



A game by Álvaro Tárraga and Toni Vaquer

Welcome to **Tesoros del Mar Menor**, a light card game for **2–5 players**, inspired by the wildlife, culture and landscapes of the town of San Pedro del Pinatar (Region of Murcia). Throughout games of **15–25 minutes** you will gather treasures, protect your chest and sabotage your rivals with clever tricks. Whoever scores the most points will be crowned **Supreme Explorer!**

1. Components

80 cards in total:

- 51 **Treasure** cards (17 blue, 17 white and 17 green)
- 21 **Trick** cards (golden)
- 6 **Chest** cards (with a quick rules reference on the back)
- 2 **customizable** cards (1 Treasure and 1 Chest)

Plus this **rulebook**.

2. Objective

At the end of the game, add up the points from the treasures stored in your chest and the bonuses from your **flags**. The player with the highest score wins.

3. Setup (3-5 players)

1. **Shuffle** all the cards and place the **draw deck** face down in the centre of the table. Discarded cards during the game will form the **discard pile**, placed next to the deck.
2. Each player draws 5 cards from the **draw deck**.

Mulligan: *if a player does not receive any Treasure cards in their starting hand, he may reveal it, discard it, draw 5 new cards, and shuffle the discarded hand into the deck.*

3. Each player draws 1 **Chest card** at random and places it face up in front of him, so that the blue side is on the left. This will be the order of the Treasure piles: blue, white, green (as shown by the margins on the card).
4. **Starting the chests:** simultaneously, each player chooses 1 Treasure from their hand and places it face down. When everyone is ready, all reveal their chosen card and place it as the top card of the pile of its matching colour.
5. Leave some space next to the draw deck for the **discard pile**.



For 2-player games, see the **Ghost Chest** variant.

4. Player area

Each player has:

- 1 Chest card.
- Three Treasure piles in their chest (blue, white and green) placed on top of it. Only the top card of each pile is visible to the other players.
- A hand of cards, hidden from the others.

5. Card types

In Tesoros del Mar Menor there are 3 types of cards: **Treasures**, **Tricks** and **Chests**.

5.1 Treasures

Treasure cards come in three different colours, matching the three colours of the flag San Pedro del Pinatar. Each colour represents an important aspect of the town.

In addition, each Treasure has a value from 0 to 5 points.



The sea (blue)



The salt (white)



The pines (green)



Some Treasures (those with value 0) show a **padlock icon**. Once placed in your chest, these cannot be stolen. Therefore, they protect the treasures in the same pile that are underneath them.

5.2 Jugarretas

Trick cards let you interact with other players and with the cards in play, and generally change the flow of the game. They are **golden** and they are identified by the **Trick** symbol.

They must always be played on your own turn, unless the card says otherwise.



Trick



Plus



Lightning

Some Tricks (Pirate, Fisherman, Diver and Ornithologist) have a **plus** symbol. This means that, after resolving the Trick successfully (and if it is not cancelled by a Russian Princess), you may also store one Treasure from your hand in your chest.

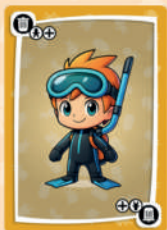
Cards with a **lightning** icon (Russian Princess) can be played at any time, interrupting another player's turn.



Pirate: Look at another player's hand of cards and steal 1 card.



Fisherman: Take the top Treasure from any other player's chest pile and add it to your hand.



Diver: Add 1 card to your hand from the top 5 cards of the discard pile. Return the remaining cards in the **same order**.



Ornithologist: Add 1 card to your hand from the draw deck. Return the remaining cards to the top of the deck in the **same order**.



Salt worker: Store 2 Treasures from your hand into your chest.



Russian Princess: Cancel the last Trick card that was played.

Several Russian Princess cards can be played in response, alternately cancelling and reactivating the original Trick depending on which card was played last. This is what we call a **Princess Chain**.

*Let's look at an **example**: Player 1 plays a Fisherman to steal a Treasure from Player 2's chest. Player 2 cancels it with a Russian Princess. Player 1 then reacts with another Russian Princess to re-*

activate the Fisherman. Finally, Player 3 plays a third Russian Princess (he really doesn't want Player 1 to get that Treasure!). The first Princess is a NO, the second is a YES and the third is a NO. In the end, the Fisherman is not resolved, so Player 1 does not steal any Treasure and cannot use the plus (+) effect to store a Treasure. His turn ends there.



