

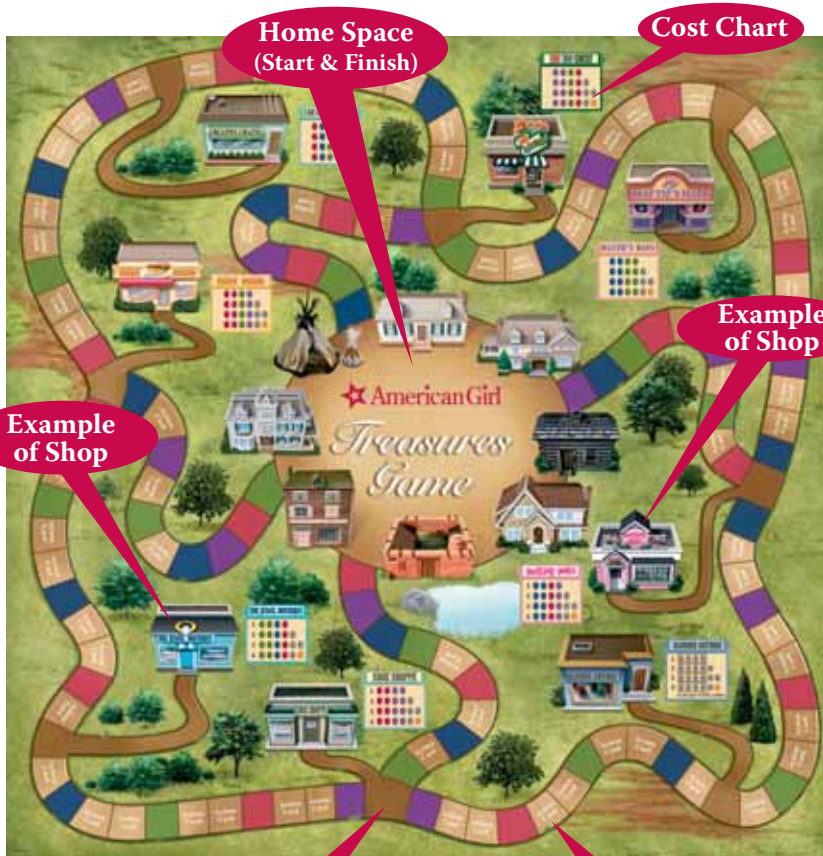
Treasures Game

OBJECT OF GAME

Each American Girl® has keepsakes that she treasures! Play as your favorite American Girl® character and collect her favorite keepsakes. The first player to collect 4 keepsakes and get back to the home space wins!

Contents:

1 Game Board, 8 American Girl® Movers, 64 Keepsake Tokens, 110 Cards (75 Travel & Trade Cards, 35 Action Cards), 4 Trunks



| Mover | Tokens | | |
|---|--|---|---|
|  | Front  | Back  | |
| | Front  | Back  | |
|  |  |  |  |
|  |  |  |  |

Your character's mover and keepsake tokens can be easily matched by color.



Please remove all components and compare them to the content list. If any items are missing, please call 1-800-524-TOYS (8697). Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

GET READY!

1. Open the game board and place it in the center of the playing area.
2. Select an American Girl® mover, and place it on the Home Space. The Home Space is the circular area in the center of the game board, which is surrounded by all of the American Girls' homes. Players will start and finish the game on the Home Space (NOT on their character's specific home).
3. Your character's keepsake tokens match the color of your American Girl® mover. Separate them from the rest of the tokens.
4. Set the movers that will not be used away from the game board. Also set aside the keepsake tokens that match those movers.

5. Pick up the tokens that match your mover and place one in each of the 8 shops on the game board. Set the tokens faceup (so you can see the images of the keepsakes). When all players have done this, there should be a token in each shop for each player.

Example: If there are 4 players who have chosen to play as Kit, Molly, Addy and Samantha, then there should be 4 tokens in each shop: 1 for Kit, 1 for Molly, 1 for Addy and 1 for Samantha.

6. Select one of the trunks. As you collect your keepsakes, you can keep them inside!
7. Separate the Action Cards from the Travel & Trade Cards, and then shuffle each pile.
8. Lay the pile of Action Cards facedown near the game board within easy reach of all players.
9. One player should deal the Travel & Trade Cards, giving each player 6 cards—don't let the other players see your cards.
10. The rest of the Travel & Trade Cards will form a special draw area: somewhere near the game board, place the pile of Travel & Trade Cards facedown to form a draw pile. Then flip over the top 5 cards next to the draw pile and lay them out in a row. (See diagram.)
11. Now you are ready to play. Play moves “clockwise,” which means that after your turn the player to your left will go. The first player to shout out her favorite American Girl® character goes first!

