

MASTER DIVER TREASUR HUNT Jr. GAMES & RULES

Thank you for purchasing our MASTER DIVER TREASURE HUNT Jr. family game. The rules for our four fun games are listed below, are available on line at www.masterdiver.us/instructions and in the QR code on your MASTER DIVER TEASURE HUNT Jr. container. Your MASTER DIVER TREASURE HUNT Jr. game set includes forty *doubloons* (ten of four different doubloons), one set of rules and the doubloon container. Note: The Doubloons were designed to float but some may sink

Master Diver Treasure Hunt Jr. Games Rules:

Base rules for all Master Diver Treasure Hunt Jr. games:

- Select a Swim Master - The Swim Master controls the game and acts as the referee.
- The Swim Master defines the Swim Area (ex. from the left edge of pool, across the width and to the pool steps).
- Swim Master instructs all Swimmers into the pool (players must be in the pool to play, no playing from pool deck) and to close their eyes and plug their ears before tossing Doubloons into the Swim Area.
- Swimmers must return Doubloons to Swim Master to be counted
- No taking Doubloons from other Swimmers
- No touching or holding down any Swimmer that would cause the held Swimmer to be at risk of swallowing water, feeling fear or anxiety. Any infraction of this rule the offending Swimmer is eliminated from the Swim Search or longer per Swim Master/parent instructions
- DO NOT dive in shallow water * NO running on the pool deck * DO NOT put Doubloons in your mouth

Swimmer Survival –Swim Master tosses one less Doubloon than the number of swimmers into the Swim Area. (Ex. 5 swimmers playing, Swim Master tosses 4 Doubloons for that Swim.) Swimmers then swim to find a Doubloon and return it to the Swim Master. The Swimmer that does not find a Doubloon is eliminated. Swimmers continue until there is a sole survivor. The sole survivor becomes the Swim Master for the next game, unless you have a dedicated Swim Master – such as a parent.

Variations of **Swimmer Survival**:

Spoiler Swimmers– If at any time the Swim Master feels the swimmers are taking too long to find the remaining Doubloon/s they can allow eliminated players back in the game to find the remaining Doubloon/s. If a Spoiler Swimmer finds a Doubloon they are back in the game. If more than one Spoiler Swimmer got back into the game, the other Spoiler Swimmers return to the Swim Master and the remaining players and the winning Spoiler Swimmer continue the game until there is a sole survivor. The sole survivor becomes the Swim Master for the next game.

Max Dive Area - At any time, the Swim Master may increase the Swim Area. This is a good idea if there are more than 6 swimmers playing. The Swim Master must define the new swim area before Doubloons are tossed into the pool. Be sure all Swimmers understand the increased Swim Area before starting the Swim Search.

Treasure Hunt - The Swim Master defines how many Doubloons are in play for the Swim Search. Swimmers swim to find all the Doubloons; the Swimmer who returns to the Swim Master with the most Doubloons is the winner and becomes the Swim Master for the next game.

Search & Salvage –The Swim Master defines the salvage goal for each diver. The swimmer who returns first with the correct salvage goal is the winner. Ex. Each diver must return two of each of the four different doubloons. Be creative with the goal, it will vary depending on the number of divers.

Deep Sea Plunge –Swim Master designates which doubloons each swimmer (1 to 4 swimmers) will be searching for. The Swim Master throws all forty doubloons into the search area. The Swimmer returning with all ten of their specified doubloons first is the winner.

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WARNING: CHOKING HAZARD
Small Parts. Not Intended For
Children Under 3 Years of Age.

CAUTION: RISK OF SEVERE INJURY
Do not dive in shallow water

WARNING: AQUATIC TOY. USE ONLY WITH ADULT SUPERVISION