

Raiding the Hoard?

Raiders of the Lost Treasure

# ~~Hoardraids~~

Treasure Hunt,

Treasure Stealing

not  
vivid /  
specific  
enough?



The Emperor's Heirs

The Next Emperor

Robber Barons

Assassin of  
Counts

Terminology: Duke  $\Rightarrow$  Lord/Lady      Reich  $\Rightarrow$  Empire  
Henchmen (capitalize)

# His heirs, the dukes are vying Each sends

## 1. Prologue

After many decades of reign Grandlin, the mightiest mage of all times and emperor of the whole Reich, has died. The dukes prepare to become his successor and send their henchman from the corners of their lands to solve Grandlins enigma. Because his power should inherit, whose entourage brings home the sufficient amount of treasures. Before he died, the old mage scattered the insignia of his power in the Reich and hid them well. So the stooges roam around in pursuit of the hoards, while pinning themselves up. Since one who raises a treasure, may quickly become a quarry for the others.

But a dukes is not cursed to solely observe his henchmen struggle. Each day he can summon an item, a special place or even a blackguard somewhere in the Reich, to try to shift fate in favor of his acolyte. Or against the others. And every now and then, with a mighty spell, he directly impacts the scenario.

And now sound the horn for the hoardraids!

## Overview

## 2. Abstracting

Hoardraids is a challenging strategy game for 2 to 4 players from age 10 upwards. The playing time is one to five hours, dependent on the chosen winning condition. The goal of the game is to raise treasures on the board and to bring them back to the home castle. In a unique manner, you influence the boards growing complexity by inserting playing cards, while moving your pawn through the resulting maze.

12 →

## 3. Preparation

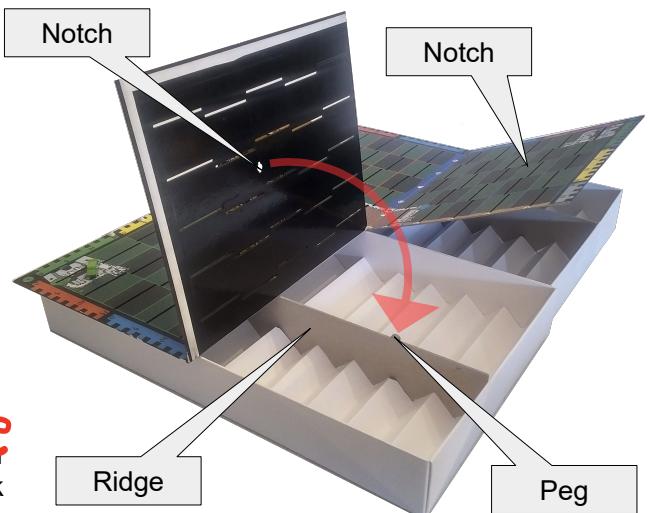
### Please

1. Check the game for completeness. You've got: 1 box with upper and lower part, 1 board, 2 folding papers, 2 ridges, 4 meeples, 18 flags, 4 dice, 1 manual, 1 example sheet, 122 playing cards, 12 treasures, 4 city cards, 4 memo cards, 4 knowledge cards with short instructions.
2. Attach the stickers with the symbols for Health, Strength, Arms and Money on the flags. Make sure to have the same symbol on both sides of the flags! !
3. Fold the folding papers at the beadings alternating up and down.

## 4. Setup

cardboard strips  
("ridge")

1. Assemble the base
  - a) Place upper and lower part of the box without content openly next to each other.
  - b) Insert the folding papers in such a way as to evenly cover the interior. Consider the different widths.
  - c) Insert the ridges into the slots of the folding papers, the little pegs show up. Consider the different lengths of the ridges.
2. Unfold the board and clip it onto the base <sup>so</sup> such a way that the pegs of ridges stick through the four notches in the board. Base and board now yield a fairly rigid structure.
3. Place the four city cards in the <sup>four</sup> slots of the city in the center of the board. Be careful to always insert cards vertically.
4. Shuffle the 12 treasures and place them upside down on the table.
5. Remove the blank cards from the deck. Use them later to add your own ideas to the game! !
6. Shuffle the playing cards and <sup>place</sup> put them as draw pile <sup>upside down</sup> in a place where all players can easily reach. You may also split the pile in two or place it in the middle of the city. There should also be a place on the table for discarded playing cards.



folding paper = „papers w/ creases“

## 5. Start has

The four in the center,

Each player shared

On the board you see 100 fields, four of them show the city in the center, the four in the corners show the castles. Like your competitors, you take on the role of a duke and choose one of the castles as your domicile. From here, you'll influence the emergence of the playing field. Draw four cards from the draw pile and study them while keeping them from the view of the other dukes.

