SURVIVAL OF THE TOMB

3 - 5 players   45 - 90 min   12+

Overview

Survival of the Tomb is a cooperative boardgame for 3 to 5 players aged above twelve. With the average game running around 45 to 90 minutes, casual and/or competitive players collaborate to excavate the lost treasure and cleanse Corrupted Tiles from the island to open the way for escape from the tomb.

Components

56 bridge tokens:

1 AP bag and 40 AP tokens:

1 Concussion bag and 96 Concussion tokens:

1 Rupture bag and 96 Rupture tokens:

1 red, blue, and yellow Cleanse tokens:

12 Treasure models with 4 models for each color:

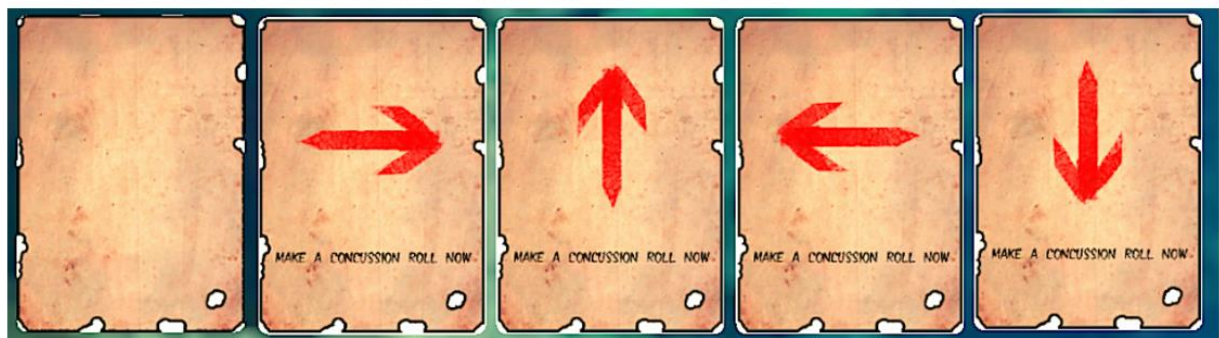D-8 dice   D-12 dice   **20 walls:**   5 D-6 dices

5 health tokens

27 Loot cards: 12 Treasure cards (4 for each type) – 15 dirt cards:

48 Concussion cards: 12 for each direction

70 Ravine tiles:

96 normal tiles:
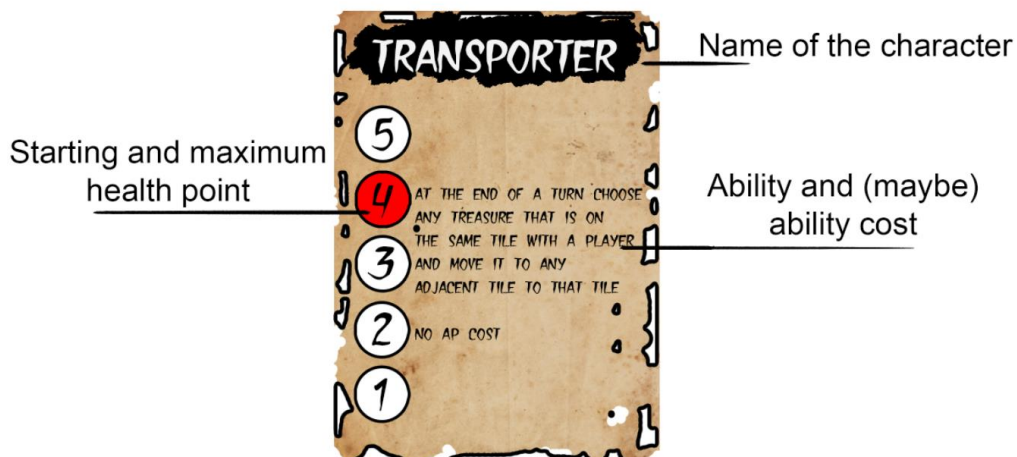

The normal tiles include:

3 Start tiles:

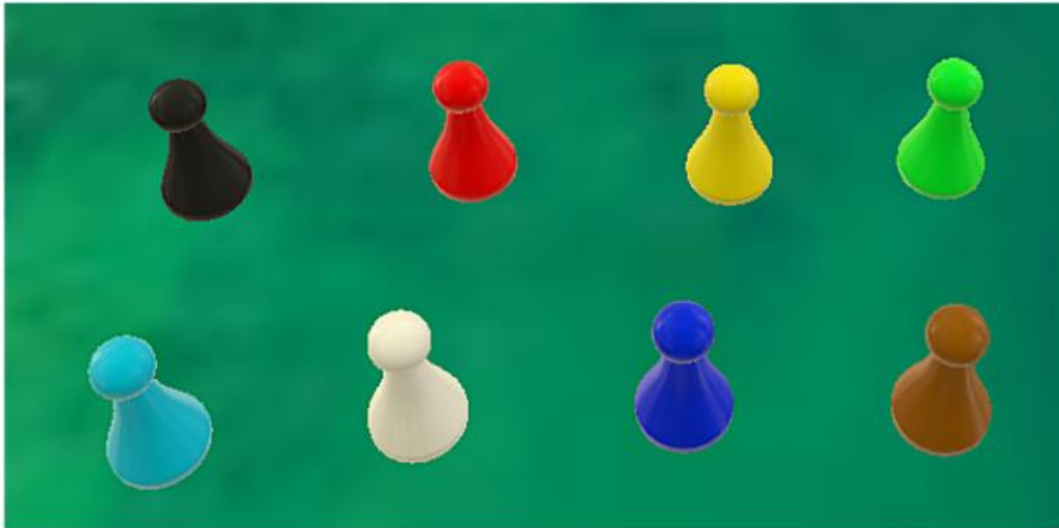# 6 Corrupted Tiles - 2 for each type:

