

CACHE ME IF YOU CAN!

OBJECT OF THE GAME: Earn 15 points by collecting Geocaches and Geocoins.

SET UP: There are two types of game boards. The "Town" board and two "Woods" boards. Set the boards up so that the paths leading into the Woods is adjacent to one of the three trail head squares on the Town board. The trail heads are indicated by the trail signs on the Town board. Shuffle the Caching area tiles and place face down in every space that does not have a Trail on the Woods boards.



Each player starts with:

- A player mat (4 heart tokens, 1 battery cube)
- A wooden player meeple (match player board color)
- 3 randomly dealt Equipment cards. Placed face-up.

BEGIN PLAY: All players start at the Moonrise Cafe space on the Town board and may move in any direction they choose. Select a Player to go first. Turns progress in a clockwise direction.

TURN ACTIONS

During each player's turn they may:

- Move
- Play Event cards
- Play Equipment cards
- Trade with players on the same space
- Collect a Cache



ENTERING THE WOODS

Players can enter or exit the Woods at the Trail Heads.

As soon as a player lands on a Woods tile they stop immediately. The Woods tile is flipped over (revealed). Tiles are either taken by the player, replaced (remove from play) or left in place.

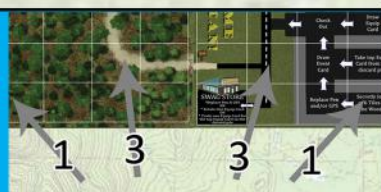
MOVEMENT

Players move 1 at a time.

3 spaces on the roads and trails, 1 space everywhere else.

- Once a player interacts with a space, no more movement is allowed.
- Players may not move their playing pieces diagonally.

If the first step out of a building or off of a Woods tile is on a trail, the player may move up to 3 spaces.



TILES THAT ARE TAKEN

Caches that a player has the proper Equipment card (no special equipment is needed for a Traditional Cache or Multi-Caches) may be taken and placed on the player board to track the score. Replace the tile with another random face-down tile underneath the player's piece. *The player must move off the piece and return on a separate turn to look at a newly placed tile.*

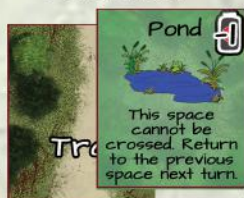
Players **MUST** have a fully charged GPS to take caches.



TILES THAT ARE REPLACED

Any tile that states "Remove tile from play" is taken off the board and replaced with a random face-down tile.

Sidestep if you are trapped between 2 Pond tiles.



TILES THAT ARE NOT TAKEN

If revealed and not taken, the tile is left in the space face-up and affects all players that land on it after (a player that lands on a face up Cliff tile must lose health). If another player's piece is on the unrevealed tile when a second player lands on it, the tile only affects the second player.

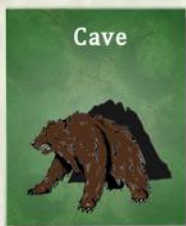
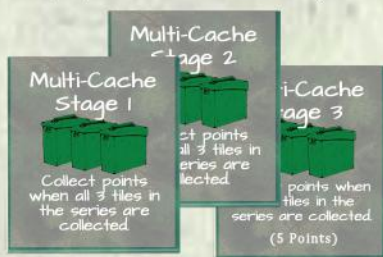
A Trail tile acts as a trail space on the board the turn after it is revealed.

NON-TRADITIONAL CACHES

Some caches will require additional equipment. In order to take a Night Cache the player must possess the Flashlight. The Equipment card is only discarded if the card specifically states it.

MULTI-CACHES

Multi-Cache tiles do not require any special equipment and may be taken in any order. No points are awarded until all parts are collected. The Super-Multi-Cache **MUST** be collected in order. Multi-Cache and Super-Multi-Cache tiles are **NOT** interchangeable.



THE CAVE! Caching Area Tile: You have awakened the bear! The player landing on the tile and any player on any of the 8 adjacent Woods spaces immediately go to the hospital. As long as the bear is awake, no one may end their turn on any of the adjacent tiles/spaces. A player with the Snack card may enter one of the 8 spaces (or if they are there already), discard the snack card and flip the cave tile back over. This puts the bear back to sleep (they get sleepy after a meal).

** If a player is forced on to one of those squares, they immediately go to the Hospital.*

GEOCOINS: When a cache with the coin icon is taken, take the top Geocoin from the Geocoin deck. Place the coin with the coin icon (1 Point) face-up until its goal is completed.



Once the goal condition has occurred, flip the coin over and use the new value toward the player's point total. The coin from a multi-cache can only be taken after all the caches in the series have been collected. Once a Geocoin has completed its goal, it retains the new value even if it changes hands.



If a card causes a player to lose a turn, lay the meeple on its side until the next turn. Stand it up on the player's turn to indicate that the lost turn has passed.

Use a marker to write on the 2 blank tiles and make anything you would like to add in to the game!

The player board is used to track health, equipment, battery power, geo-coins and caches collected.

Battery Power: The wood cube is placed

If your battery life is at zero, do not flip over any tiles.

SPORTING GOODS STORE

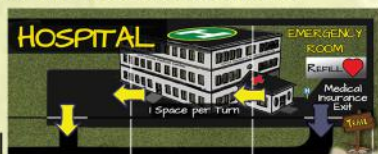
Draw an Equipment Card: Draw an Equipment card from the deck OR choose one of the face-up Equipment cards from the lineup next to the deck. Cards that do not have "Discard after use" may be used multiple times. When the Equipment deck is empty, it is reshuffled.

Draw an Event Card: Draw an Event card and follow the directions. If the Event card does not say to play immediately, it may be kept in secret for later use in the game. Players may play as many Event cards as they would like in one turn. When the Event deck is empty, it is reshuffled.



GEOCACHING MEGA-EVENT: The first time a player lands on this space they take a geocoin and an Event card. On subsequent turns, players make pick up a discarded Solve card (discard Solve cards in the space below the Mega-Event). Players may **not** go out directly into the woods from the Mega-Event space.

HOSPITAL: When a player runs out of heart tokens they are sent to the Hospital Emergency Room Space. If the player has Medical Insurance they may exit on the next turn. If they do not, their piece is moved through the Hospital one space at a time until the exit is reached. Players may voluntarily enter the Hospital through the Emergency Room. Upon leaving the Hospital the player refills their heart tokens on their player card and may move up to 3 spaces.



ADVANCED RULES

OBJECT OF THE GAME: Earn 18 points and end your turn at the geocaching MegaEvent space.

The advanced rules introduce cache and terrain difficulty levels.

SET UP: Flip the player board to the advanced rules side, add Geoskills and attempt tokens. Each player will select their color of 8 difficulty tokens (keep face-down).

SETTING CACHE DIFFICULTY

When a player reveals a geocache. The difficulty level must be set. All **other** players secretly select one of their difficulty tokens. The highest difficulty token is set on the cache (on a tie, both are placed) and the rest are set aside in a discard pile. After a cache has been taken, the difficulty level token is discarded. If a player does not have any tokens to bid, they recover all of theirs from the discard pile. If there are none to recover, that player does not bid until they have tokens available.



CLAIMING A CACHE

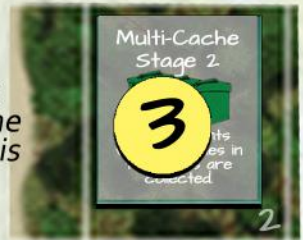
Players will still need to have the proper equipment to claim a cache. To successfully take the cache, they must roll a number that is **HIGHER** than the difficulty level AND the terrain difficulty level. The terrain difficulty is labeled on the game board space.

FAILING TO TAKE A CACHE

If a player fails on a die roll attempt to find a cache they may choose to spend one of their Geoskills. Each skill may only be used once per game. Discard the skill token after using.

After failing to take a cache, +1 is added to their next die roll on their next attempt for that cache only. Moving off the cache resets the attempt token. Move the "attempt" token to the next highest numbered space to track. The Equipment requirements only need to be met once per cache.

The Red player lands on a Stage 2 Multi-Cache. The Yellow and Green player secretly select difficulty tokens. Green shows a 2 and Yellow a 3. The 3 is placed on the cache. The Green 2 is discarded. The 10 sided die is rolled. If it is higher than a 5 the cache is claimed (3 Cache Difficulty + 2 Terrain Difficulty). If it is lower than a 6, the attempt fails.



Any turn after a cache is revealed the battery level is reduced by one level on either a successful or failed attempt.

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ABOUT THE LEAD DESIGNER

Dan is a retired counselor with a lifelong interest in board, card, and role playing games. He loves tabletop games because of the human interaction they provide, as well as their non-linear direction. DPH Games Inc was founded in 2013 and has produced a number of titles that use different mechanics to provide a variety of experiences. Look for Dan's funny hat at your next convention!