



JEWEL HUNT

A Roll & Write Family Adventure Game

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“MY JEWELS! MY PRECIOUS JEWELS! THEY’RE GONE!!!”

The mischievous magpies have been at it again; they’ve stolen all of Queen Kiana’s beautiful jewels and stashed them in treasure chests throughout the kingdom. To open a treasure chest and recover the jewels you need a key, of course, and those have all been stashed in bluejay nests! Your task is to travel around the kingdom, recover keys from the bluejays, then use those keys to open treasure chests and collect the most loot!

In **JEWEL HUNT** 2-4 players compete to acquire keys to open up treasure chests and recover jewels. You’ll have to avoid all the home trees of those naughty magpies while you travel and make sure you don’t bump into any other adventurers along the way. You’ll also need to avoid the Wandering Grü, a fearsome creature who might steal some of your recovered jewels if he meets you on the road! Once all chests have been opened, the winner is the person who returns to the castle with the most jewels.

SETUP AND BOARD CREATION

- 12 x 12 grid of graph paper (or bigger for more players / a longer game)
- One 6-sided die and two different color 12-sided dice (aka "d12")
Don't have d12's? Page 5 offers a way you can use Google to roll instead.
- Tokens to denote each adventurer and the Wandering Grü. Small coins or buttons can work fine in a pinch.
- Paper to track keys and jewels acquired.

Mark out a 12 x 12 grid and number the edges 1-12 both along the top and left side of the grid. Write down the color name of one of your d12 along the top and the other down the left side. (see last page for example map)

Roll the two dice (or use your mobile phone, see page 5): each roll denotes a specific grid location.

CREATE THE KINGDOM MAP

1. **THE PALACE** - Identify a square somewhere along the edge of the map (but not a corner square) and designate it as **The Queen's palace**. Mark it with a star.
2. **TREASURE CHESTS** - Roll the two d12 **TWELVE** times and mark each result as a treasure chest location. This is geometry; one die indicates the number of spaces across from the top left corner, the other indicates the number of spaces down from the top left corner. If you would mark a space that's already occupied, roll again. Mark each chest with two diamond symbols.
3. **BLUEJAY NESTS** - In an identical fashion, roll the dice ten times to identify and mark down **TEN** bluejay nests. These are where you will go to acquire keys.. If you roll a space that's already occupied, roll again. Mark them with a key symbol.
4. **MAGPIE HOME TREES** - Now roll seven times to identify **SEVEN** magpie home trees. Mark them with an "X" and lightly shade the adjacent 8 squares to denote magpie territory. Home trees can't be in the same space as a bluejay nest

or treasure chest, but magpie territory can and most likely will overlay at least one treasure chest or bluejay nest. Just something you'll have to cope with in the game.

5. **THE WANDERING GRÜ** - Roll both D12 to identify the starting location of the Wandering Grü. He can safely appear anywhere, so it's okay if he starts in the palace, at a magpie home tree, or even on a treasure chest. Use a token to denote him; he'll be moving around as the game proceeds.

Every square not otherwise identified is assumed to be a meadow, farm or quaint little cabin that's benign and safe to travel through at top speed on your mad dash for keys and jewels.

SEE LAST PAGE FOR SAMPLE MAP, READY TO PLAY!

Note: For a harder game have less bluejay nests and more magpie home trees!

HOW TO PLAY

Each player starts in an unoccupied square immediately adjacent to the palace. Tokens should be placed in order of youngest to oldest and the youngest player (or the player with the most jewelry on) goes first and play then continues clockwise around the table.

EACH PLAYER'S TURN

Roll the D6 (that is, the six-sided die): That's how many squares you can move on this turn. You must move at least one square but otherwise can stop at any point along your route. You can't end up on the space you started and once stopped you cannot move again. When you're done with your move, you help the Grü move, as detailed below.

Important: You can never pass through an occupied square nor can you end up on the same square as someone else. In this game, people are rather shy.

IF YOU REACH A TREASURE CHEST:

If you're the **first person** to visit this treasure chest and you have a key:

Roll a D12. Congratulations! You recover that many jewels. Write that down on your score sheet and cross off one of your keys: It's stuck in the chest, unfortunately. Cross off one of the two diamonds on this map square that denote the location of the chest.

If you're the **second visitor** to this treasure chest and you have a key:

Roll a D12. Nicely done! You recover that many jewels from the chest. Write that down on your sheet and cross off one of your keys. This treasure chest is now empty, so cross off the second of the diamonds on this map square to remember.