5.3 Chest

Chest cards represent each player's treasure chest. The location shown in the illustration is where that player keeps their chest and treasures.



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Additionally, each Chest card has a symbol that indicates the scoring bonus it provides at the end of the game if you choose to play the **advanced mode (Unique Locations)**.

6. How to play – Turn structure

The starting player is the one who most recently enjoyed a delicious Caldero (the local rice-and-fish stew) from the Mar Menor. Then, the turn proceeds clockwise.

Each turn has **two phases**:

1. **Draw**: take the top card from the draw deck.
2. **Action**: choose **one** of the following options:
 - **Store 1 Treasure** from your hand in your chest (onto the pile of its colour).
 - **Play 1 Trick card** from your hand.
 - **Draw 1 additional card** from the draw deck.

7. End of the Game and Scoring

The game ends when the last card is drawn from the deck. The current turn is completed and the **scoring** begins. Each player:

1. **Discards** all remaining cards in their hand.
2. Adds up the values of all **Treasures** stored in their chest.
3. **Flags**: for each complete set of (blue + white + green) Treasures, he gains 5 extra points.
4. **Chest (advanced mode)**: apply the bonus on your Chest card.
5. The player with the most points wins the game. In case of a **tie**, the tied player with more flags wins. If the tie persists, the one with more Treasures wins. If there is still a tie, the victory is shared.

In this **example** of point counting: **Player 1** adds up the values of the Treasures in their chest and gets **26 points**. **Player 2's** Treasures total **30 points**.



However, when counting flags, Player 1 has made 4 (20 points), whereas Player 2, despite having as many Treasures, only has two green Treasures, so can only make 2 flags (10 points).

In total, Player 1 scores $26 + 20 = 46$ points, and Player 2 scores $30 + 10 = 40$ points. Because Player 1 focused on keeping Treasures in all three colours, he manages to **win the game**.

8. Variants

8.1 Ghost Chest (2 players)

Play with the normal rules except for the following changes:

- **Blind discard:** At the end of each round (once both players have taken their turn), take the top card of the draw deck without looking at it and place it face down in a separate pile: this is the **Ghost Chest**.

If that card is the last card in the deck, this also triggers the end of the game, just as if it had been drawn by a player.

- **Optional scoring:** When the game ends, you may also score the Ghost Chest as if it were a third player; any **Trick cards** stored in

it are worth 1 point each. This way you'll be competing against your rival... and against the Ghost Chest itself!

8.2 Unique Locations (Advanced Mode)

In this mode, the Chest cards become even more important, because each player gains an **extra scoring bonus** at the end of the game according to their Chest. We recommend playing the basic mode first before diving into this advanced mode.

- **Fish market:** +1 point for each **blue Treasure**.
- **Windmill:** +1 point for each **white Treasure**.
- **Bird observatory:** +1 point for each **green Treasure**.
- **Town Hall:** +2 extra points per **flag** (total: **7 points** per flag).
- **Museum:** during the game, place the **Trick cards** you play in a 4th pile in your chest. These cards are protected as if they had a padlock (no one can take them). Each of these cards is worth 1 point at the end of the game.
- **Salting factory:** +2 points for each Treasure with a **padlock**.

8.3 Hidden Treasures (Memory Mode)

Hidden Treasures turns the game into a classic *memory game*: the cards become treasures buried under the sand, and your mission is to find matching pairs before anyone else.

1. Choose the **difficulty** (number of pairs to use):
- *Easy:* 4-6 - *Normal:* 9-11- *Hard:* 15-17- *Super Hard:* 21
2. Separate the cards from among the Treasures that have **at least two copies** (all except the Treasures with value 5).
3. Shuffle the chosen cards and place them **face down** in a **grid**.

On your turn, flip over **exactly two cards**:

- If they **match** (same illustration), you take the pair and play again.

- If they **don't match**, turn them back face down in the same position and pass the turn to the next player.



