



Explore mysterious islands to unearth and collect their hidden artifacts & treasures.

Outfit your expedition, traverse myriad fog-shrouded islands, reveal their terrain, dig through strata layers, discover tools and artifacts using them to collect treasures, all while avoiding sabotage, theft, booby traps and storms.



Your choice: Compact or expansive game.
 Game duration based on number of islands.
 Random arrangement for different scenarios.

ISLAND LAYERS	
From Top to Bottom	
TOP	SHROUD Hides the terrain
↓	Move to any Island Use anytime & second
↓	ACTION CARD Alter Game Play
↓	TERRAIN Shows Tools Required to Start Exploration
↓	TOOLS Needed for excavation
↓	STRATA Identifies Tools Required to Dig Deeper
↓	ARTIFACT Unlocks Treasure & Strata
↓	TREASURE
BOTTOM	BASE



Player's ships move among shrouded islands with layered pits that require excavation. Disembark to discover the terrain. Dig if you have the necessary tools.



The terrain layer reveals the initial tools needed to dig in the pit. Your expedition can only continue with the proper tools.



Once the terrain is removed, the expedition will find a random action card, a coin and tools. Do you have the tools to start excavating?



With the strata layer exposed you'll know which final tools and/or artifacts are needed to finally complete the exploration and treasure retrieval.



Breaking through the final layer allows your expedition to collect artifacts, retrieve and unlock the treasures. Watch out for booby traps.

<p>Mechanics: Worker Placement, World Building, Set Collection</p> <p>Genres: Family Game, Treasure Hunt, Strategy Game.</p>	<p>Components: 35 island tiles with 3D pits, one supply island with tool shed, 30 coins, six ships, 40 action cards, 50 tool cards, 35 strata cards, 35 artifact cards, 35 treasures, five booby traps.</p>
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