

Our
Rule
Book

OFFICIAL TRANSPORTATION MAP

WASHINGTON

I can't wait to travel the backroads, see the national parks, and visit our 20 great-grandparents with Paul in our new motorhome! Unfortunately, there isn't room to take all our favorite things with us. But I'm so happy you will be enjoying them while we're gone! They just don't make things like they used to!

Toodeloo, Mona

P.S.: Will you please finish my paint-by-numbers? Wish I could take them with me, but Paul says it's too messy for the road. Instead I got us an 11,000 piece jigsaw puzzle to do together. Paul's going to be thrilled!



**WATCH OUR
HOW TO PLAY VIDEO:**

www.gbecks.com/amt-vid

OVERVIEW

Recent retirees, Paul and Mona, are heading off on a cross-country adventure in their motorhome. With no plans to return anytime soon, they would LOVE to give you their “treasures” so you can enjoy them. Bless their hearts! In this game, you will be helping them sort and pack their stuff, but just a heads up, these items may have more “sentimental” value. Do your best to take home as few of their treasures as possible. Less is more!

There are two different ways you can play this game: the Classic Game and the Progressive Game. The Classic Game is ideal for beginners and those who prefer a quicker game. In the Progressive Game, there are more rounds and your hand increases in size as you play.

CONTENTS

- Paul and Mona's Treasures Cards:
 - 1 or 11: three of each color
 - 2, 3, 9, 10: two of each color
 - 4, 5, 6, 7, 8: four of each color
- Wild Cards: three of each, nine total
- Two Blank Replacement Cards
- Six Reference Cards
- 2 Score Pads



OBJECTIVE

In this game, you will pack Paul and Mona's Treasures by sorting them into various Collection Patterns. The player who lays down the most cards and scores the fewest points becomes the winner.

CLASSIC GAME PLAY

Setup

1. Shuffle the cards (not including the reference and replacement cards).
2. Give each player a score sheet and reference card.
3. Deal eight cards to each player.
4. Place the remaining cards facedown in the center of the table and flip the top card to start the discard pile.
5. The player to the left of the dealer plays first, and play continues clockwise.

Note: You will only use one side of the score sheet. For example, if you are playing the Classic Game, you will use the left or right side of the front of the score sheet only. Use the remaining score section to play another game. The back of each score sheet is for the Progressive Game.

On Your Turn

1. Draw a card from the draw pile OR from the top of the discard pile.
2. If able, play cards in the playing area.
3. Discard one card.

GAME DURING PLAY

Player 4's Collection Pattern
(Not yet completed)



Player 2's Collection Pattern



Draw Pile



Discard Pile

Player 3's Collection Pattern



Player 1's Collection Pattern



Playing Cards

- When you have achieved one of the Collection Patterns available to you (see below), play those cards on the table in front of you.
- After you have laid down your own Collection Pattern, you may continue to play cards on your pattern, or patterns laid down by others, in the following ways:
 - Add cards of the same number to sets.
 - Add cards to the beginning or end of suited runs.
 - Add cards of matching color and number to pairs.

Note: You cannot play extra patterns even if you have them in your hand. You may play your chosen Collection Pattern, and then you may add to what has already been played.

Collection Patterns

Collection Patterns are made up of sets, suited runs, and suited pairs. Players may only use each Collection Pattern once per game.

- **Sets** are cards of the same number in any variety of colors. For example: one Blue 4, two Red 4s, and one Yellow 4.
- **Suited Runs** are cards in numerical order of the same color (Suit). For example: one Blue 1, one Blue 2, one Blue 3, and one Blue 4.
- **Suited Pairs** are two cards of the same color and number. For example: two blue 3's, two yellow 7's, etc.

Collection Patterns may only be played when they are complete. You cannot play a partial collection unless it is the end of the round (see End of Round).

There are five types of Collection Patterns a player can choose from:

2 Sets of 4



**2 Suited
Runs of 4**



**1 Set of 4 &
1 Suited Run
of 4**



**1 Suited
Run of 8**



**4 Suited
Pairs**



Wild Cards



Wild cards can be used in place of any card within the range marked in the corner (1-6, 6-11, or 1-11). Wilds represent any color.

Swapping Wilds

On your turn, you can use wild cards that have been played if you have the exact card the wild was used to represent. The swapped wild must be played on that same turn, and may not be kept in your hand for future use.



A player can swap and use wilds to help them lay down their Collection Patterns, but they **MUST** be played with their chosen Collection Pattern.



For Example: Player 1 previously played a Collection Pattern that included a Yellow 5, 6, 7, and a Wild (the Wild is standing in for a Yellow 8). Player 2 has a Yellow 8 in their hand. Because the Yellow 8 is the exact card Player 1's Wild is standing in for, Player 2 can swap the Yellow 8 in their hand for Player 1's previously played Wild. Player 2 must then use that Wild to play their Collection Pattern on the same turn.



Player 2 swaps their yellow 8 for Player 1's Wild.

Player 2's Collection Pattern



Player 2 uses that wild to lay down his own collection pattern.

“Can I Have It?”

- After one player discards, and before the next player draws a card, if any player wants the top card from the discard pile, they may say “Can I have it?”
- The player whose turn it is next can choose to say “I want it” and must then pick up the discarded card and place it in their hand, with no requirement to take an extra card.
- If that player says “I don’t want it,” the opportunity passes to the next player in clockwise order. Any player who takes the card out of turn must take an additional card from the top of the draw pile.



- If no one else wanted the card between the next player and the player who said “Can I have it?,” the player who called for it must take the card and an additional card from the draw pile.
- While a player cannot pick up an additional card when it is their turn, they can say “Can I have it?” for a card they themselves discarded.

Note: As long as the next player has not begun their turn, the top card of the discard pile can be “taken” using the steps above. An empty discard pile is not refilled from the draw pile.



Grandpa Tip: Extra cards may be advantageous toward your Collection Pattern. However, unused cards do count toward your final score.



Ending the Round

The round ends when any player plays or discards their last card. Players who played a Collection Pattern must mark off one of the possible collection patterns from their score sheet, eliminating that option for the rest of the game.

Players who have not played cards examine their hands. If they have one of the following options, and have the corresponding Collection Pattern available, they may play those cards. This allows them to have a lower score this round. However, they must mark off the available Collection Pattern, eliminating that option for the rest of the game. So think carefully about whether to play cards in this manner.

Note: This is not a full turn. No cards may be drawn or discarded. This portion of the end of the round takes place simultaneously.

YOU PLAY	YOU MUST MARK
1 Set of 4	2 Sets of 4 OR 1 Set of 4 and 1 Suited Run of 4
1 Suited Run of 4	2 Suited Runs of 4 OR 1 Set of 4 and 1 Suited Run of 4
1 Suited Run of 8	1 Suited Run of 8
1, 2, 3, or 4 Suited Pairs	4 Suited Pairs
Any Completed Collection Pattern	Corresponding Collection Pattern

Note: If playing cards at the end of the round, a player may not play more cards than the Collection Pattern states. For example, a player may not play a Suited Run of 5 or a Set of 6.

Once all cards have been played, and Collection Patterns have been marked, all players proceed to “Scoring.”

Example 1: *Lizzy plays her last card, ending the round. Sheila was trying to go for 2 Sets of 4, but only had one set of 4 completed in her hand. She lays down four 5's and tallies the rest of the cards in her hand. She also marks off 2 Sets of 4, eliminating it as an option in the future. She did have a fifth 5, but cannot play it, thus it counts toward her score.*

Example 2: *Chris plays his last card, ending the round. Yahosh had just taken a card from the discard pile, completing his Run of 8, and was waiting for his turn to lay it down. Since Chris ended the round, Yahosh does not get a turn. He lays down his Run of 8, marks that off his list of Collection Patterns, and then counts his extra cards toward his score.*



SCORING

At the end of each round, scores are recorded. Each player adds up the unplayed cards from their hand and records it on their individual Score sheet. They then mark off the completed (or partially completed) Collection Pattern played.

Card Point Values:

- Treasures: 5 points each
- 1-6 and 6-11 Wilds: 10 points each
- 1-11 Wilds: 15 points each

*This area to be used
for one game*

*This area to be used
for a second game*

Mark off used
Collection
Patterns here

Record
Round Scores
in this area

Total Game
Score here

GAME 1 SCORE	CLASSIC GAME GOALS	GAME 2 SCORE
0		NAME 1
+ 40	2 SETS OF 4	SCORE 1 TOTAL
0	2 SUITED RUNS OF 4	SCORE 2 TOTAL
+ 5	1 SUITED RUN OF 4, 1 SET 4	SCORE 3 TOTAL
+ 65	1 SUITED RUN OF 6	SCORE 4 TOTAL
+ 110	4 SUITED PAIRS	SCORE 5 TOTAL

NOTE: Cards must be the same color. (i.e. 1-2-3-4 of red and 3-4-5-6 of yellow.)



Scoring Example

Conlon did not finish an entire Collection Pattern, but he did have a run of 6 in his hand. He is able to lay down four of those cards, allowing him to score less points this round. He marks off “2 Suited Runs of 4,” lays down his one Run of 4, and then counts his remaining cards. He has five number cards, totalling 25 points. He records his score.

GAME 1 SCORE	CLASSIC GAME GOALS		GAME 2 SCORE
POINTS	GAME 1	GAME 2	POINTS
25		2 SETS OF 4	
	X	2 SUITED RUNS OF 4	

Out of score sheets? Print or order more at GrandpaBecksGames.com.

Continuing the Game

The player to the left of the dealer gathers the cards, shuffles, and deals out the next round of eight cards. Players review their hands and the remaining available Collection Patterns on their score sheet. A player may not complete the same Collection Pattern twice, and they must work towards a new Collection Pattern during future rounds.

Ending The Game

The game ends after the 5th round. The players then tally their own scores and announce them to everyone at the table. The player with the lowest score wins! In case of a tie, the player who completed the most Collection Patterns wins. If there is still a tie, the victory is shared.



PROGRESSIVE GAME

For a longer, more challenging game, nine rounds can be played. In the first three rounds, six cards will be dealt and three Collection Patterns can be chosen from. The next three rounds, eight cards will be dealt and three new Collection Patterns can be chosen from. The last three rounds will have ten cards dealt and their own set of Collection Patterns to choose from.

Progressive Game Collection Patterns

Six Card Rounds	Eight Card Rounds	Ten Card Rounds
3 Suited Pairs	4 Suited Pairs	5 Suited Pairs
1 Suited Run of 6	1 Suited Run of 8	2 Suited Runs of 5
2 Sets of 3	2 Sets of 4	2 Sets of 5



Smiley Face Points

One 5, 6, and 7 of each color have this symbol. At the end of the round, if a card with that symbol is in your playing area, you earn a bonus of -10 points per card with that symbol. If that card is stuck in your hand at the end of the round, you receive +10 extra points toward your score.

End of Round Changes

When a player plays or discards their last card, the round is over, scores are tallied, and collection patterns completed are marked. You may not lay down any partial collection patterns as in the basic rules.



Grandpa Tip: *Feel free to use the End of Round from the Classic Game, if you prefer.*

Scoring

The backside of the score sheets contain the Collection Patterns for the Progressive Game. Each player will have their own score sheet. Use the left of the sheet for one game and the right for another.

GAME 1 SCORE	PROGRESSIVE GAME PATTERNS		GAME 2 SCORE
	GAME 1	GAME 2	
●	1 SUITED RUN-OF-6	●	
●	2 SETS OF 3	●	
●	3 SUITED PAIRS	●	
●	<hr/>		
●	1 SUITED RUN-OF-8	●	
●	2 SETS OF 4	●	
●	4 SUITED PAIRS	●	
●	<hr/>		
●	2 SUITED-RUNS OF 5	●	
●	2 SETS OF 5	●	
●	5 SUITED PAIRS	●	
●	<hr/>		
●	*Suited: Cards used for the same suit. (i.e. 1-2-3-4 of red; 5-4-5-6 of yellow.)		
●		●	

Out of score sheets? Print or order more at GrandpaBecksGames.com.



Meet the Bonner Family

While on a cruise, the Becks met some of the Bonner Family. The Bonners taught the Becks how to play one of their favorite face card games and Another Man's Treasure includes some elements from that game. The Bonner Family is a wonderful singing group. Be sure to check them out!
www.bonnerfamilymusic.com



Who are Paul and Mona?

Another Man's Treasure is inspired by my parents "Paul" and "Mona" and my childhood in the 60s and 70s. Many of the "treasures" in this game were things we had in our home and our neighbors did too: macrame plant holders, coffee table glass grapes, the polaroid camera, the picnic jug, etc.

These items bring back so many fond memories. For example, on a camping trip, my parents made some root beer with flavoring and dry ice in that picnic jug. After a good shake, the root beer exploded out of it, sending the cap into the atmosphere. Oh, how we laughed!

Some of these things are so special you may doubt their authenticity, but they are real! The bun warmer was a wedding gift. My sister thought it was such a "treasure" that I re-gifted it to her when she got married. Wasn't that nice of me? Also, the caveman picture hung in our family room for years in all of it's very large glory. My dad's coworker painted it, and gave it to him. Someday I will receive it as my inheritance. Lucky me!

It is our hope these cards will bring back fun memories from your past and inspire storytelling by your own "Pauls" and "Monas."

Happy giggling!
- Grandma Beck



Have a question?

Grandpa is eager to hear from you.

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Call (M-F9-5PST) or Text: 206.498.1959



Frequently Asked Questions

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Credits

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Another Man's Treasure®

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