8 character cards

TRANSPORTER
- 5
- **4** — AT THE END OF A TURN CHOOSE ANY TREASURE THAT IS ON THE SAME TILE WITH A PLAYER AND MOVE IT TO ANY ADJACENT TILE TO THAT TILE
- 3
- 2 — NO AP COST
- 1

EXPLORER
- **5** — MOVE THROUGH 1 RAVINE TILE OR DESTROYED FOR 1 AP CANNOT MOVE THROUGH MULTIPLE TILE
- 4 — *SPEND 1 EXTRA ACTION FOR MOVE ACTION TO CARRY ANY PLAYER ON THE SAME TILE
- 3
- 2 — HOLDER AND OTHER PLAYERS ON THE SAME TILE CAN MOVE TO ANY ADJACENT TILES WHEN THE CURRENT TILE BECOMES RUPTURE TILE
- 1

ARCHEOLOGIST
- 5
- 4 — MOVEMENT ACTION IS NOT AFFECTED BY THE NUMBER OF DIRT HELD
- **3** — CAN EXCAVATE UNTIL HOLDING 6 DIRTS
- 2
- 1

DOCTOR
- 5 — CAN INCREASE OTHER PLAYER HEALTH IN THE SAME TILE BY 1 FOR 1 AP
- **4** — CANNOT HEAL SELF *HEALTH HEALED CANNOT EXCEED OTHER PLAYER MAXIMUM HEALTH
- 3 — ADDITIONALLY CAN TRANSFER 1 HEALTH TO ANY PLAYER ON THE BOARD
- 2 — OWNER LOSE 1 HEALTH
- 1 — NO AP COST

PILOT
- 5
- 4 — CAN PERFORM NORMAL MOVE TO ANY TILES ON
- 3 — *THE BOARD EXCEPT EMPTY TILES AND RAVINE TILES AND DESTROYED TILES
- **2** — COST ONE AP PER MOVE
- 1

NAVIGATOR
- 5
- 4 — PERFORM ANY MOVE AND ACTION DIAGONALLY
- **3** — AP COST IS EQUAL TO THE AP OF THAT MOVE OR ACTION
- 2
- 1

CONSTRUCTOR
- **5** — CHOOSE 1 OF 3 ACTION CAN USE ABILITY ONCE PER TURN
- 4 — BUILD 1 BRIDGE WITHOUT SPENDING AP
- 3 — REMOVE 1 CONCUSSION WITHOUT SPENDING AP
- 2 — REMOVE 1 RUPTURE FOR 1 AP
- 1

LEADER
- 5 — CHOOSE ANY TILE THAT A PLAYER CAN STAND ON AND MOVE THAT PLAYER TO THAT TILE
- 4
- 3 — CAN ONLY DO NORMAL MOVE CANNOT MOVE SELF
- **2** — COST TWO AP PER MOVE
- 1

Card's details

TRANSPORTER
- 5
- **4** — AT THE END OF A TURN CHOOSE ANY TREASURE THAT IS ON THE SAME TILE WITH A PLAYER AND MOVE IT TO ANY ADJACENT TILE TO THAT TILE
- 3
- 2 — NO AP COST
- 1

Name of the character

Starting and maximum health point

Ability and (maybe) ability cost

8 pawns with matching color to the character cards

5 Reference boards:

List of action:

Movement actions:

Normal move: 1 AP
Treasure move: 2 AP
Move to Rupture: 2 AP
Jump through Ravine: 3 AP

Carrying two or more dirts add 1 AP
to each movement action

Other actions:

Excavate: 1 AP
Place down Bridge: 1 AP
Empty dirt: 1 AP
Reinforce (remove Rupture or Concussion): 1 to 2 AP
Cleanse Corrupted Tile: 1 AP
Remove wall: 1 AP

Order of play:

(1) Pick up 4 AP
(2) Peform action(s)
(3) Place down a wall

(4) Perform Concussion and
Rupture
(5) Remove used AP

| Character card | Treasure card(s) |

Player's AP:

| Current AP | Used AP (Removed at end turn) |

Dirt holder:

1 Playing board:

1 Tracker board:

Treasure card(s)

Cleanse Token(s)

