

GAME NAME 1

Time: 20-40min
Players: 2-6

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Overview

This is a game similar to capture the flag. Your goal is to steal your opponents "Idols" and sell them at the shop while also keeping anyone from stealing your "Idols". The board is randomly placed so you will need to be aware of what can appear and what is already show to move as quickly as possible.

Goal

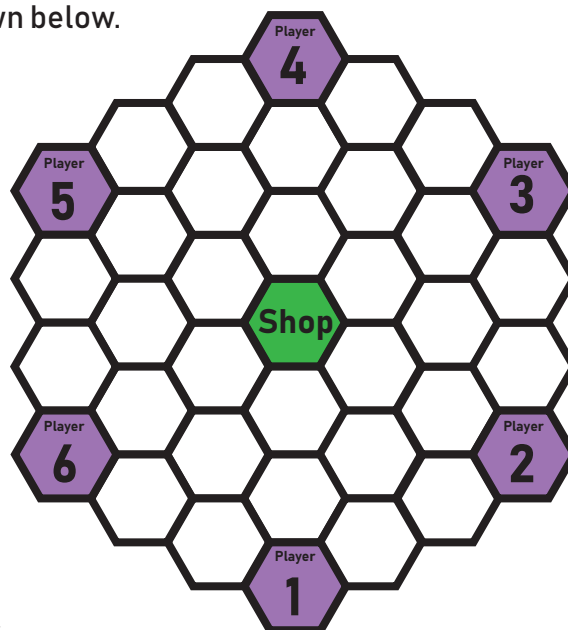
The goal of the game is to capture your opponents Idols while also keeping your oppenents away from your idols.

Materials

| | | | |
|---------------|----|----------------|-----|
| Hexagon Tiles | 45 | Computer app | 1 |
| Event | 10 | Trap chits | 24 |
| Loot | 6 | Idol Chits | 24 |
| Ice | 6 | Currency Chits | 100 |
| Mud | 6 | Action Cards | 9 |
| TNT | 6 | Trap Cards | 12 |
| Start | 6 | Bag Cards | 6 |
| Shop | 1 | Blank Cards | 6 |
| Gold | 4 | | |

Setup

With the hexagon tiles, set it up like shown below.
Place white tiles face down.



Every player gets...
Trap and Blank chits of their color.
x2 Currency Chits

Turn

Each turn you must move 2 tiles away and need to show each movement. Wherever you land, you must perform the action associated with that tile (tile details on page 3).

Once someone has ended their movement, you are allowed to perform any trap cards if you wish to.

If a trap card is activated, you can use an action card to counter it if you have one.

Once all the trap and action cards are played, perform whatever action the tile you landed on requires you to do.

Summary:

| | |
|---------------|---|
| Trap cards: | played at any point after current players final movement. |
| Action cards: | played only on your turn. |
| Tile action: | played after traps and actions. |
| Item cards: | played when aquired. |

Inventory

You are only allowed 4 inventory slots. Traps, action cards, bags (regardless of idol) and blanks all count as 1 slot. If you land on a Loot tile and aquire an item, you can NOT take the item.

To get rid of your items, you can either discrad them for nothing, or sell them for 1 gold at the shop.

Objective

Your goal is to aquire 3 idol tokens. To do this, you must buy a bag. Bags are only aquired at the Shop tile and are sold for 5 gold. Once you have the bag, you will be able to move to any active player's spawn and "capture" their idol (simply land on their spawn).

However, once you grab the idol, you have to reach the Shop tile to sell it, and you only have 2 TURNS to to this. If you don't get the idol to the shop by the end of your second turn, you loose the idol, your bag, all your gold and get sent back to your spawn.

If you make it to the shop though, you aquire 1 idol chit, go back to your spawn, and take all the gold from the player who you stole the idol from.

Something important to note: Traps are used after the current players 2nd movement, however if a player has an idol and touches the shop, nothing can be played after that. That action takes top priority.

Ending

The first person to obtain 3 Idol tokens wins.

Action Cards

These cards are for countering traps or messing with your opponents traps. You can keep these a secret from your opponents.

Swap

The action allows you to swap places with any other player on the board.

Spawn

Whoever uses this card, moves themselves to their spawn tile.