When there is no cards left face down, each player counts how many pairs they have collected: **The player with the most pairs wins.**

9. Tips & Tactics

- 0-point Treasures help you complete flags and, thanks to their padlocks, they help protect more valuable Treasures stored beneath them in the pile.
- Keep track of which Tricks have been played to better anticipate your opponents' moves.
- Drawing an extra card increases your hand size, but it also makes you more vulnerable to the Pirate Trick. Balancing risk and reward is key.

10. Origen de Nuestros Tesoros

10.1 Blue Treasures: The **blue** of the flag refers to the two seas: the Mediterranean Sea (also called *Mar Mayor*) and the Mar Menor.

- **Jellyfish (0 pts):** The “fried egg” jellyfish typical of the Mar Menor hardly stings and provides food for turtles and fishes.

- **Sea bream (1 pt):** One of the most common fishes in the Mar Menor and one of the main ingredients in the famous Caldero.
- **Mar Menor prawn (2 pts):** A prawn native to the lagoon, famous for its sweet flavour thanks to the high salinity of the Mar Menor.
- **Cranca (Moorish crab) (3pts):** This Moorish crab, known locally as Cranca, looks like a living rock: shells and sand stuck to its back camouflage it until it darts out to catch snails.
- **Seahorse (4 pts):** An icon of the Mar Menor; the *Hippocampus guttulatus* is a protected species, and the few that remain are greatly cherished. If you see one, don't disturb it.
- **Our Lady of Mount Carmel (5 pts):** Patron saint of sailors and fishermen; every 16th July she is carried in a boat procession across our Mar Menor.



10.2 White treasures: The **white** represents salt, the salt industry and everything related to the saltworks, which have been so important for the town.

- **Mosquito (0 pts):** The tiger mosquito is an inevitable inhabitant of salt marshes and wetlands. It reproduces most when there is standing water.
- **Salt shaker (1 pt):** The white gold of the Mar Menor has been exported since Roman times; it is extracted from our saltworks and is essential in any kitchen.
- **Seagull (2 pts):** The slender-billed gull breeds in the saltworks of the Mar Menor. Its coral-red beak and elegant silhouette give it away. You can often see it following fishing boats.
- **Ducks (3 pts):** The common shelduck sports a chestnut breast and bright red beak; it nests in the saltworks and feeds its chicks with crustaceans from the Mar Menor.

- **Healing mud (4 pts):** The muds of Lo Pagán contain even more magnesium than those of the Dead Sea and are used to treat acne, dermatitis, arthritis and other conditions.
- **Flamingo (5 pts):** Much loved by the people of San Pedro and visitors alike, these pink-coloured birds live in the saltworks and are commonly seen feeding there.

10.3 Green Treasures: The pines and forests that gave the town the name “Pinatar” are what the **green** in the flag honours.



- **Pine processionary (0 pts):** Lives in pine trees. This caterpillar forms lines that look like processions. But beware of its hairs – they are very stinging.
- **Pine tree (1 pt):** The Aleppo pine is very common in San Pedro del Pinatar and is the tree that gives the town its name. It tolerates salty soil very well.
- **Palm tree (2 pts):** The date palm provides shade and food for birds and people; the dates are delicious. It is a symbol of the orchards of the Levante region.
- **Chameleon (3 pts):** The common chameleon, present in the Regional Park, changes colour to communicate and regulate its body temperature. If you see one, don't touch it – it is protected, just like the seahorses.
- **Lizard (4 pts):** The large psammodromus lizard loves sunbathing and feeds on insects, especially mosquitoes, flies and spiders.
- **Saint Peter (5 pts):** The fisherman apostle who gives the town its name and is its patron saint. His feast is celebrated on 29th June, and his characteristic symbol is the keys of heaven.

10.4 Tricks

- **Pirate:** Between the 16th and 18th centuries, raids by Berber pirates were very common along the coasts near the Mar Menor.