Discarded Treasure(s)
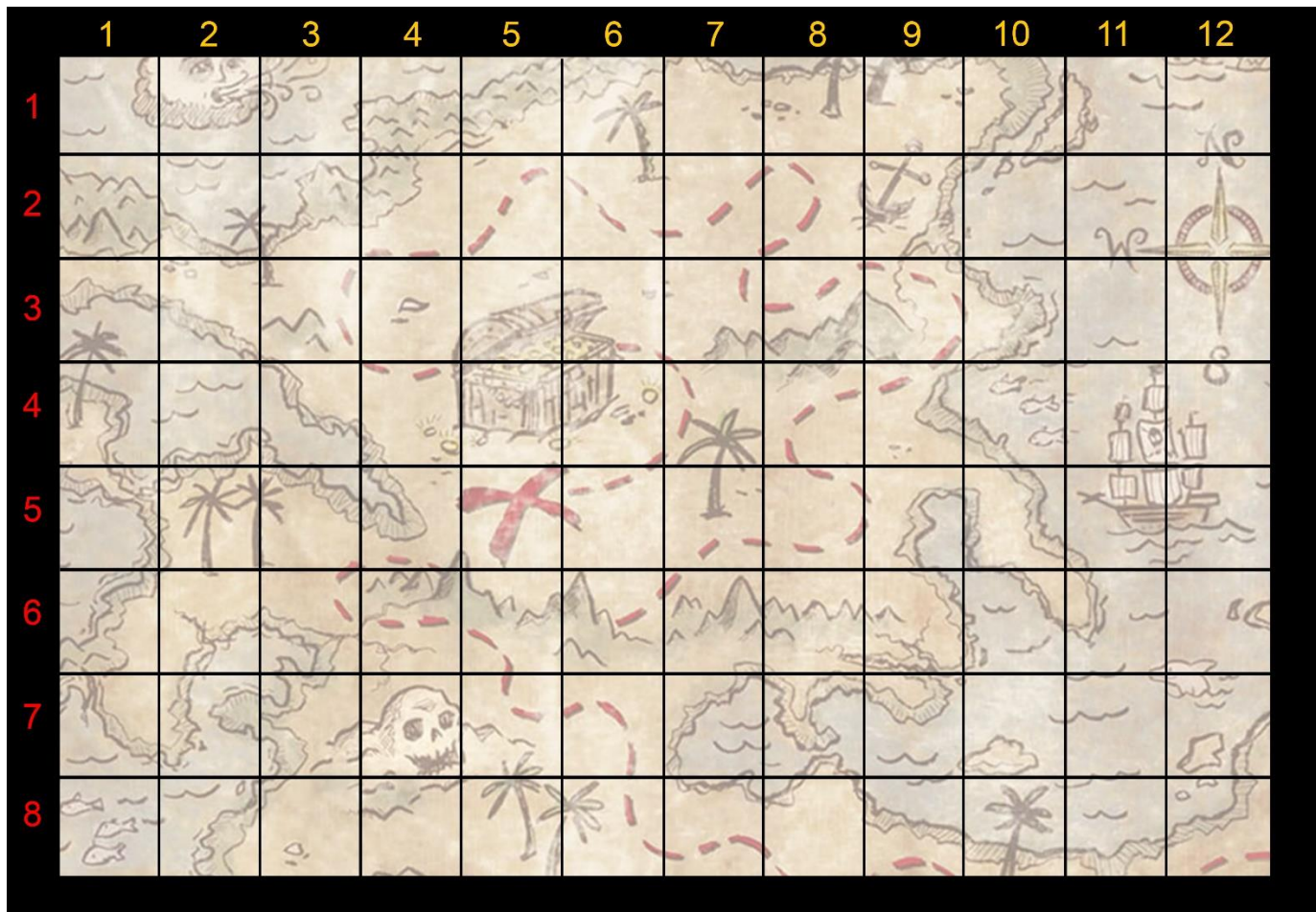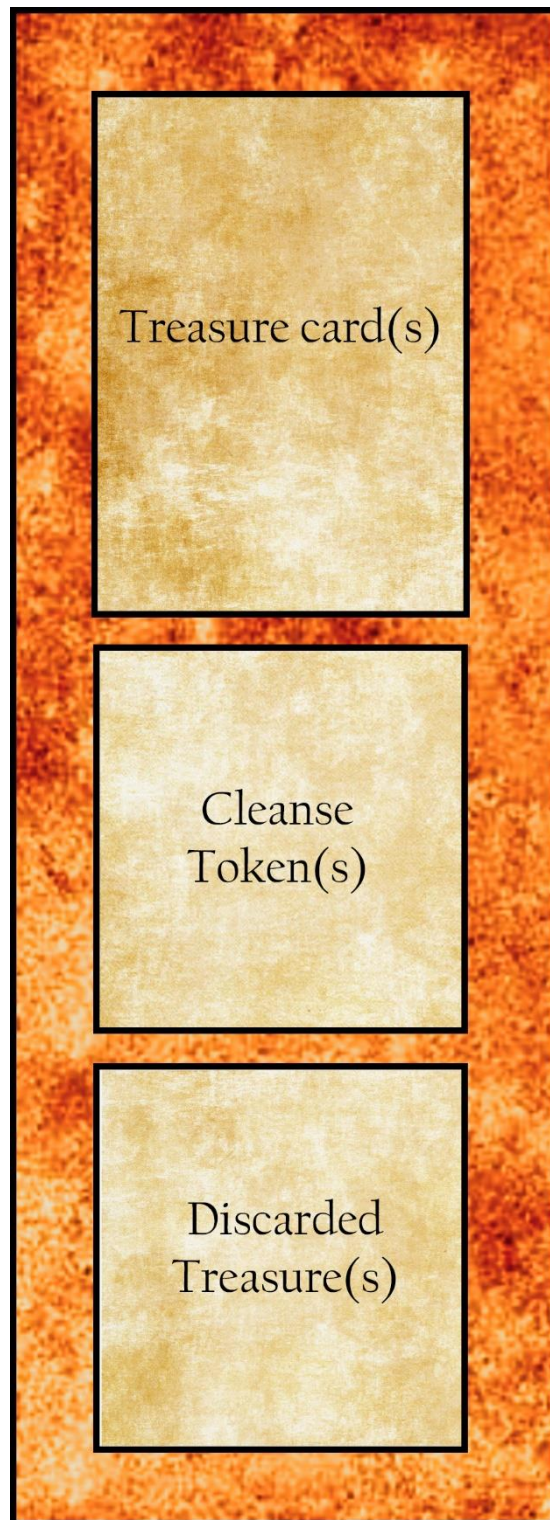
Setup

Any player or all players can be responsible for the setup.

Board:

Shuffle 40 Tiles and divide them into 2 piles of 12 tiles and 2 piles of 8 tiles. Make sure that there are 3 Start Tiles and 6 Corrupted Tiles in the starting 40 Island Tiles. From the shuffled tiles, place them faced down on the board following the process and layout shown below. After finished placing the tiles in the board, face all of them up.

