

TREASURE STEAL

Ages 4+ | Family based | 2+ players

AIM OF THE GAME



• To steal the treasure by getting past the guards.

EQUIPMENT



 Any items that can act as treasure, i.e. cones, balls, books, toys etc.



- One child or team are the explorers who try to capture the treasure, and one child or team are the guards who must protect the treasure.
- Spread the treasure out in a safe area and select a starting base.
- The explorers move to get past the guard to steal the treasure. If they manage to grab one piece of treasure without being tagged by the guard, they are safe and allowed to take it back to their base before going again.
- If the guard catches them, they must return the treasure and go back to their starting base to try again.
- The game ends after all the treasure has been captured. If playing with multiple explorers, whoever has the most treasure at the end wins the game.
- After each game swap the guard so everyone gets a turn at being the guard and everyone gets a turn at being an explorer.



GAME VARIATIONS



- Award points to each piece of treasure to see who can collect the highest value of treasure in three minutes.
- 2. Guards turn into specific animals to protect the treasure and must move like their chosen animal.
- 3. The treasure is on a rock surrounded by water which the guard must stay within. They are restricted to a certain area to protect the treasure.