

The Treasure in The Wild West (4+ Players)

Episode 1

Welcome to the Wild West in the late 1800s, you will become an outlaw who's on a mission to find the legendary treasure. As you embark on your journey, you will face a wide range of challenges and situations that will test your skills, abilities, and resolve. With only ten days to find the treasure, you will need to manage your time wisely while also dealing with your personal circumstances alongside the intrigue with other people. Can you successfully survive the dangers of the Wild West and uncover the veil of the treasure before time runs out?

Game Rule and setting:

1. The game requires four or more players alongside one narrator/ref.
2. The treasure is not unique and might be acquired by less than or equal to half of the players with the most treasure points at the end.
3. EP 1 of the game consists 10 days of playthrough.
4. EP 1 consists of a three-period storylines, which progresses every three days.



In each day, players are expected to experience 4 phases:

Treasure hunt phase: Each player will roll six dices, and the player will acquire the same amount of treasure points as the number that appears the most on the dices. Players can choose to skip this phase to have an additional resource gathering phase.

Resource Gathering phase: Each player gets to acquire one of the following resources: Water, Food, and Shelter. Each of these resources will act as a unique role in player's survival. If a player does not obtain water for two days, they will enter a state of dehydration, and obtain a dehydration card. If a player does not obtain any food for three days, they will enter a state of hunger, and obtain a hungry card. If a player stays in a shelter the previous night, they will enter a state of vigorous, and obtain a vigorous card. If a player does not rest in a shelter for five days, they will be forced to go to the shelter and will skip a whole day to rest. (This also applies vigorous effect to the following day.)

Trading phase: Each player will be allowed to propose a trade to another player blindly, offering any amount of their treasure points in exchange for a resource. The other player can either accept the trade or decline the trade without negotiating the offer.

Ending phase: The phase that allows players to consume resources before next day.