The layout and process of the board setup:

- Place the tile on the board -   - Add ravines -

: Island tiles   : Empty tiles   : Ravine tiles
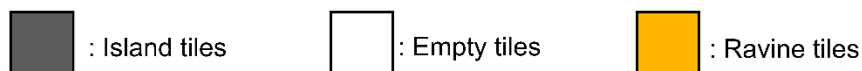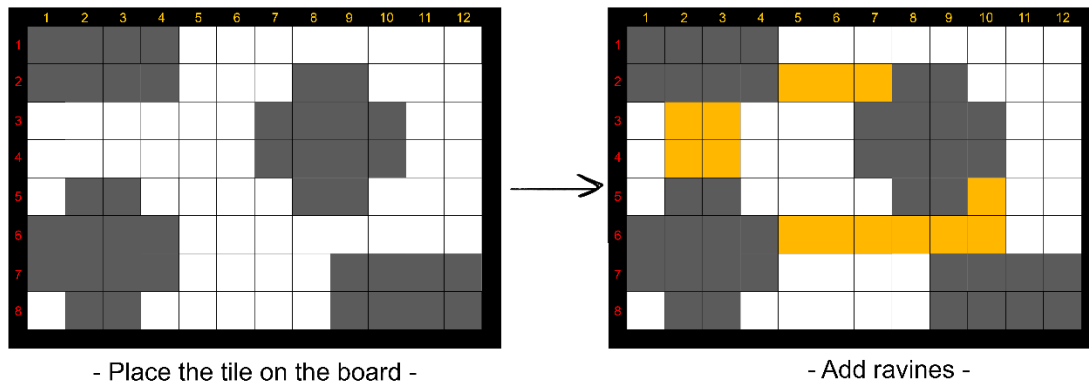
Example setup in-game:
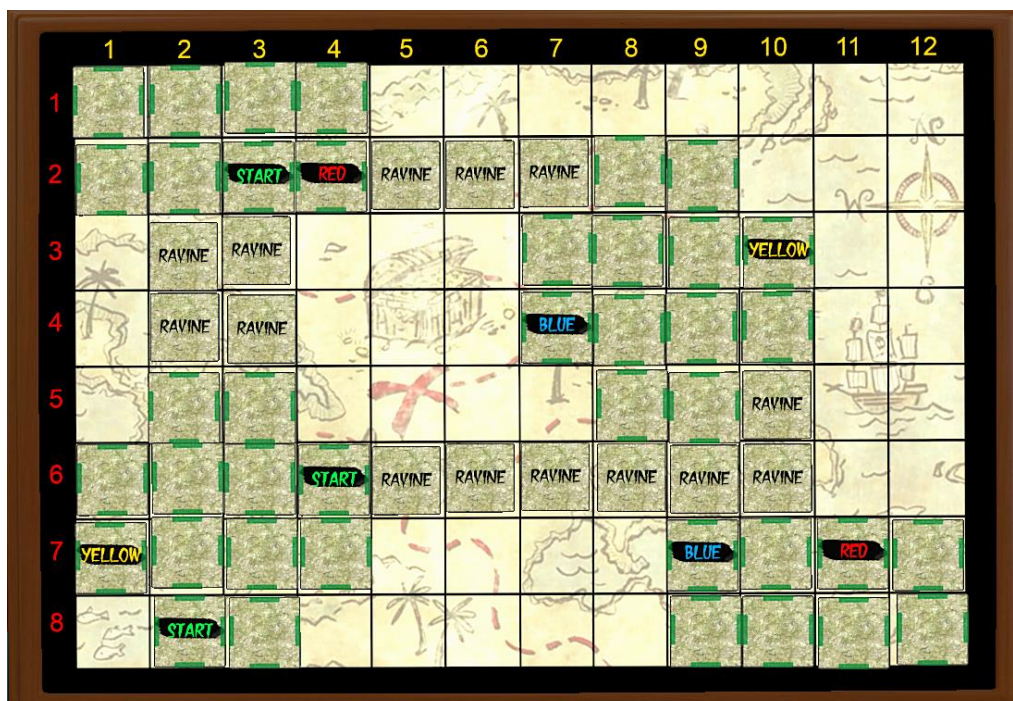
Player's card and pawn:

Each player chooses one character card with the matching pawn color and place their pawn on the Start Tiles with each tile has at least 1 pawn. Players place health token on characters' starting health (the red circle).

Each player also gets a reference board.

Starting Rupture:

Each player picks up a Concussion card and places a Rupture on the **Target Tile.** Re-pick and roll if the **Target Tile** is the same tile as **Corrupted Tile, Ravine Tile** or **Empty Tile**, or when two **Target Tiles** overlap**.**
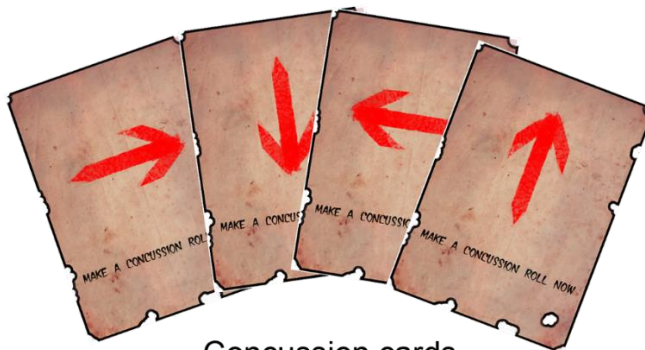
Concussion cards

