Temple of Loot 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 Character Sheet
  + 1 Blue Surveyor Character Sheet
* 2 D6 Combat/Movement Dice
  + 1 D6 Red Excavator Combat/Movement Die
  + 1 D6 Blue Surveyor Combat/Movement Die
* 1 Mummy Avatar
* 1 D12 Mummy Direction Dice
* 1 Enemy Sheet
* 1 Map
  + 1 Bottom section of the map
  + 1 Top section of the map
* 1 D20 Map Dice
* 14 Item Tokens
* 16 Enemy Tokens
  + Bats
  + Spiders
  + Snakes

Players

2 players

Objective

The objective of the game is to escape from the temple with its most prized treasure, *The Idol*.

Setup

**Setting up the Board**

The game board is constructed by placing the two game board sections together to form a square. Sitting across from each other, the red player should have the Red Excavator Start Vehicle in front of them, and the blue player should have the Blue Surveyor Start Vehicle in front of them.

**Setting up the Items, Enemies, and Ground Tiles**

On the board there are sections for *Item Tokens*, denoted by the treasure chest symbol. *Item Tokens* should be placed on these sections with the treasure chest symbol face-up so that both players do not know what items are at what locations. *The Idol* is placed on the tile with *The Idol* symbol.

On the board there are sections for *Enemy Tokens*, denoted by the orange enemy symbol. *Enemy Tokens* should be placed on these sections with the blank side face-up so that both players do not know what enemies are at what locations.

On the board there is a starting spot for *The Mummy*, denoted by the orange mummy symbol. *The Mummy* avatar starts at this spot. The *Enemy Sheet* is placed below the *Temple of Loot* logo on the board game, and the players should agree before the start of the game not to move the diagram so that moving *The Mummy* is consistent throughout the game.

Lastly, all *Ground/Pit* *Tokens* should be kept in its bag and used as needed throughout the game.

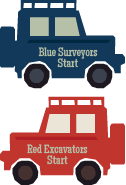
**Player Set up**

Each player should place their character avatars on their start vehicle. Each player’s *Character Sheet* should have all of their health tokens in place at the start of the game. Throughout the course of the game the *Character Sheet* should be updated to keep track of each of their character avatars’ health and items.

**Who Goes First?**

Each player rolls their *Combat/Movement D6* and the player with the higher roll goes first (reroll dice if there is a tie).

Map Tile Types

The map consists of the following tiles:  
**Start Vehicle**

Each team has a Start Vehicle that acts as the spawn area for their team’s characters. Characters start out the game on their Start Vehicle with full health and no inventory. If a character is killed they drop all their inventory at the tile they died on and return to their Start Vehicle with their health refilled and can reenter the temple on the next turn.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\ground-tile.pngGround Tile**

Ground tiles are passible terrain for characters (note that characters cannot exist on the same tile).

C:\Users\Travis\AppData\Local\Microsoft\Windows\INetCache\Content.Word\pit-tile.png**Pit Tile**

Pit tiles are deep, dark holes in the temple. Characters cannot intentionally enter a pit to kill themselves, and if a ground tile falls an enemy or character due to the temple collapse event then they are killed (*The Mummy* is not killed).

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\tan-wall-tile.pngTan Wall Tile**

Tan wall tiles cannot be passed through by characters unless they use a Pick Axe to break the wall (be sure to place a ground tile to show that the wall is gone).

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\gray-wall.pngGray Wall Tile**

Gray wall tiles act as the boundaries of the game. No characters, including *The Mummy* can pass through a gray wall tile.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\locked-wall-tile.pngLocked Wall Tile**

The locked wall tile can only be passed through if a character has a key (*The Mummy* cannot pass through this tile).

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\item-tile.pngItem Start Tile**

At the start of the game items are placed with the treasure chest icon face-up on these tiles so that the players do not know which items are where. Once an item has been taken it is not replenished on this square.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\enemy-tile.pngEnemy Start Tile**

At the start of the game enemies are randomly placed from their bag with the enemy icon face-up on these tiles. Once an enemy has been defeated, flip the token to see what item this character has gotten (if any). Enemies are not replenished on after being defeated.

**Door Tile**

F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\door-tile.pngThe door tile can be opened and closed at will by the Analyst character (be sure to place a ground tile on the door to show it is now open).

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\tile-mummy-start.pngMummy Start Tile**

At the beginning of the game the mummy starts at this tile on the map.

Characters

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

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\char-explorer.pngThe Explorer**

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\char-analyst.png**The Explorer adds a D6 roll to their Move every turn.

**The Analyst**

The Analyst can open temple doors, denoted with a gray square with a skull on it. Use a the ground side of the *Ground/Pit* *Token* to show that the door is open, or remove the token to show a closed door. Opening or closing a door does not count as an action for The Analyst.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\char-sentinel.pngThe Sentinel**

The Sentinel can re-roll a failed D6 combat roll.

