Directions:

- Use the 1-10 number cards. Each player chooses an marker of a different color and places it on start.
- Place the number cards facedown on the Draw Pile space. Each player draws a card. Place the 2 highest numbers faceup on the spaces to the right of the Draw Pile. Return the other cards to the bottom of the Draw Pile.
- The player who drew the highest number goes first. On a turn, add the 2 number cards showing and move your marker ahead, adding up the numbers in the footsteps until the sum is equal to or less than the sum of the cards. Stop on the last usable footstep. Do not add the numbers on spaces that are covered by markers.

Challenge: Each player uses 2 markers of the same color. Get both of your markers to the treasure first and win.

One player wins. On the top of the discard from the Draw Pile, shuffle the Discard Pile. If there are no more cards to draw, shuffle the Discard Pile and reuse it as the Draw Pile.

The first player to go beyond the last footprint wins. You need to go beyond the sum of the remaining numbers to win.
2-4 players

Directions:

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- The player who drew the highest number goes first.
- On a turn, add the 2 number cards showing and move your marker ahead, adding up the numbers in the footsteps until the sum is equal to or less than the sum of the cards. Stop on the last usable footprint. Do not add the numbers on spaces that are covered by markers.
- Take another turn if you land on a footstep matching your color marker.
- Only 2 number cards can be faceup at one time. On the next turn, move the center card to the top of the discard pile and replace it with a new card from the Draw Pile. When there are no more cards to draw, shuffle the Discard Pile and reuse it as the Draw Pile.
- The first player to go beyond the last footprint wins. You need to go beyond the sum of the remaining numbers to win.

Challenge: Each player uses 2 markers of the same color. Get both of your markers to the treasure first and win.
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Discard Pile

Draw Pile

2-4 players

Take another turn if you land on a footstep matching your color marker.

Only 2 number cards can be faceup at one time. On the next turn, move the center card to the top of the discard pile and replace it with a new card from the Draw Pile.

When there are no more cards to draw, shuffle the Discard Pile and reuse it as the Draw Pile.

The first player to go beyond the last footprint wins. You need to go beyond the sum of the remaining numbers to win.