Target Tile is determined by rolling a dice and count from the adjacent tile in the direction of the Concussion card. In setup phase, **Target Tile** becomes **Rupture Tile**.
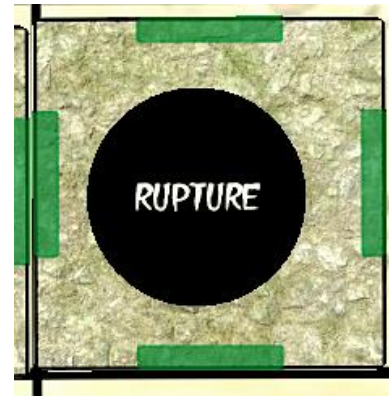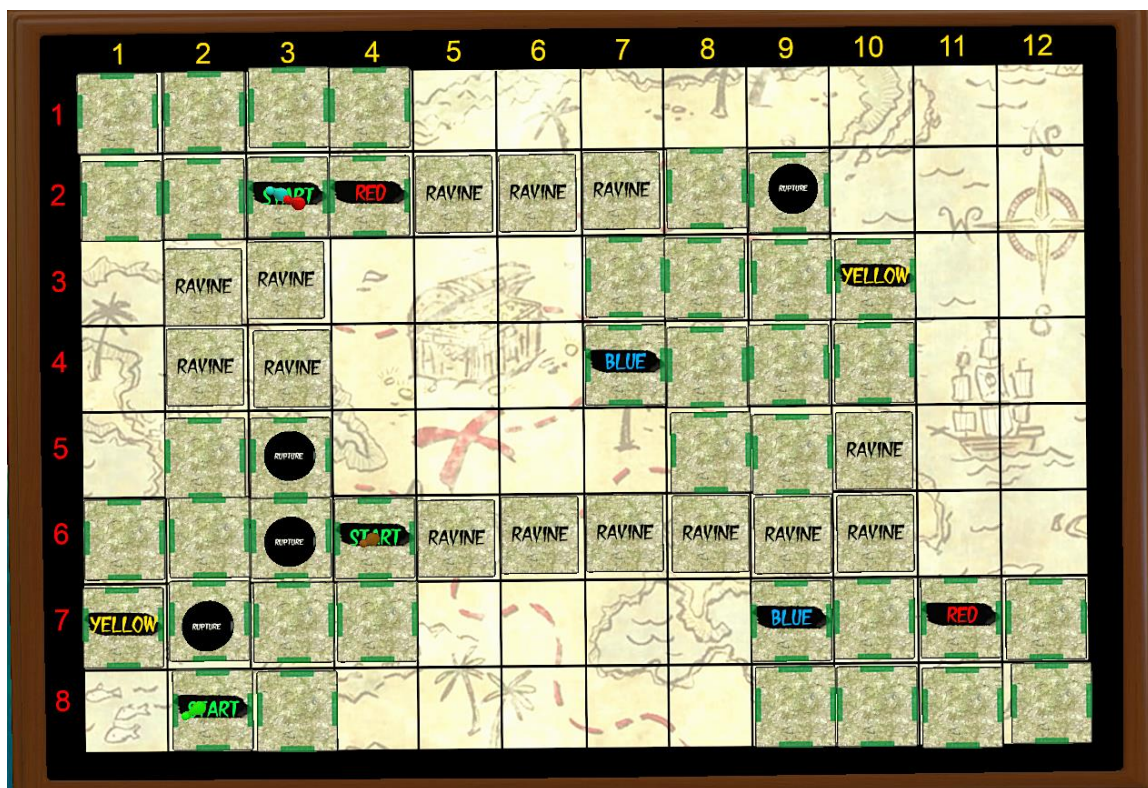
Rupture tile

Rupture Tile in-game:
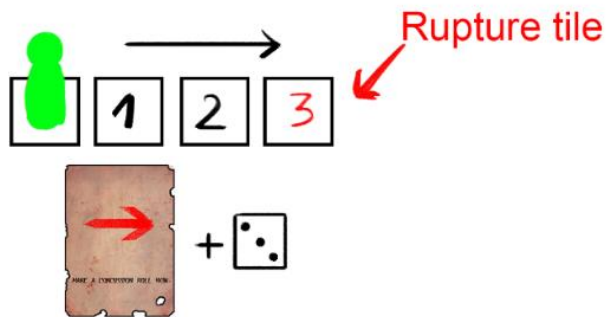
Dice count is reset when hit an empty tile:
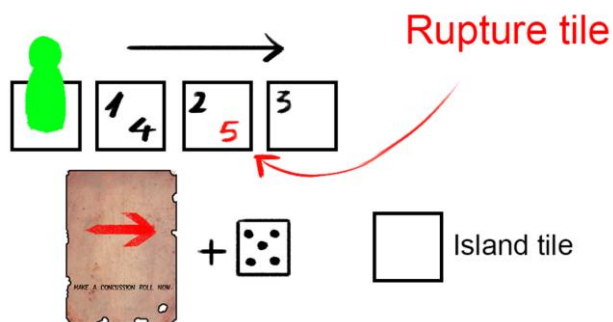
Rupture tile

Island tile

Example of a four-player game:

Play

On every turn, each player does the following things in order:

1. Draws 4 Action points (AP).
2. Performs actions.
3. Places down a wall.
4. Performs Concussion and Rupture.
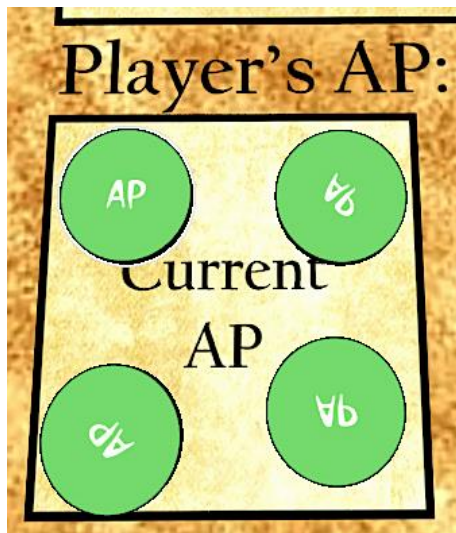5. Removes used AP.