Take a knowledge card, that shows a compressed version of the rules of the game, and a memo card.

Place your first stooge in your castle. He has four attributes, that are marked with the appropriate flags at the colored counters around the castle.

- full health (green 15)
- five gulden (yellow 5)
- two points of strength (red 2)
- no arms (blue 0)

Roll the dice to determine the player to start the game and gain the winning condition. For a first test it may be sufficient to bring two treasures into a castle to win the game [see 12. Victory].

## 6. Round and Turn

corresponds to

Your

position  
of the  
flags

Clockwise the players take turns. One round resembles one day in the game. A turn consists of two parts:

### 6.1. The henchman's journey

the henchman's  
journey

When it's your turn, roll a die. This yields the maximum distance your henchman may travel in this turn. He may change direction at will, but must not walk diagonally. He may stop at any distance before maximum is reached or even not move at all. ~~or may even choose to not move at all.~~

When the stooge meets an obstacle, either a playing card inserted in the board or another dukes henchman, his journey immediately ends and he stays on that particular field. Uncover any playing cards inserted there, so that all players can see them. Depending on the type of the cards, they develop an effect or may be added to your hand [see 7.1. Playing card]. It is not before this, that another henchman on the same field may be attacked or an ownerless treasure be picked up [see 10. Combat and 8. Treasures]. These rules also apply as if he just arrived, when your henchman does not travel but stays on the field for that day.

To enter the city, your stooge has to stay in front of the city walls for one night and may pass the next day. Within the city though, no cards or other henchmen obstruct his passage and he may rush through respecting the roll of the die [see 9. City].

### 6.2. The duke's sway

(Powers)

alter.

After your stooge activity has ended, you may now magically impact the board as the duke. Take a playing card from your hand and, while ensuring the other players can't see its content, insert it into an empty field on the board. The field must not already comprise a card or henchman [see 7.1. Playing card O]. Once inserted, the card is uncovered only when a henchman visits it or by a spell or special event. Castles only allow the insertion of treasures, but therefore multiple.

There are two special types of playing cards: the map and the spell. The symbols they show in the upper left corner are black. These cards don't have to be inserted into the board to have an effect, but can simply be shown from hand. The spell you can even show at any time during your turn, also while or even before your henchman moves, in order to give him special support [see 7.1. Playing card ●].

Playing a card is voluntary. Only if you have more than four cards on your hand, you must play one. If you have less than four cards at the end of your turn, you must fill up to four from the draw pile.

Deviating rules apply for treasures [see 8. Treasures].

But this rule applies at all times: **you may only play one card a day and only in your turn!**

has finished his adventure for this tier,

There are two fundamental types of playing cards.

## 7. Cards Seven types

There are fundamentally different kinds of cards in the game, having different sizes and formats.

### 7.1. Playing card under

The Reich transforms continuously with the influence of the dukes. The cards inserted support or impede the henchmen's journeys. As soon as your stooge visits a card, you uncover it and it comes to effect if applicable. Even when he's not travelling, the card in the field he's on must be uncovered. To determine the effect of the card, examine the symbol in its upper left corner depicting its type.

