

## The Goal:

Acquire the artifact, and bring it back to your home base.

## The Setup:

Deal each player 6 cards, then flip the top card of the deck face up into the discard pile.

Each player places their game piece at their home base.

Place the artifact in the temple.

## The Gameplay:

On your turn:

1. Draw 1 from the deck or top of the discard pile.
2. You may play up to 3 cards. 4 if another player has the artifact.
3. You may discard any number of cards.
4. Draw from the deck till you have 6 cards in your hand.

You take control of the Artifact if you start your turn or move onto a location containing the Artifact.

If you take control of the Artifact on your turn, you may play up to 3 more cards.

At end of your turn draw from the deck till you have 6 cards in your hand.

Place all cards you played on your turn into the discard pile in order that you played them.

If there are ever not enough cards in the deck to draw, leave the top card of the discard pile, shuffle the rest of them and place under the remaining cards in the deck.

## Cards and abilities:

Card	Action
<b>Ho</b>	Move 1 space Horizontally
<b>Vert</b>	Move 1 space Vertically
<b>Jump</b>	Jump onto any adjacent Block
<b>Diag</b>	Move 1 space Diagonally
<b>Swap</b>	Swap places with another player
<b>Drop Block</b>	Place a Block in any Adjacent Block
<b>Dynamite</b>	Destroy any Adjacent Block
<b>Rotate</b>	Rotate the board 90 degrees clockwise

**Ho, Vert, Diag:** allow you to move 1 space in a certain direction.  
 Ground -> Ground, Wall -> Wall, Wall -> Ground, but not Ground -> Wall

**Jump:** jump onto an adjacent wall higher than you, Diagonals are fine.

**Swap:** Swap places with an opponent. The artifact does not move.

**Drop Block:** Place a new block tile on any adjacent location, Can be placed under you.

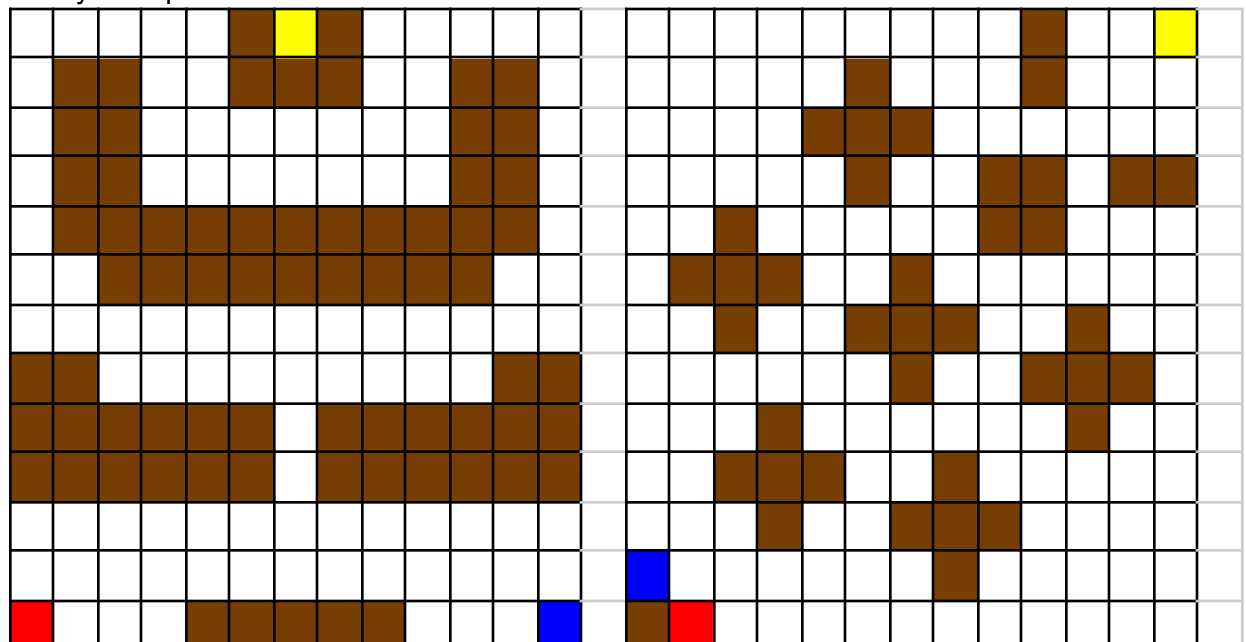
**Dynamite:** Remove any adjacent block tile, you can remove the block you are currently standing on.

**Rotate:** Rotate the board 90 degrees clockwise. This will cause the Ho and Vert cards to have different effects for all players.