1. Draws 4 Action points:

At the start of the turn, a player gets 4 action points (AP). They draw 4 AP tokens from the AP bag and place them on the current AP box on the reference board.
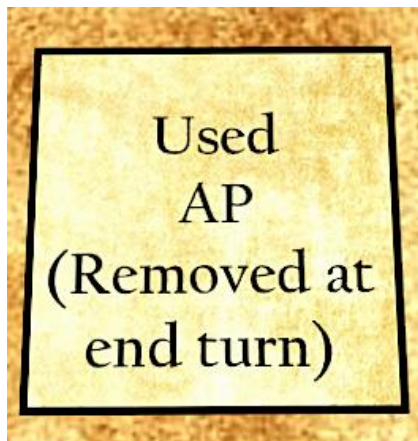
AP bag and token:

Current AP box on the reference board:

2. Actions:

Each possible action has a corresponding AP cost. A player can select any of the available action and in any order to perform with cost of appropriate number of AP. Used AP tokens are put on the Used AP box in the reference board.

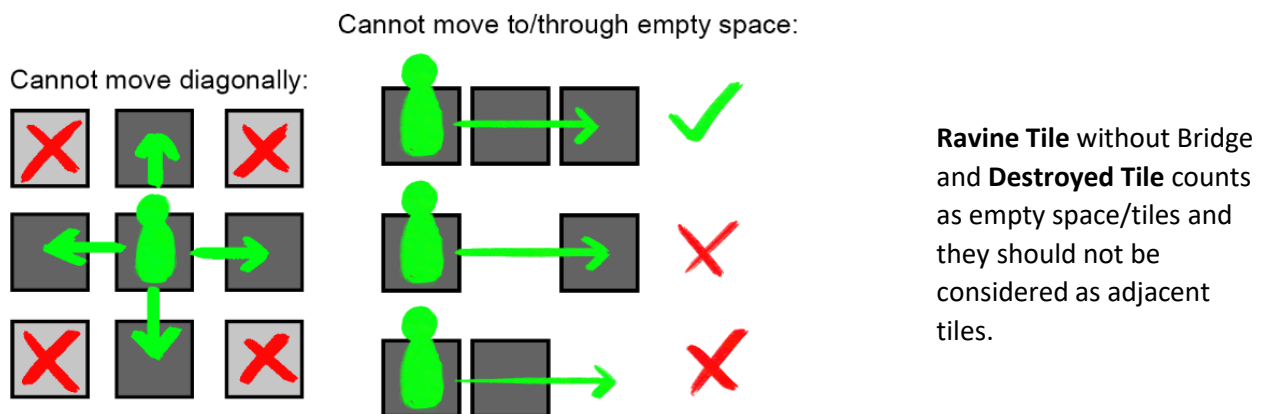*Used AP box in the reference board:*

An action can be performed more than once per turn, so long as the player has enough AP to spend each time that action is performed.

Players, however, do not have to spend all AP in one turn. Any unspent AP token is kept on the Current AP box in the reference board until used. A cumulative maximum number of 4 AP tokens are saved at the end of a player's turn. And a player can only hold a maximum of 8 AP tokens at the start their turn (including 4 saved AP and 4 AP at the start turn). On subsequent turns may you spend the saved AP as extra AP to perform actions.

Move action:

Move your character to any of the adjacent tiles.

Ravine Tile without Bridge and **Destroyed Tile** counts as empty space/tiles and they should not be considered as adjacent tiles.

- Normal move: Moves to a tile that does not have Rupture token costs 1 AP.
- Treasure move: Carries the treasure and make it move with a player costs 2 AP
- Move to a tile with Rupture token: 2 AP.
- Jump through Ravine (with bridge): Skips a Ravine and stop on a tile that does not have Rupture token costs 3 AP.

To perform a Treasure move, a player must stand on the same tile with the treasure.

The player receives the corresponding Treasure card from other players or from the Tracker board and put it on the reference board to indicate that a treasure is being moved.

Tracker board:
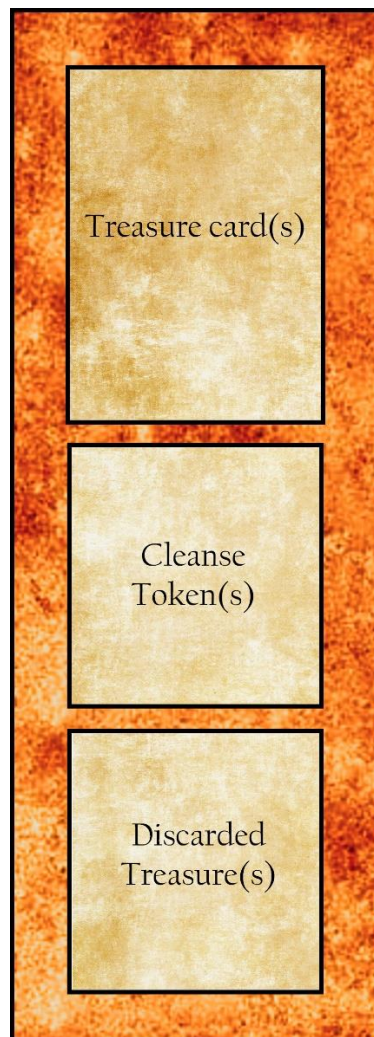
If the players leave a tile without carrying the treasure anymore, put the treasure card back to the Tracker board.

Only one movement action can be performed at time. Meaning if a player decides to carry a treasure, they cannot move to a Rupture Tile or jump through a Ravine.

A player should not end turn on a Rupture Tile because it will cost them one health point.

