Travis Moore

GAT 211A—Fall 2014

Instructor: Jeremy Holcomb

Lab 13

Temple of Loot / Games You Should Be Playing

Table of Contents

**Lab 13 3 – 8**

Temple of Loot (version 01)

Written Rules 3 – 7

Intentions 8

Games You Should Be Playing 9

Temple of Loot (version 01)

Written Rules

Components

* 6 Character Avatars
  + 3 Red Excavators
    - Explorer, Analyst, and Sentinel
  + 3 Blue Surveyors
    - Explorer, Analyst, and Sentinel
* 2 Character Sheets
  + 1 Red Excavator
  + 1 Blue Surveyor
* 2 D6 Combat Dice
* 1 Mummy Avatar
* 2 Mummy Dice
  + 1 D6 Mummy Movement Dice
  + 1 D10 Mummy Direction Dice
* 1 Map (2 board pieces)
* 2 D20 Map Dice
* X Inventory Cards
* X Event Cards
* X Enemy Tokens
  + X Bats
  + X Spiders
  + X Snakes

Players

2 players

Objective

The objective of the game is to survive with the most excavated treasure before the ancient temple collapses.

Setup

**Setting up the Board**

The game board is constructed by placing the two game board halves together to form a square. Sitting across from each other, the red player should have the red entrance in front of them, and the blue player should have the blue entrance in front of them.  
**Setting up the Rest**  
The *Event Cards* and *Item Cards* should be shuffled and placed face-down in a spot that easily reachable for both players. Each player should have their *Character Sheet* and *Combat Dice* in front of them for when they are needed. Each player’s characters start in their team base. Each character starts with one randomly drawn Inventory Card.

**Who Goes First?**

Each player rolls a *D20 Map Die* and the winning player with the higher roll goes first (reroll dice if there is a tie). The losing player chooses if they want to be the Red Excavators or the Blue Surveyors, leaving the unpicked team for the winning player. The winning player should hold *The Mummy Dice* until they have completed all the actions they want to take in their turn. At the end of their turn, this player rolls for The Mummy, moves The Mummy accordingly, and then passes off *The Mummy Dice* so that the next player can start their turn.

Characters:

The Red Excavators and the Blue Surveyors each have 3 characters on their dig team with special skills that will help the player:

**The Explorer**The Explorer moves faster than all other characters and can perform 2 actions.

**The Analyst**The Analyst is great with items and always has a chance at reusing spent items or disabling traps.

**The Sentinel**The Sentinel is tough as nails and can hold more items than any other character.

Enemies:

Throughout the temple there are different enemies that can harm either player’s team:

**Bats**Bats are common throughout the temple and are easy enough for characters to be able to defeat with only 1 hp.

**Spiders**Spiders can be found in dark areas of the temple and are a little bit tougher with 2 hp.

**Snakes**

Snakes are rare, but can be found guarding particular areas of interest and are strong with 3 hp.

**The Mummy**

The Mummy is immune to all damage and is dedicated to protecting his temple and wanders around in search of intruders.

**Moving The Mummy**

At the end of each player’s turn they roll the *Mummy Dice* to determine if the mummy will move and, if so, how many spaces.

**The Mummy Dice**

The *D10 Mummy Direction Die* is used in conjunction with the Mummy Direction Diagram to determine the direction that The Mummy will take (unless The Mummy Face is rolled, in which case the player who did not roll the dice gets to choose the direction The Mummy moves in.

The *D6 Mummy Movement Die* determines the amount of spaces The Mummy will move this turn (the Mummy can exist on any space on the board).

Items:

Throughout the temple there are different items that can be picked up and placed into a character’s inventory or used upon landing on the item:

**Rope Bridges**Rope Bridges are used to cross the gap between spaces that have no ground. Once played they can be destroyed by players to cut off access to an area.

**Bombs**Bombs cause explosions which destroy walls, enemies, and other players in a small radius at the end of a player’s turn. Using a bomb removes the bomb from the character’s inventory (place it in the discard pile). When a bomb is detonated the temple shakes causing ground tiles to fall (see **Events: What Was That?**).

**Pick Axes**Pick Axes allow a character to destroy one wall that they are adjacent to so that they can pass through the gap. Using a Pick Axe removes the Pick Axe from the character’s inventory (place it in the discard pile).

**Loot**Loot takes the form of diamonds, gems, and gold found throughout the temple (the number on the token is how much the loot is worth). Inventory collected by a character goes into the inventory slot for this character on the *Character Sheet* (you can drop items in order to pick up new items, like loot).

**The Idol**The Idol is the loot to end all loots, the entire reason why the team of archaeologists are there. This loot is far more precious than all the other loot in the game, but it is well guarded and if you manage to get it, then you set off a chain reaction where the temple starts to fall apart (see **Events: Temple Collapse!**).

Events:

Turning over tiles or setting off traps in the temple result in an *Event Card* being drawn to see what exactly happened. Such *Event Cards* can be the following:

* **Doors Close**: All doors in the temple close.
* **Doors Open**: All doors in the temple open.
* **What Was That?**: Roll both of the *D10 Map Dice*, a tile equal to the value of the dice roll is taken off the board.
* **Foot Trap**: The player who has triggered this trap is now stuck in place until a teammate can help them, or 3 turns.
* **Arrow Traps**: All arrow traps go off in the temple, anyone in the path of an arrow trap takes 1hp damage.
* **The Mummy Awakes**: The Mummy takes an extra move right now.
* **You Got Lucky:** Gold/gem/or diamond falls right into your lap, lucky!
* **Enemies Everywhere**: Your opponent gets to place 3 bat tiles anywhere they would like.

In addition to the *Event Cards* there is also a guaranteed event if a player manages to pocket *The Idol*:

* **Temple Collapse!**: From this point forward, at the start of every player’s turn the *D10 Map Dice* are rolled and a tile is removed from the board equal to the value of the roll.

Turn Order

**Taking Turns**Each player takes alternating turns which consist of using their characters before rolling *The Mummy Dice* to end their turn.

**Using Characters**

Each character can move perform an action per turn. Moving and performing an action can be done in any order that the player pleases, so long as each character only does these things once.

**Moving**

Each character moves up to the maximum of their movement indicated on this character’s section of the *Character Sheet*.

**Actions**

Each character performs one action, with the exception of The Analyst. Actions usually involve items or combat:

* Using an Item: Pickaxe, Bomb, Placing a Rope Bridge, Destroying a Rope Bridge, Picking Up/Swapping Inventory
* Combat with an Enemy or opposing Character

Victory

If the amount of turns until the temple collapses has been reached then the game is over. The player with the most loot collected at their base wins.

Intentions

The idea for *Temple of Loot* comes from playing way too much *Spelunky* and also my initial idea of cooperatively making a board game with Jason Guelbert. The game is a one versus one board game where the idea of the game is to create a little bit of press your luck into a game where bad things are going to happen to your spelunking team. While there are small bits of loot everywhere on the board, the more valuable loot, including The Idol, is well guarded and requires a bit of persistence and luck to get to it.

Considering this semester has been about combat, maps, and characters, I feel like making *Temple of Loot* is a good way to end the semester by having me develop what I’ve learned throughout the semester all into one board game.

Games You Should Be Playing

The only card game that I’ve played recently that I really liked is [*Coup*](http://www.amazon.com/Coup-Card-Game-Resistance-Universe/dp/B00GDI4HX4). It’s kind of like a more politically oriented game of bullshit that involves deceiving those that on and against your faction in order to ultimately win the game. There’s not a lot to it component-wise, and it is a little bit difficult to describe, but after one game I was hooked (and I never really liked board/card games before I went to Digipen).