

**GEOCACHING
LOGBOOK**



by
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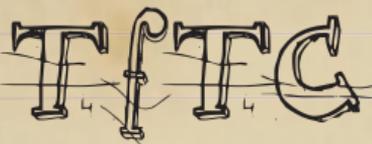


Congratulations!
You have found the cache!



A Game by
Aigar Alaveer

For 2-4 players
ages 8+
about 30 min



Goal of the Game

Geocaching is a global activity where amateur treasure hunters seek out the locations of small rewards through the use of app assisted maps. You play as a multicache creator, building caches that require multiple steps to locate the goal. At the end of the game, each cache created earns victory points based on the number of locations used.





Components

26 goal cards (worth 2, 4 or 7 points):



64 cache location cards:





Game setup

- 1) Shuffle the location and goal cards separately.
- 2) Deal each player 4 cache location cards to form their starting hand. Players may look at, (but not reveal), the cards in their hand.
- 3) Create the **cache trade list** by drawing 6 location cards and placing them on the table face up.
- 4) Create the **geocache wishlist** by drawing 3 goal cards and placing them on the table face up.
- 5) The starting player is selected randomly. After their turn, play continues clockwise.



Player turn

During your turn you perform the following two steps in the order listed:





cache cards
needed

victory points

1) Create a multicache (optional)

To create a multicache, select one of the face-up goal cards from the geocache wishlist and discard all the cache locations listed on the card. Then, move the goal card from the wishlist to the play area in front of you. This card will score you victory points at the end of the game.

After claiming a goal, draw another from the top of the goal pile and add it face up to the wishlist. If you now have fewer than 4 cache location cards in your hand, refill your hand by drawing cards from the cache



location deck (not the cache trade list) until you have 4 cards.

2) Select one action from the following list (mandatory):

- Search for a suitable cache location

Draw one card from the face-down cache location deck. There is no limit to the number of cards in your hand.

- Component trading

Take 2 cache location cards from the cache trade list. Then, discard one cache location card from your hand to the trade list. You're allowed to discard a card you just took.

NOTE: if there are only 2 cards left in the trade list after you've discarded, refill the list by drawing and revealing cards from the location deck until the list has 6 cards.



- Persuade the catchers

Choose one goal card from the wishlist and discard it. Then draw and reveal a new goal from the deck.

- Rest & Relax - do nothing

Should either of the decks run out of cards, shuffle the appropriate discard pile to form a new deck.



End of the Game



The end of the game is triggered after any player has created their fifth cache.

Play continues until the last player in turn order has finished their turn (so that all the players have had an equal amount of turns). All players then add their points from their created caches. The player with the most points is the winner! In case of tie, the player with the least amount of caches created among the tied players is the winner.