The action cost for jumping through a Ravine is calculated by 2 AP to move to Ravine tile and 1 AP to move to a normal tile (the players however cannot stop on a Ravine tile without bridge). This means players can skip through multiple Ravine tiles, for example, skips through 2 Ravine tiles cost 2+2+1 = 5 AP. The tile at the end of the Ravine jump MUST be a tile that the normal move action can be perform to.
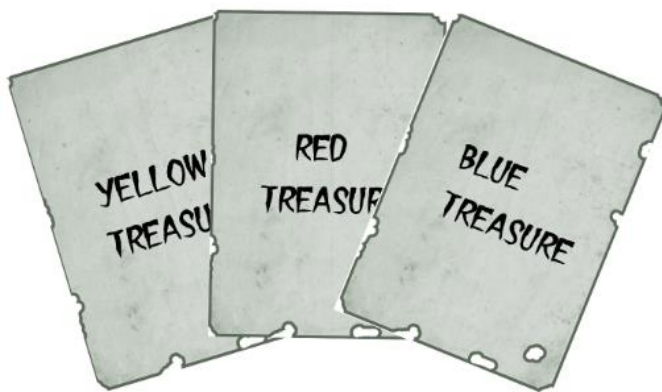
If a player is holding two or more dirts, add 1 AP to every movement action.

<u>Excavate:</u>

Pick up 1 card from the loot deck for 1 AP. The player, however, cannot perform the Excavate action on the same tile in one turn.

ALL LOOT CARD

A PILE OF DIRT : Add one dirt to the inventory. If dirts held equal to 4 or more, cannot excavate

: Do a treasure roll

(Any card picked up)

The player add one dirt token to the reference board for each of dirt card picked.

Players use the red and yellow dice to perform a treasure roll. From the number shown on dices, determine where to put the treasure on.

Red dice for row, and yellow dice for column:

If the chosen tile is a tile with Concussion token, remove that token and put the treasure on.

If the chose tile is Rupture tile, Destroyed tile, or Ravine tile without bridge: Re do the treasure roll.

If the chosen tile is an empty tile, place a normal tile on that position with the treasure on it. Then place Ravines tiles in non-diagonal direction until there is a connection from the newly added tile and other tiles in the board.

If the chosen tile is on the same tile with any player, give the player the treasure card. If not, put the treasure card in the Tracker board.

Example:
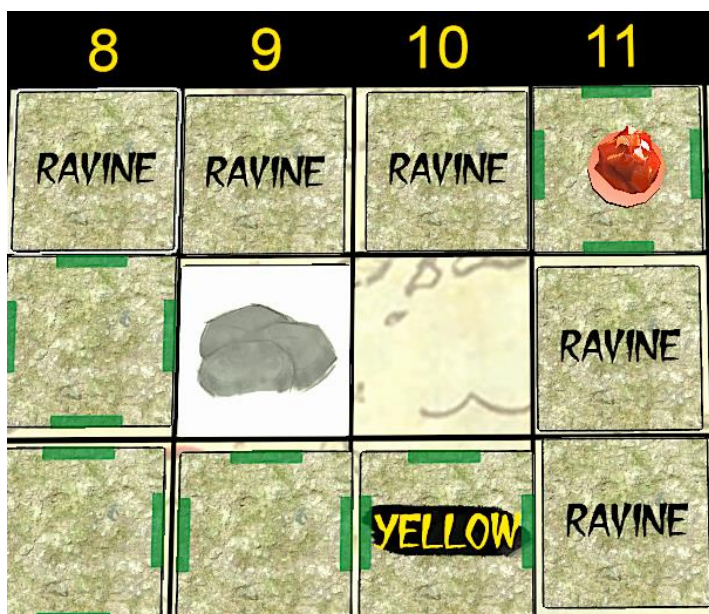
If the loot deck ran out of cards, players continue playing until the game is won or lost, and cannot perform Excavate for the rest of the game.

<u>Place down Bridge:</u>

A player can spend 1 AP to add a bridge to an adjacent Ravine tile without a bride. Ravine Tile now becomes a normal tile. This means players, for example, can carry treasure on a bridge, and spend 1 AP to perform a normal move to the bridge. However, player cannot perform Excavate action while standing on a bridge.

A bridge model should be place in diagonal rotation to indicate that players can move to that tile in any direction (non-diagonal).

Guide to place down a bridge:

Players cannot place a bridge if there is no bridge model left to place. Bridge cannot be removed using AP.

<u>Empty dirt:</u>

A player spends 1 AP to remove 1 dirt from the reference board. The empty dirt action can only be performed when the player is standing on a tile that is adjacent to an Empty tile, a Ravine tile (with or without dirt), or a destroyed tile. Players can also remove dirt when standing on a bridge.

After discard, put the dirt card to the bottom of the loot deck.

<u>Reinforce:</u>

A player can spend 1 AP to turn a Rupture token into Concussion token or remove a Concussion token. They can spend 2 AP to remove the Rupture.

Reinforce action can only be performed when the player is standing on a tile that is adjacent to the tile with Concussion or Rupture or standing on the Concussion or Rupture tile.

<u>Cleanse Corrupted tiles:</u>

A player can spend 1 AP to cleanse a Corrupted tile. To perform this action, players must stand on a Corrupted Tile with two treasures on that tile, the treasure must be corresponding to the Corrupted tile.