- **Fisherman:** A traditional profession in the past and still today in the town. Thanks to them, we always have the freshest, highest-quality fish.
- **Diver:** Whether to enjoy the seagrass meadows and submerged Roman remains, to research and care for the sea or even to clean rubbish from the seabed, divers are very common in the area.
- **Ornithologist:** Binoculars in hand and notebook at the ready, these birdwatchers can enjoy observing more than 100 different species of birds in and around our town.
- **Salt worker:** Another ancestral profession in the area: guiding water, waiting for it to evaporate and harvesting the salt. Present since Roman times.
- **Russian Princess:** A Russian princess who traded snow for salt: married to the Baron, she alternated dances in her San Pedro palace (now a museum) with sunsets on the Isla del Barón.

10.5 Chests / Locations

- **Fish market** The place where the freshly caught fish is auctioned every dawn, before it speeds off to shops and restaurants all over Spain.
- **Windmill:** Responsible for moving water from the Mar Menor into the salt ponds. The Quintín and Calcetera windmills can still be enjoyed today along the La Mota walkway.
- **Bird observatory:** A wooden tower from which ornithologists, biologists and visitors observe, count and study the birds of the Park without disturbing them.
- **Town Hall:** Although the Town Hall was formally established in 1836, there was already both a chapel dedicated to Saint Peter and a watchtower there in the 17th century.
- **Museum:** The Neo-Mudéjar palace built in 1892, known as Casa de la Rusa, now houses the Baron de Benifayó Museum. The Baron and the Russian Princess once lived there.

- **Salting factory:** Long before refrigerators existed, traditional almadraba traps and factories preserved fish in salt. Today, companies such as Salazones Garre transform the best fish into delicious fish roe, mojama and other culinary delights.

11. Credits

Idea and development: Álvaro Tárraga Carrasco

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Publisher: Flamenco Games

Playtesting: Taller Pinatar Playtesters

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12. Challenges, Achievements & Trophies

Fish roe, already eaten by the Romans as a kind of ancient energy bar, is made from fish and salt – ingredients as valuable as they are tasty.

We invite you to prove your skill by completing a series of **challenges**, collect as many fish roe tokens as possible and become a true **Master Salter**.

Easy:



Bronze (1 pt)

Medium:



Silver (3 pts)

Hard:



















Gold (5 pts)

Super Hard:



Platinum
(10 pts)

Date	Name	Description
 /	Debut	Play your first game
 /	First Flag	Get 1 flag
 /	Extra Card!	Use the "draw extra card" action sometime
 /	Safe Chest	Place your first padlock on a pile
 /	Grab and Run	Steal 1 treasure from your opponent's hand
 /	Underwater Rescue	Use the diver to steal from the discard pile.
 /	Lightning Flag	Get 1 flag on turn 2
 /	Hidden Treasure	Play a game of Hidden Treasures mode
 /	Record Score	Win the game with at least 50 points
 /	Lord of the Sea	Finish the game with at least 4 BLUE treasures in the chest
 /	Novice Explorer	Complete all the Easy challenges
 /	Unique Voyage	Play a game of Unique Locations mode
 /	Ghost Hunter	Win a game in Ghost Chest mode
 /	Fresh Sea Bream	Steal a sea bream (blue) from using the fisherman
 /	Protector of the Patron	Guard and protect Saint Peter at once with the salt worker
 /	Optimal Hand	Win the game with 0 cards in your hand

Date	Name	Description
	Straight Value	Finish with a treasure of each value in the chest
	Fun with Flags	End the game with 4 or more flags
	Epic Score	Win the game with at least 56 points
	Lord of the Salt	Finish the game with at least 6 WHITE treasures in the chest
	Master Explorer	Complete all the Medium challenges
	Pink Sighting	Use the ornithologist to get a flamingo
	Princess Power	Play 3 Russian princesses to the same trick
	Legendary Trio	Have all 3 5-point treasures in the chest at the end of the game
	Perfect Victory	Win and have all your treasures become part of some flag
	Photo finish	Win the game in the tiebreak
	Straight Flush	Finish with a treasure of each value, all of the same colour
	Lord of Flags	Finish the game with 6 or more flags
	Legendary Score	Win the game with at least 62 points
	Lord of the Park	Finish the game with at least 8 GREEN treasures in the chest
	Supreme Explorer	Complete all the Hard challenges

Share your achievements at www.tesorosdelmarmor.com or on social media