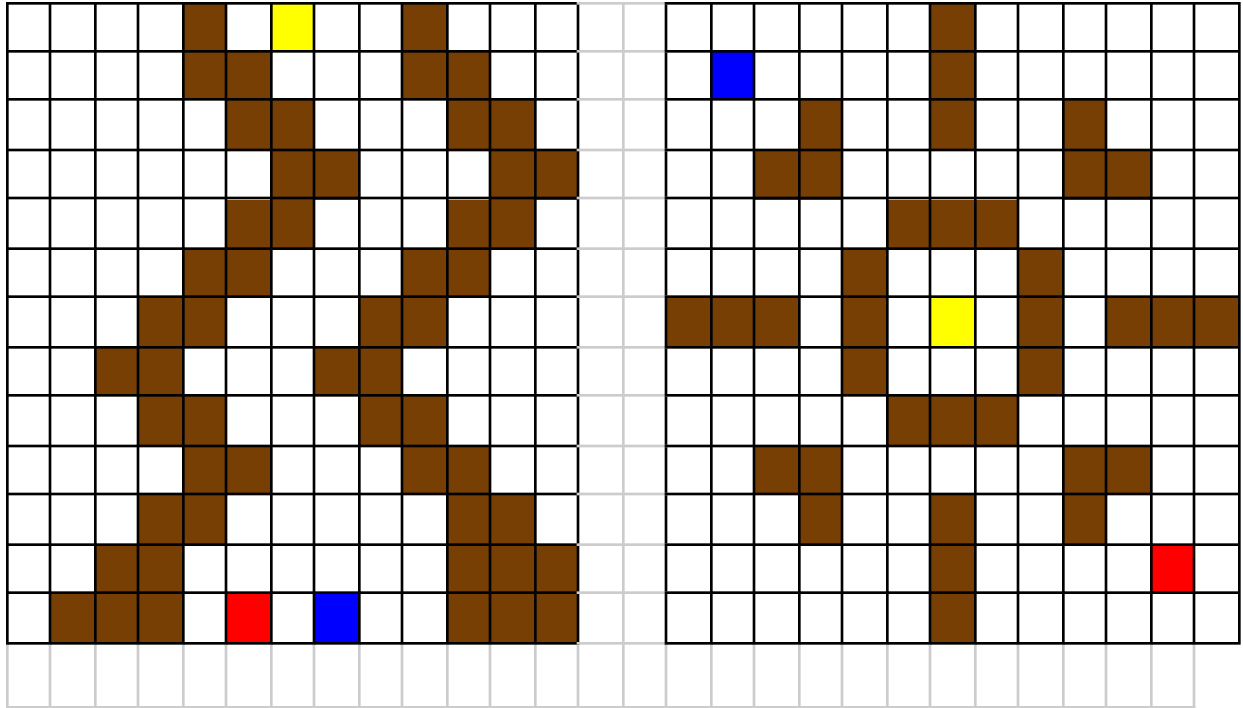
Maps:

	Empty space
	wall
	temple
	Player 1 home base
	Player 2 home base
	Player 3 home base
	Player 4 home base

