Cache Me If You Can! Quick Start Guide

Each player places a playing piece at the Cafe and takes a GPS/Pen Tile.

Randomly give deal each player a character and 3 Equip cards.

1. Land on tiles to reveal them
   - Take caches that can be taken and keep to record points
   - Caches that cannot be taken are left in place
   - Land features stay face up on the board once revealed
   - Replace with new face down tile any tile that has been take or has replace when revealed written on the bottom.

Randomly place tiles face down on woods boards where there are no trails.

Players move 1 at a time. 3 spaces on the roads and trails, 1 space everywhere else.

Caches collected with Gold Coin symbol also get a geocoin.

Track points by keeping pieces in front of you. First player to 15 points, wins.