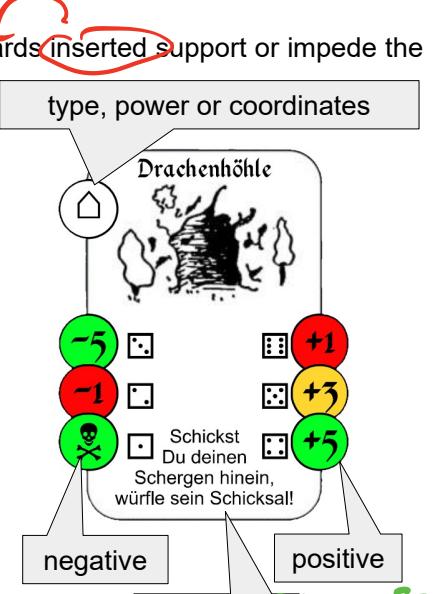
More symbols on the left side point to possible negative effects, possible positive ones show on the right. The values of your henchman's attributes of the corresponding color may be raised, reduced, divided or set to a fixed value. Values can not drop below 0 or raise beyond 15, excess declines.

A circular arrow around a symbol tells that the effect will occur daily. Toxication is an example, therefore you take a memo card on your hand to be reminded.

critical!

"white" Playing Cards:

Cards showing a type symbol with white background will only have an effect when a henchman visits them on the board and it's uncovered.



Type

Number

Effect

☒ Arms	21	Immediately increases your henchman's arsenal shown on the blue counter by the given value. The card goes to the discard pile. The smallest weapon (1 Point) is the knife, the mightiest is the battle axe (6 Points).
₩ Potion	11	Immediately kicks in as described, even if not desired or ineffective. The card goes to the discard pile.
☐ ☐ Trap	16	Immediately sets off with the effect described. The card goes to the discard pile.
△ Special	14	You choose, if the card should be used or not. If not otherwise written on the card, it does not go to the discard pile but stays in place even after usage.
?(?) Black-guard	34	Relentlessly attacks until your henchman flees or dies. In case of the latter, the blackguard snaps all treasures from your hand and keeps them in his place. If he defeats the blackguard though, your henchman takes the treasures, if any, receives the reward depicted on the card and the card goes to the discard pile. The blackguard's power is shown on the cards type symbol, reaching from 2 points of the weakest bandit to Warpig with 20 points.

Black playing cards:

Cards showing a type symbol with black background have an effect as soon as they are presented directly from the hand. These are spells and maps.

Type

Number

Effect

★ Spell	14	As described on the card. You can cast a spell after, during or even before your henchman's journey, and also during combat. The card goes to the discard pile.
xy Map	12	If he stands on the coordinates shown in the card's symbol, your henchman can raise a treasure. The card goes to the discard pile. If all treasures have been raised already, remove the map from the game and take a new card from the draw pile.

dig up

It may happen that your stooge finds a card with a black symbol in the board. You can then pick it up and add it to your hand, it does not have an effect. However, if you have not played a card in your turn yet, you may instantly play it and thus bring it to effect.

without it going to effect.

## 7.2. Treasure

*Card*

*Henchman*

*in your hand.*

*obtain*

It is your goal to have your stooges bring treasures to your castle and hide them there. On the way, you keep the treasure on your hand, being one of the four cards. So with every treasure your henchman carries, your options to influence the board decrease. There are various possibilities to fetch a treasure [see 8. Treasures].

## 7.3. City Cards

*So every treasure in your hand reduces your options...*

These cards are placed randomly in the city and stay at their place for the whole game. They do not deter your henchman from traveling, he may pass through. If he wants to accept the goods or services a city card offers though, he needs to end his journey there for the day [see 9. City].

## 7.4. Knowledge Cards

You've got a knowledge card. Not only does it help you to remember the rules Hoardraids, you also use this card to cover the front of a playing card when inserting it into the board. Thus, no other player can recognize the playing card and steal your knowledge about it. After insertion of both cards together, pull out the knowledge card only.

There are situations, when you are allowed to have a private peek at playing cards inserted in the board, without showing them to the other players. Use the knowledge card by inserting it behind the playing card and then pulling them out together. So no player on the opposite side of the board can see it. Cover the side of the card facing you with your hand.

## 7.5. Memo Card

*In this way*

*xxx*

*see*

*em*

If *is* your henchman intoxicated or you have to skip a round, take the memo card on your hand as a reminder.