HINT: Each Keepsake Token has the name of its specialty shop on the back. You can start the game by putting the tokens in the correct shop, or you can simply put one token per color in each shop. Tokens may get moved around while you play the game, so don't worry if a dress ends up in “Dandy Dishes”!



Your draw area will look like this:



LET'S PLAY

QUICK LOOK AT HOW TO PLAY

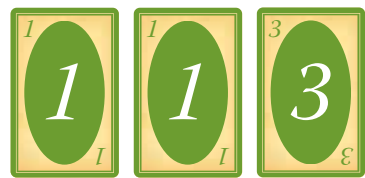
On your turn, you will do these three things:

- **TRAVEL:** You **MUST** always move your mover at the beginning of your turn. You will use Travel & Trade Cards to move.
- **TRADE:** After you have moved, you may trade for a keepsake **IF** you are in a shop and have the correct Travel & Trade Cards to make the trade.
- **DRAW:** **ALWAYS** draw new Travel & Trade Cards at the **END** of your turn (“end-of-turn cards”).

Each of these 3 steps is explained in more detail below. **Please READ these sections fully before beginning.**

TRAVEL

- When traveling on the game board, you can move your mover in any direction, but you cannot switch directions during your turn. **NOTE:** If you are leaving from the Home Space, or returning to the Home Space, you can use **ANY** connecting path.
- You **MUST** have an exact count to land on all spaces, **EXCEPT** shops.
- Players cannot share spaces, **EXCEPT** shops and the Home Space.
- Now that you know how to get around the board, you are ready to travel. Take a look at the cards in your hand. You will see that each card has a color and a number.
- On your turn, move your mover by playing as many **SAME**-colored cards from your hand as you want, and then adding together the numbers on those cards.

Example: Let's say you have these 3 **GREEN** cards in your hand:  → You can play all 3 cards on your turn and move 5 spaces. But, if you don't want to move all 5 spaces, you don't have to play all 3 green cards—you could play the 3 and a 1 and move only 4 spaces, or you could just play the 3 and move only 3 spaces.



HINT: It might be helpful if you arrange your hand so that matching colored cards are next to each other.

- You have to move your mover the same number of spaces as the total on the cards played (except when entering a shop).

HINT: Why does the number of spaces you move matter? You may want to land on an Action Card space or you may be ready to make a trade and need to get to a shop. Try to use your Travel & Trade Cards wisely to get where you need to go!

• There are **SPECIAL SPACES** on the game board with special rules:



Home Space (Start & Finish) – The American Girl® characters’ homes are in the center of the game board, circling the Home Space. You will start the game here, and you will also need to get back here to win the game, using any connecting path. When you return “home” at the end of the game, you will still need to land in this area by exact count.



Action Card Space – Whenever you land here, take an Action Card and do what the card says right away. Discard the card when you are done by placing it on the bottom of the pile. **REMEMBER:** If an Action Card tells you to draw Travel & Trade Cards, do that in addition to the cards you will draw for ending your turn (“end-of-turn cards”). Also, only take an Action Card on your turn (if your mover is swapped to an Action Card Space, don’t take one).



Shops – The 8 specialty shops are where you will trade for your character’s keepsakes. The shops are the only spaces on the game board in which you do **NOT** need an exact count to land on them—as soon as you stop on the brown “driveway” space connected to the shop, you are in that shop! To find out how to trade for keepsakes, read the section called “TRADE.”

- When you are done moving, discard the cards you played (build one discard pile for all players to use).
- If you landed in a shop and are able to make a trade, you may do that now (see “TRADE”). You can land in a shop when you are not able to make a trade, but, remember, you will have to move out of that shop on your next turn.
- At the end of your turn, always draw new Travel & Trade Cards from the draw area. You get to draw 2 facedown cards OR 1 faceup card (read “DRAW TRAVEL & TRADE CARDS” for more information).
- Bonus! If you ended your turn on a space that is the same color as the Travel & Trade Cards you played to move, then you get to draw 1 additional facedown card to add to your hand.

HINT: Plan ahead! As you travel, remember that you will need to use your Travel & Trade Cards to trade for a keepsake in a store. Try to think ahead to the cards you’ll need for trading, and travel with the rest.

TRADE

- To trade for a keepsake, you must be in a shop. Since you do **NOT** need to have an exact count to land in a shop, you may play cards that total a higher number and then just stop at the shop when you reach it.
- Next to each shop, there is a Cost Chart. The **TOP** row of the chart shows you the cost of a keepsake in that shop (ignore all other rows).