Destroy

Destroy any trap or blank. Must be used next to trap or blank you wish to destroy.

Blank and Bag cards

These cards are just to show that you have one of these in your inventory. There is no need to hide them since they are all the same.

Tiles



Event

These tiles grant whoever landed on them 2 gold. However, this tile also triggers the “event” action. Click the event button on your device to see what rules you must follow.



Loot

Press the “loot” button on your device. Whatever the button says, you add to your inventory or take away from your gold amount.



Gold

This is a safe tile, gain 1 gold.



TNT

Roll the “tnt” die. If it lands on a “0”, do nothing. If it lands on an “X”, everyone on the same tile and on any tile touching it gets sent to spawn and loses half gold. If there are any traps or blanks on the same tiles, they are destroyed.



Ice

If you land on this tile, move one more space following the direction you entered the tile. Activate the next tile you land on.



Mud

When you land or walk over this tile, move to the center of it. To move off this tile, you need to use an extra movement to get off. The “X” act as the counter for exiting.



Spawn

This is where each player starts. This is also where their idols are kept. To capture an idol, you need to enter the player’s spawn.



Shop

You can buy items here. When buying a “Tile Swap” you can swap any 2 tiles on the board. The price to use this action goes up by 1 everytime someone buys it.

- Action 3
- Trap 2
- Blank 2
- Tile Swap 2+
- Bag 5

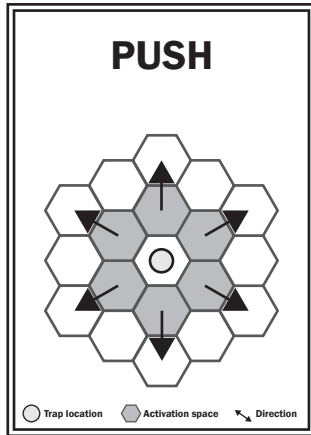
Traps

When you acquire a trap card, place a trap chit anywhere on the board, as long as there is nothing there (no players, traps, or blanks).

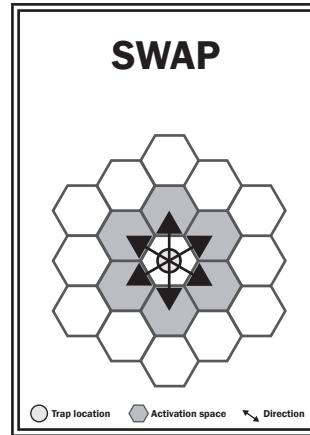
Traps can be used at any point after whoever's turn it is uses their second movement.

If an action card gets played though, the action card's action goes first, then the trap.

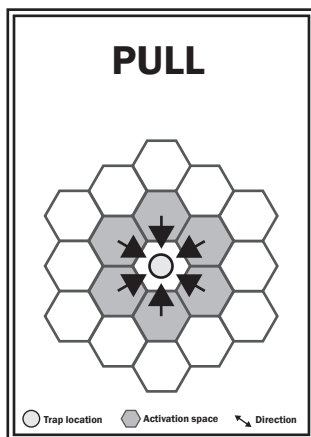
If you have multiple trap cards, you may use any of them on any of your trap chits.



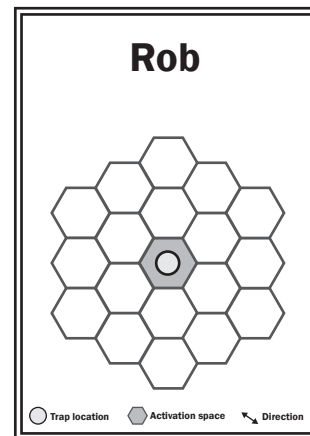
Pushes one space away from trap



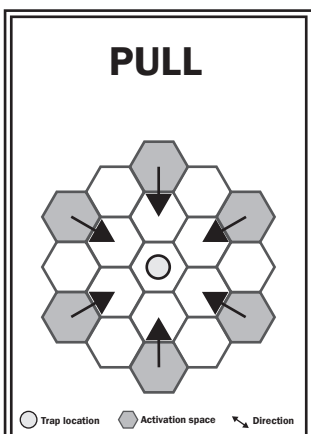
Swap space opposite of trap



Pull towards trap



Loose 8 gold



Pull towards trap (wide)