## 8. Treasures

The ultimate goal of your henchman's journey is to bring Grandlins treasures *back to* your home castle. During transport, the treasures are on your hand and may easily get lost, since they are bound to the life of your henchman. To save them, he has to fight his way back into the castle. Once he arrived, you may thoroughly hide the treasures in the castle. But remember, the insertion of a treasure counts as playing a card, so you can only store one a day and only if you hadn't played any other yet. \*

But first, your henchman needs to gain possession of a treasure. This may happen as follows:

### 8.1. Draw

*The treasure in your hand can be lost if you H. die while transporting them back to the castle.*

All of the treasures that Grandlin hid so carefully in the Reich, need to first be raised. This can only be done using a map with the coordinates. They refer to the numbers and letters on the street and the river. If your henchman stands on a field, for which you have a map on your hand, you may show the map to your fellow players and raise a treasure. Simply draw it from the treasure pile.

Remember that using the map counts as playing a card, so you can not play another card that day. The map goes to the discard pile [siehe 7.1. Playing card ●].

### 8.2. Find a Treasure

*Pick up*

In rare cases, a stooge just trips over a treasure that lies around ownerless, maybe because some henchman has succumbed to poison in that place. You can then simply pick up the treasure to your hand.

### 8.3. Fight for a Treasure

Much more common are fights for treasures. Your henchman may quickly become your opponents' quarry, when he carries a treasure on your hand. If a blackguard or another player succeeds in killing your *stooge* \*, your treasures change ownership together with your money [see 10. Combat and 11. Death of a henchman].

*Villain holds the treasure*

*Ruffian // Villain*

## 9. City

The city is safe ground. Combat is prohibited and the guards have everything under control. People are only accepted into the city after staying a night in front of the city walls and having been inspected. So on the way in, every journey needs to pause there. The gates open the next day.

In the city, henchmen may roam around freely according to the roll of the die, as if there were no cards or other stooges. They can pass through the buildings, don't need to stop for others and there is no inspection on the way out. In this direction, the gates are open.

Each day, your henchman can stop on one of the facilities of the city, to go about the following businesses.

### 9.1. Tavern

*work*

He can hire out as dishwasher and earn 2 gulden.

### 9.2. Healer

?

He can have the healer detoxicate him, which is a complex process that costs 5 gulden. It stops the poison, but does not restore health.

Restoring health is easy for the healer and he takes for 1 gulden per 3 points. No time restrictions apply.

### 9.3. Gym

Training fee is 3 gulden per day, which increases strength by 1 point. That's the daily maximum.

### 9.4. Blacksmith

Buy arms for 1 gulden per point. The blacksmith has no limit to how much you can buy from him each day.

## 10. Combat

### 10.1. Henchman versus Henchman

When your henchman meets another one outside of the city, and all playing cards on this field have been taken care of, he may attack him and combat starts. Therefore, determine the power of the combatants by summing up their strength and arms.

Then, a series of blows may be dealt. Roll a die to deliver a blow. Add the result to your henchman's power to calculate the impact value. Your opponent does the same. The higher impact value is successful and injures. Subtract the difference of the impact values from the health of the stooge being hit.

*his opponent*

$$\text{Power} = \text{Strength} + \text{Arms}$$

$$\text{Impact} = \text{Power} + \text{Roll}$$

With every blow, the arms value of each combatant decreases by one point due to wear and tear.

So they deal blow after blow until one of them either flees [see 10.3. Flight] or dies due to his health dropping to 0 [see 11. Death of a henchman].

### 10.2. Henchman versus Blackguard

*Villain*

If your henchman uncovers a blackguard, the latter relentlessly attacks. The combat works as described above, with the following differences:

- Another player rolls the die for the blackguard
- A blackguard always starts a fight with full health. Use the gray counters.
- The power of a blackguard is given in the cards symbol, it needn't be calculated.
- The power of a blackguard is constant. He is at home in that field and doesn't lose arms.

*his arms value never decreases.*

### 10.3. Flight

If your henchman should try a getaway, you can simply announce this before the next exchange of blows, even before the first one. Be careful, turning the back on him, creates the opportunity for the opponent to deal a blow without defense. Compare the impact value only to the power of your stooge and subtract the difference from his health.

Since your stooge doesn't use his weapons, he does not lose a point of arms.