If this is the last treasure chest to be emptied, it's a race back to the palace to see who wins!

Subsequent visitors:

That treasure chest is empty, darn it. But roll a D12: If you get a 3, 6 or 9 you find a key! Mark it down on your score sheet.

Note: You can search the same treasure chest more than once, but you can't camp out and grab all the jewels in two turns because you have to move at least one square each turn and can't end up in the same spot you started your turn.

VISIT A BLUEJAY NEST:

Roll two D12 and discard the higher value. By searching the bluejay nest, you find the number of keys that match the lower number on the dice. (Example: you roll 11 and 5. This means you get 5 magic keys). Mark down the number of keys on your score sheet.

ENCOUNTER A MAGPIE HOME TREE:

Automatically stop if you end up at a magpie home tree. Roll the D6. You lose that number of magic keys out of your inventory, or as many as you have if it's less than that number. Mark that down on your score sheet. Silly magpies!

Magpie Territory: You must appease the magpies by given them one of your keys as a toll payment to travel through magpie territory. One payment lets you travel through as much territory as you need, however, at least for this turn.

MOVE THE WANDERING GRÜ

The Wandering Grü is always on the move, so before you take your turn, you'll need to move him to a new spot! Roll a D12 and move the Grü as far in the specified direction as possible:

1	2	3
4	GRÜ	5
6	7	8

In other words, if you roll a 2 he moves as far as possible straight up to the top edge of the map. Note: If you roll anything higher than an 8, you're in luck and he stays put for a round.

If the Grü runs into someone, bad luck! They have to give the Grü one of their jewels. If they have no jewels, he'll take a key from that player. No jewels, no keys? He growls at them and just keeps moving further along the line. If, however, he has acquired something from any player (even you!) he lays down and rests for the remainder of the turn.

END OF TURN - Next player takes their turn.

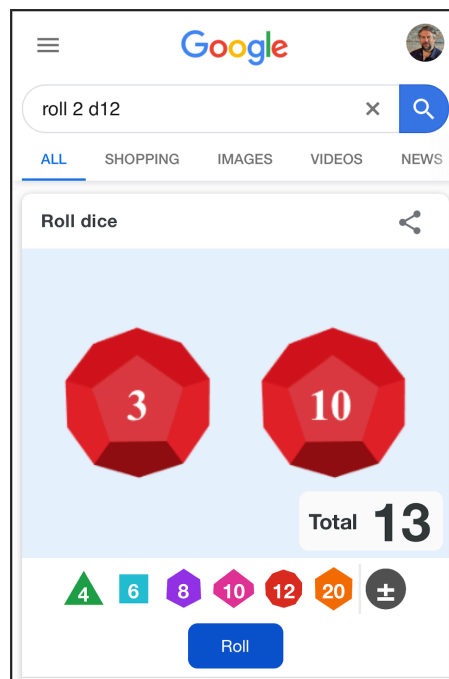
THE RUSH BACK TO THE PALACE (GAME END)

As soon as the last treasure chest has been emptied, it's time for everyone to rush madly back to the palace and see who has collected the most jewels. Beware, though, you still have to get there without encountering the Wandering Grü! Take turns as usual for this last phase, and once you land on the palace square, **remove your token from the board**.

When the last player arrives, it's time to find out who wins the favor of Queen Kiana by returning the most of her pilfered jewels. In the event of a tie, the younger player wins. Congratulations, you're the winner of Jewel Hunt!

SPECIAL NOTE: DON'T HAVE 12 SIDED DICE?

You can have Google roll for you! Search for “**roll 2 d12**” in your mobile device's Web browser. Now you'll have this result:



Tap “**roll**” each time you need to roll two d12. Need just one? Use the first of the two shown! Easy enough...

JEWEL HUNT SAMPLE MAP

blue d12

1 2 3 4 5 6 7 8 9 10 11 12

red d12

1	×							♦♦				
2			🔑						×		♦♦	
3						♦♦				♦♦		
4	🔑							🔑				
5					×				♦♦			🔑
6		♦♦										
7		×			♦♦			🔑				★
8					🔑						♦♦	
9			♦♦				♦♦		×			
10	♦♦				×						🔑	
11								♦♦				
12					🔑						×	

the palace! →

treasure: ♦♦ bluejays: 🔑 magpie homes: ×

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