Towers of Lumeth Box Design

* Player Count
  + 3-6 Players
* Player Age Range
  + Ages 10+
* Playtime Total
  + 30 min
* Box Contents List
  + 32 Room Cards
  + 51 Non Magical Artifact Cards
  + 43 Magical Artifact Cards
  + 16 Spellbook Cards
  + 13 Ability Cards
* Tagline
  + Control the Chaos, or be Consumed by it
* Story/Introduction
  + Tasked by their Wizard masters to acquire these treasures as a trial, a group of apprentices enter the Towers of Lumeth. The apprentices compete to see who can gather the most treasure, but they can’t traverse the tower alone. To traverse the tower, each player plays item cards in their hand to get through the magical threshold in each room. Each item card has a numerical positive or negative value, and the total party’s value is compared to the room’s magical threshold number. It doesn’t matter if the party’s total is higher or lower than the threshold, what matters is that there are *winners* and *losers*. If the party’s total is greater than the magical threshold, those who played positive cards will win special loot, while those who played negative cards pick up the scraps. The inverse is true if the party’s total is less than the room’s magical threshold, but there *must* be a winning side and a losing side. If all players play the same type of cards, everyone loses.
* Other
  + “Based on the world of Ethshar”
  + Have logo
  + Fake Awards
    - Most Anticipated Game from PAX Weast
    - “10/10” - Your Mother
    - Yelp Review

**BOX OUTLINE:**



**BOX REFERENCES:**