If your henchman survives the blow in the back, your henchman may leave the field on the next turn. If the attacker was a blockguard, he remains in the position and will attack again the next day, if your stooge won't move.

If the opponent is another henchman, he ends the fight with the final blow but may try to follow and attack again the next day.

### 11. Death of a henchman

When the health of your henchman drops to 0, there is quite a bit of chance, he immediately takes his last breath and dies on the field he's at. Discard all playing cards from your hand, except treasures. Insert those at the stooge's position. If a blockguard was responsible, insert him with the treasures, he's the new owner. If it was another henchman killing yours, he receives not only the treasures, but all your money.

Now you draw four new cards in your hand and send out the next henchman by placing the pawn back into the castle. Adjust the counters to the starting values of

15 health, 2 strength, 0 arms and 5 gulden.

The next day, he will start to continue on his predecessor's mission.

### 12. Victory

The duke who succeeds first in having the required number or combination of treasures stored in his castle, wins the Hoardraids. He'll be Grandlin's heir and the new emperor.

Starting the game, the players agree on the winning condition. To become acquainted with Hoardraids, it is recommended to play the first game with a reduced requirement of just any two treasures. The game may end quickly and you can start again for real. It may also be attractive to younger players to play with reduced requirements, since this also reduces complexity and increases the importance of chance.

The strategical depth of Hoardraids reveals, when you set the requirements higher though. As a rule of thumb, divide the total number of treasures (12) by the number of players. That makes 6 for two players, 4 treasures for 3 players and 3 for four. The game can then take easily two hours or more. It's especially challenging and thrilling to play with a required combination such as three treasures of the same kind or one of each kind. The kinds are crown, goblet and orb.

put @ beginning

## 13. Reference Quick Summary of Important Rules

### 13.1. One card only per turn

Using a spell counts as playing a card, so does the use of a map to ~~raise~~ a treasure or hiding a treasure in the castle. You can't use or insert another card.

*dig up*

*on this turn*

### 13.2. Limit of cards

Always strive to have four cards on your hand, including the treasures your henchman carries. The memo card does not count. If you have ~~less~~, you need to draw, if you have more, you need to play them one by one [see 13.1 One card only per turn]

*fewer*

*on this turn*

### 13.3. Discard pile

If the draw pile is empty, shuffle the discard pile and place it upside down as new draw pile. When all treasures have been ~~raised~~ and are in ~~the~~ ~~treasure~~, remove all maps you have ~~or drawn~~ on your hand from the game and draw new cards instead.

*play* *discard* *(draw)*

### 13.4. Notes and Consultations

It is against the rules to take notes during the game. Consultations and agreements ~~between~~ players on the other hand, are allowed explicitly.

*away the*

### 13.5. Teleportal

When your henchman uncovers a "Teleportal", read the following to see how it works. It is a special card, not to be confused with the spell "Teleportation", with which your henchman may travel fast and far. Though there is a risk. Roll a die and choose the destination. A roll of 2, 3, 4 or 5 corresponds to a color and thus determines the land your stooge will travel to. For example rolling a 4 means the land of the blue duke. Within that land, you may choose any field as a destination. Rolling a 6 will let you choose any field in the whole Reich. Be careful not to roll a 1, since that will make your henchman vaporize in the portal [see 11. Death of a henchman]. If travelling succeeds and there is a card inserted in the destination, it must be uncovered and processed as usual.

## 14. Variants

Try these additional rules to add more variety !

*out*

### 14.1. Drop treasures

You may insert a treasure from your hand in the field occupied by your henchman.

### 14.2. Looting *An Opponent's Castle*

If your henchman manages to invade the castle of another duke, he may comb through the rooms to find and steal treasures, if there are some hidden. Therefore, roll a die each day. If the result is smaller or identical to the number of days you're searching in direct succession, pick a treasure from the castle and put it on your hand. The search starts over, so to find another treasure, you need to roll a 1 the next day.

### 14.3. Grandlin's Catharsis

When the draw pile is empty, there is a cleansing sweep going through the Reich. Each duke discards one card from the board at will, except the city cards and treasures of course. This happens three times. After the three rounds of cleansing, shuffle the discard pile and make it the new draw pile as described before.