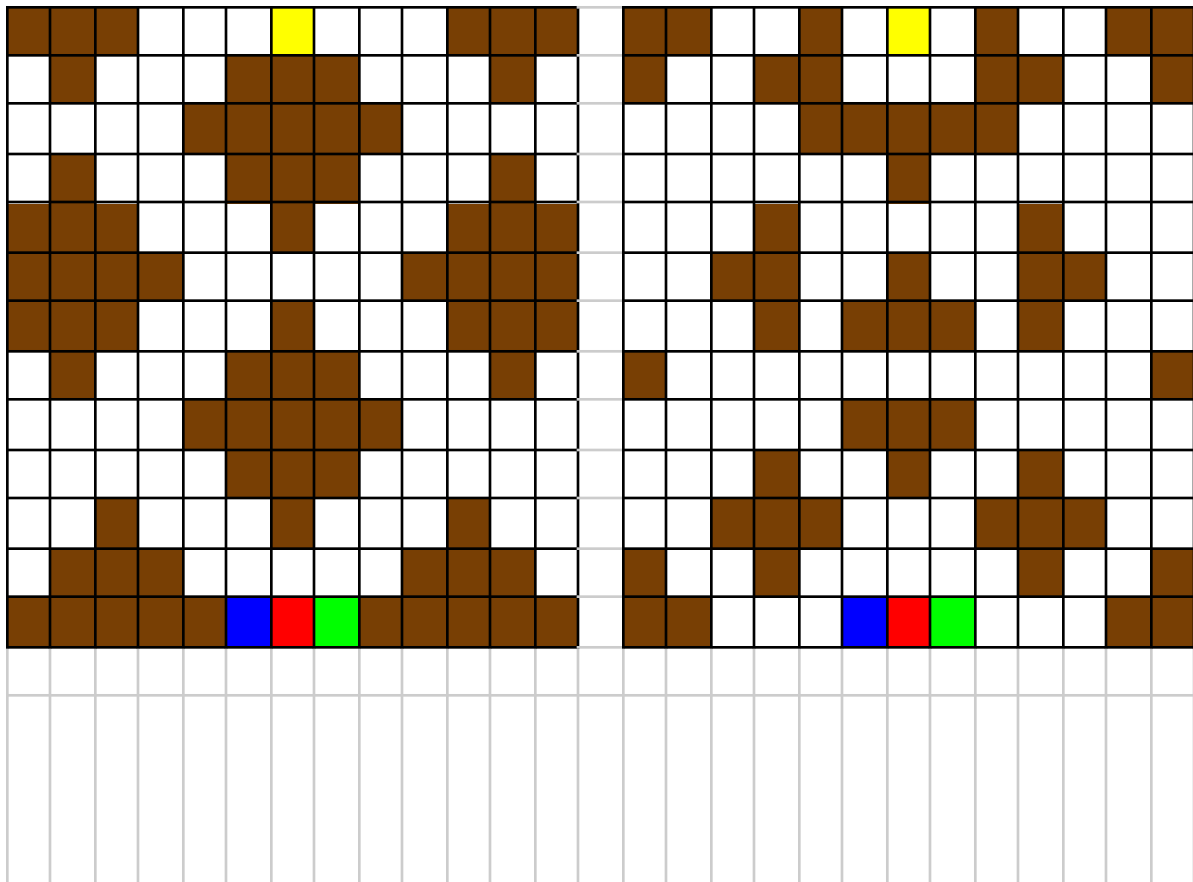
2 Player maps:

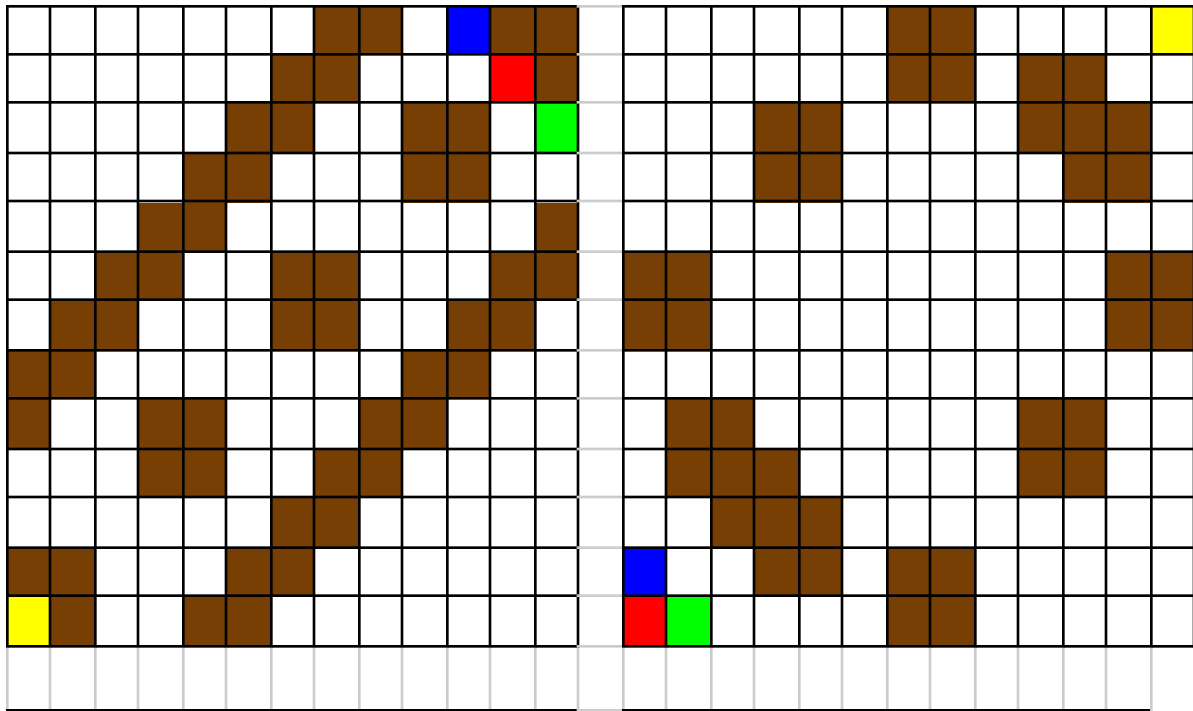






3 Player maps:





4 Player maps:

