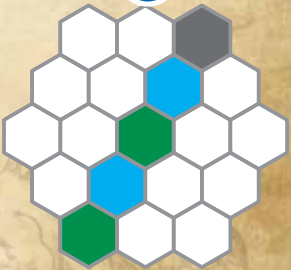
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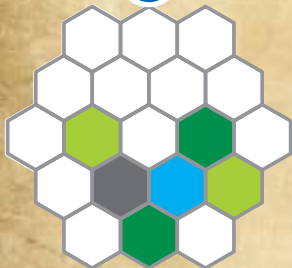
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WIZARD



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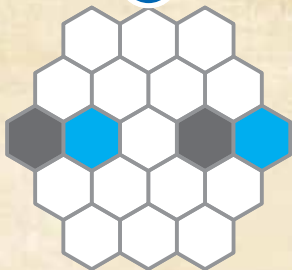
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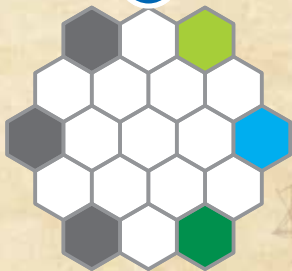
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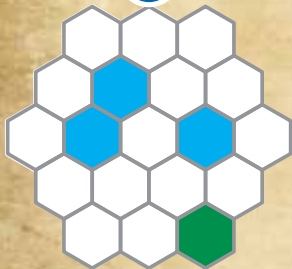


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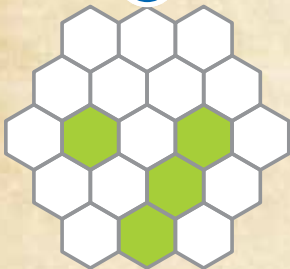


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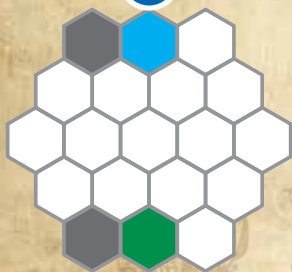
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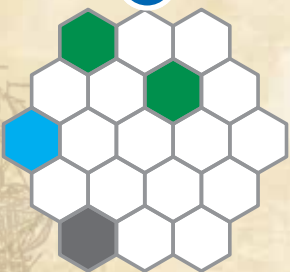
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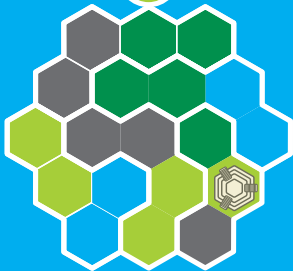


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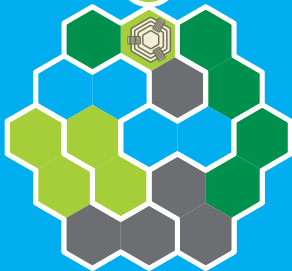


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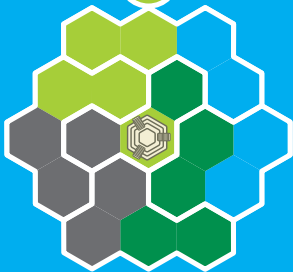
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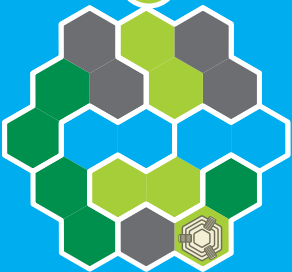
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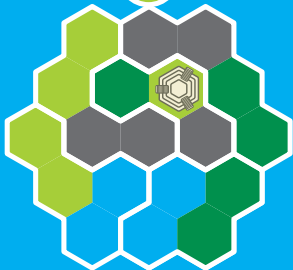
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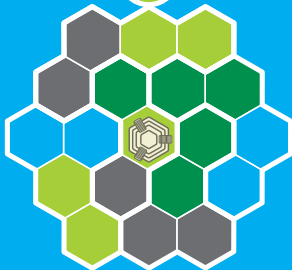


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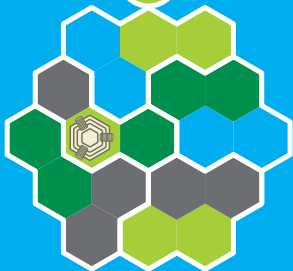
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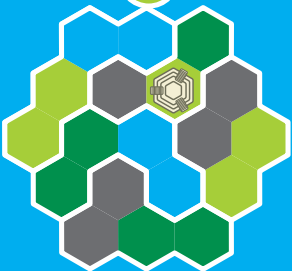
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# SOLUTIONS



## SOLUTIONS

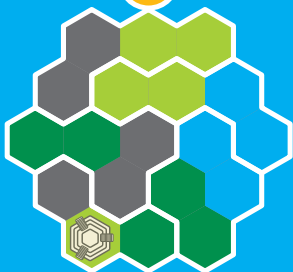
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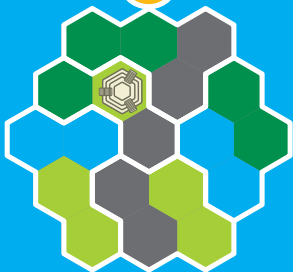


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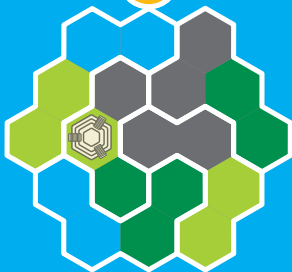


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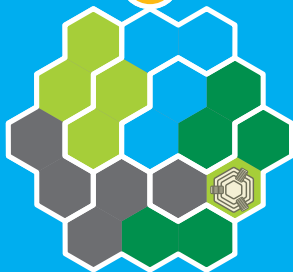


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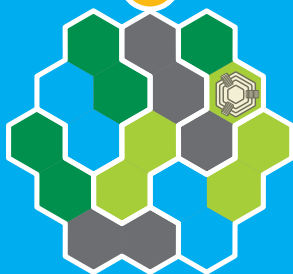
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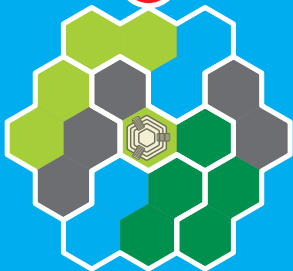


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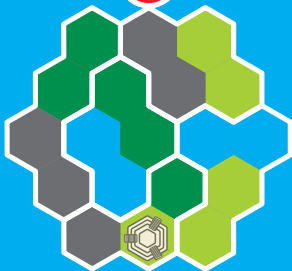


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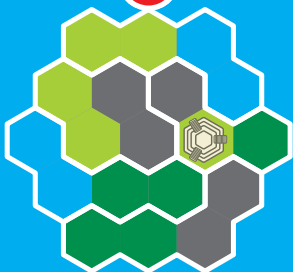
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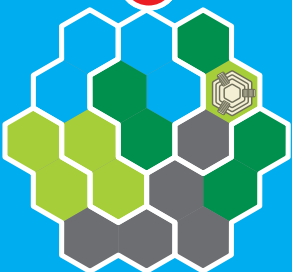
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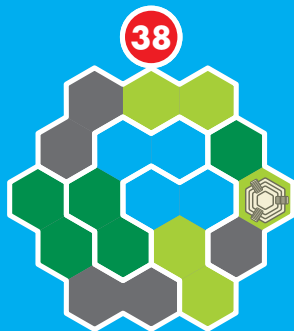
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## SOLUTIONS





# SOLUTIONS

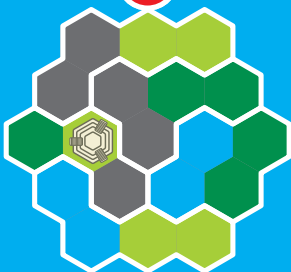
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## SOLUTIONS



# SOLUTIONS

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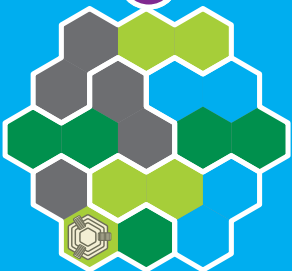
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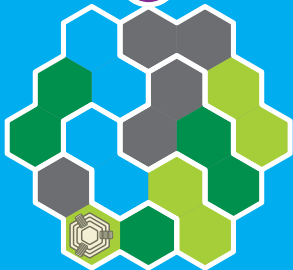


## SOLUTIONS



# SOLUTIONS

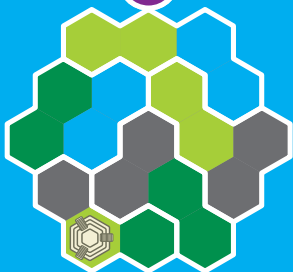
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## SOLUTIONS



# SOLUTIONS

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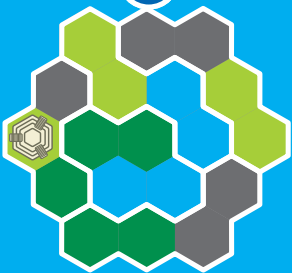
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## SOLUTIONS



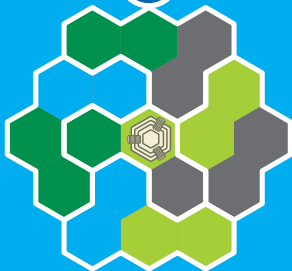


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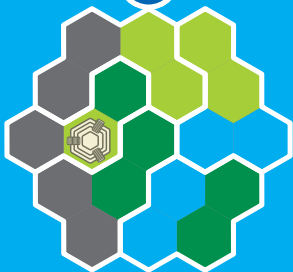
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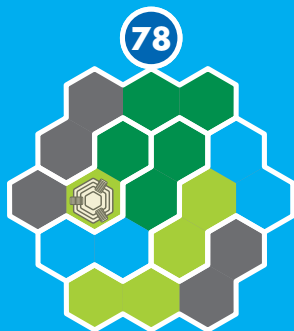
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## SOLUTIONS

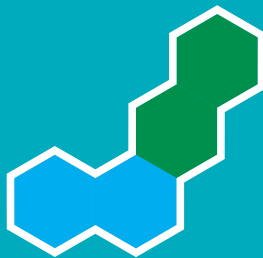




SG 098-A



SG 098-B



SG 098-C



SG 098-D



SG 098-E



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Designer: Raf Peeters  
Original product name:  
Treasure Island

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