EXAMPLE OF HOW TO TRADE

Cost of Keepsake →

| | | | |
|---------|---------|---------|---------|
| 1 | 2 | 3 | 4 |
| ● ● ● ● | ● ● ● ● | ● ● ● ● | ● ● ● ● |
| ● ● ● ● | ● ● ● ● | ● ● ● ● | ● ● ● ● |
| ● ● ● ● | ● ● ● ● | ● ● ● ● | ● ● ● ● |

=

| | | | |
|---|---|---|---|
| 3 | 1 | 4 | 5 |
| ε | T | T | S |

To collect a keepsake from this shop, you have to play cards in these colors.

- To collect a keepsake, you will trade Travel & Trade Cards from your hand in the same color combination as the cost of the keepsake (one card for each oval).

- Gray is **WILD!** If the cost of your keepsake includes one or more gray ovals, then you can match those ovals with cards in any color or colors. For example, you can play 1 blue and 1 orange to match 2 gray ovals.

4-of-a-kind WILD: There is one Cost Chart in which 4 gray ovals are connected together like this →



- Remember that you can **ONLY** collect the keepsakes for your character, which will match the color of your mover. If you land in a shop that does not have a keepsake for your character, then you can’t collect anything there.
- After you have collected a keepsake, you can keep it in your trunk! You only need to collect 4 keepsakes to win!
- When you have completed your trade, discard the cards you played in the discard pile.
- Your turn is now over, so remember to draw new Travel & Trade Cards from the draw area. You get to draw 2 facedown cards OR 1 faceup card (read “DRAW TRAVEL & TRADE CARDS” for more information).

DRAW TRADE & TRAVEL CARDS

ALWAYS END YOUR TURN BY DRAWING

- from the draw area to add to your hand. You can choose to draw 2 cards from the facedown pile OR 1 card from the faceup row.
- Why the choice? Maybe you aren't picky about the color you get, but want to add more cards to your hand—then you would choose 2 cards from the facedown pile. But maybe you need a certain color card to trade with, such as a red card, and you can see there is one in the faceup row—then it might be worth it to take that card.
- If you draw a faceup card from the row, refill it by turning the card on top of the draw pile faceup in its place.
- You can't have more than 12 cards in your hand at a time. If you go over 12, discard the extra cards right away. You can discard whichever cards you choose.
- Don't forget, you can draw a BONUS card from the facedown pile if you land on a space that matches the color of the cards you played to move.
- If you run out of cards in the Travel & Trade draw pile, reshuffle the discarded cards to make a new draw pile.

When you end your turn, draw...



1 Card that you can see

OR

2 Unknown cards

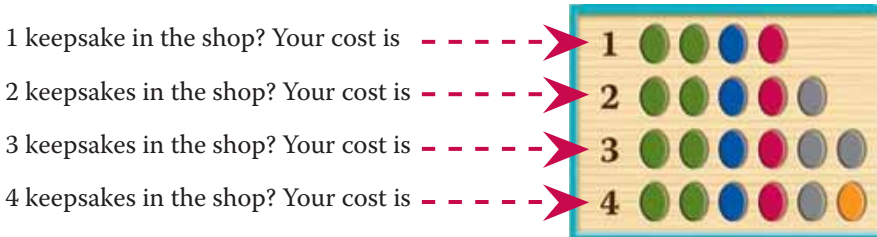
WINNING

- After you have collected 4 of your keepsakes, race back to the center of the game board where all of the characters' homes are. You must land on the Home Space by exact count.
- The first player to reach the Home Space after collecting 4 of her keepsakes wins!

HINT: For a longer game, collect more keepsakes. For a shorter game, collect less.

ADVANCED GAME

- You have probably noticed that there are actually 4 numbered rows in each **Cost Chart**. This is because, in the advanced game, the cost of a keepsake depends on the number of keepsakes in a shop.
- When you land in a shop—or as you travel toward a shop—count the number of keepsakes in that shop. Now look at the row on the **Cost Chart** that has the same number. That's the cost of your keepsake:



- The more keepsakes in a shop, the higher the cost will be. Whenever a player collects a keepsake in a shop, the cost of the remaining keepsakes goes down.

NOTE: At the start of a game, the number of keepsakes in each shop is the same as the number of players. If there are only 3 players, then there will only be 3 keepsakes in the shop, so the highest cost would be row number 3.

- Remember the 4-of-a-Kind Wild? The connected gray ovals still work the same: you can play 4 cards of any ONE color to match those ovals. But, in some of the rows in that Cost Chart, there are additional ovals. Don't forget that you must trade one card for each oval in the row.