Enemies

Throughout the temple there are different enemies that can harm either player’s team if their character avatar is adjacent or on top of an enemy:

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\enemy-bat.pngBats**Bats are common throughout the temple and are easy enough for characters to be able to defeat by rolling a 3 or higher.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\enemy-spider.pngSpiders**Spiders can be found in dark areas of the temple and are a little bit tougher, but can be defeated by a roll of 4 or higher.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\enemy-snake.pngSnakes**  
Snakes are rare and are the hardest enemy to defeat, requiring a roll of 5 or higher.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\enemy-mummy.pngThe Mummy**  
The Mummy is immune to all damage, can travel anywhere on the board (including open pits and walls), and is dedicated to protecting his temple. Any character that *The Mummy* comes into contact with is killed.

**Moving The Mummy**

At the end of each player’s turn they roll the *Mummy Direction Dice* to determine how *The Mummy* will move.

Using the *Enemy Sheet* move *The Mummy* 3 spaces in the direction denoted by the die roll. If a 9 – 10 is rolled, then the opposing player gets to move *The Mummy* 3 spaces anywhere they would like.

Please note that *The Mummy* cannot be moved off the board or onto gray wall pieces and instead *the Mummy* should complete the move up until moving onto a gray wall piece.

Combat

Combat involves having a character avatar adjacent to an enemy or opponent at the end of moving. Combat involves rolling the *D6 Combat/Movement Die*:

**Enemies**

*Bats* are defeated if you roll a 3 or higher.

*Spiders* are defeated if you roll a 4 or higher.

*Snakes* are defeated if you roll a 5 or higher.

If an enemy is defeated, remove the *Enemy Token* from the board and flip the token to see if this character has received an item. If so, put the enemy token in this character’s inventory or discard the enemy in the discarded enemy/item pile on the board.

If the enemy is not defeated, the attacking character avatar loses 1 health (remove a health token from their section on the *Character Sheet*).

**Opponent**

Combat with your opponent involves both player’s rolling their *D6 Combat/Movement Die* with the higher roll winning, and the losing roll’s character avatar losing 1 health (remove a health token from their section on the *Character Sheet*). If there is a tie, both players re-roll until there is a winner. On the next turn combat can either continue, or one player may move their character avatar away.

**Running Out of Health**

When a character runs out of health they drop all their items on the spot on the map where they ran out of health and the character returns to their Start Vehicle. On this player’s next turn they may re-enter the temple and continue to play as normal (be sure to refill their health on the *Character Sheet*).

Items

Throughout the temple there are different items that can be picked up and placed into a character’s inventory or used one time. Items are picked up by crossing over or landing on the item:

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\item-bridge.pngRope Bridges**Rope Bridges are used to cross the gap between spaces that have no ground. Remove the *Rope Bridge* from a character’s inventory and place it on the spot you’d like to be able to cross over.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\item-pick.pngPick Axes**Pick Axes allows a character to destroy one tan wall (not gray walls) that they are adjacent to so that they can pass through the gap. Place the *Pick Axe* in the item/enemy discard area and use the ground side of a *Ground/Pit Token* on the adjacent tile that you would like.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\item-key.pngKey**keys allows a character to pass through the locked wall symbol so that they can get to *The Idol*. There are multiple keys in the game.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\item-token.pngThe Idol**The Idol is the loot to end all loots and the entire reason why the team of archaeologists are there. Picking up *The Idol* starts a chain reaction where the temple starts to fall apart (see **Events: Temple Collapse!**).

Events

**Temple Collapse!**

Once any player is in possession of *The Idol* then the temple will start to break apart and lose ground tiles. From this point forward, at the start of each player’s turn the *D20 Map Die* is rolled and a pit from the *Ground/Pit Token* is placed adjacent to the tile number that is rolled on the map. The rolling player may choose any spot to place the pit, except for the gray walls. Any enemy or player that was on this spot falls to their doom and their items are placed on an adjacent accessible tile.

Turn Order

**Taking Turns**

Each player takes alternating turns which consist of moving and actions with their characters before rolling *The Mummy Dice* to end their turn (if the *Temple Collapse!* event has started, then the turn begins with the *D20 Map Die* roll).

**Using Characters**

Each character can move and 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 per turn.

**Moving**

Each character moves up to the maximum of their movement indicated on this character’s section of the *Character Sheet*. Characters may not occupy the same spot as another character, but may pass through characters if they are on the same team.

**Actions**

Each character performs one action which can be the following:

* Using a Pickaxe
* Placing a Rope Bridge
* Dropping an Item (so that another character can pick them up or to pick up something else if this character’s inventory is full)
* Swapping an item between adjacent characters

Victory

The player who escapes from the temple to their start vehicle with a character holding *The Idol* wins!