Example of a valid Cleanse:
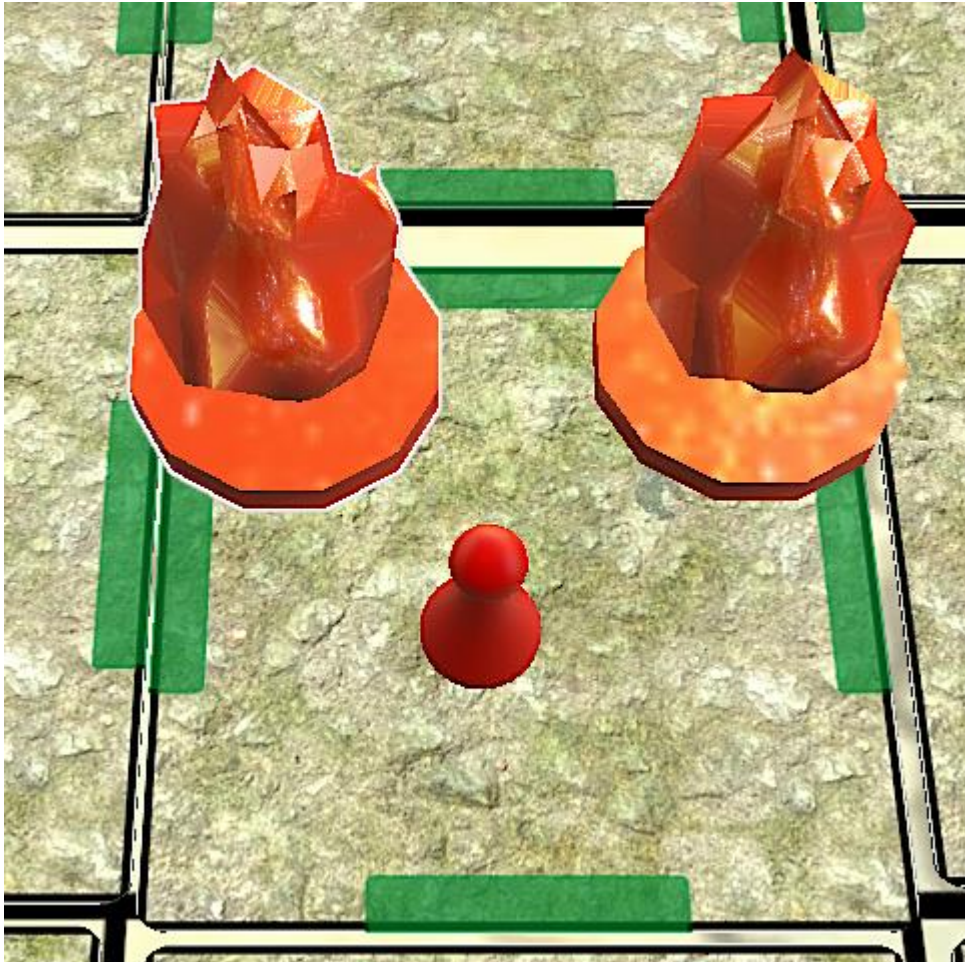
After finished cleansing, remove those treasures from the board, and add a relevant Cleanse token to the Tracker board.

Remove wall:

Player spends 1 AP to remove 1 wall. This action can only be performed when the players is standing on a tile with that wall, or on a tile that is adjacent to the tile containing the wall.

*Example of the two walls that player can remove:*
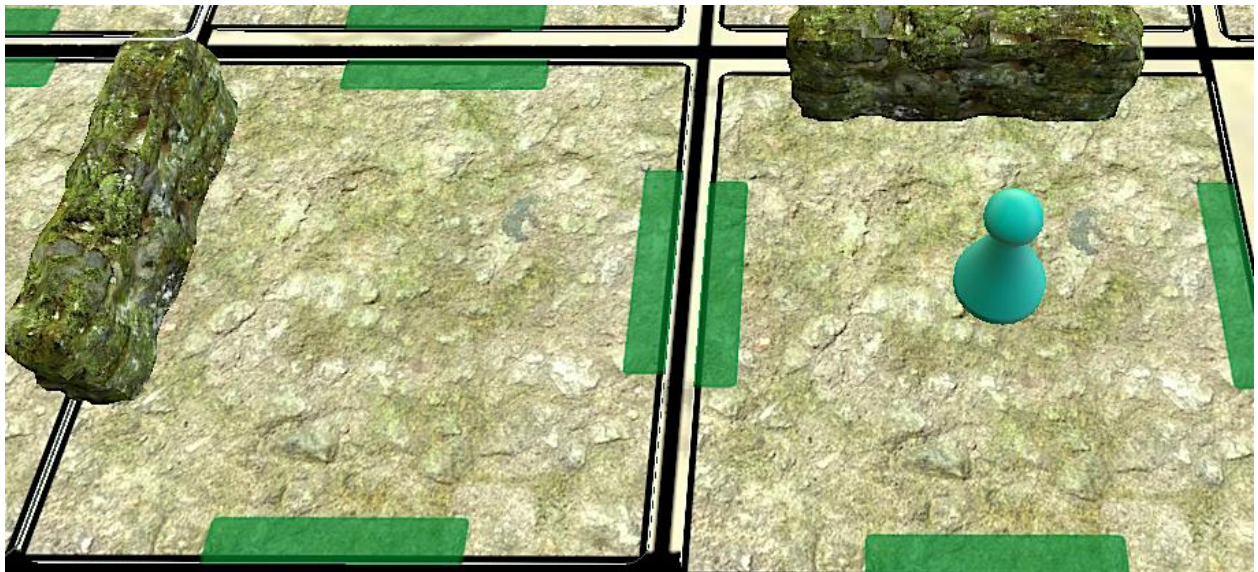
3. Places wall:

After finishing a turn, a player picks up a wall and place on any tile on the board. The wall can only be placed on the edge of a tile (the green boxes).

A wall will remove any effects of adjacent tiles in the direction that is blocked by it. Meaning players cannot move to a tile from a blocked direction but, still can move to that tile from any directions that are not blocked.
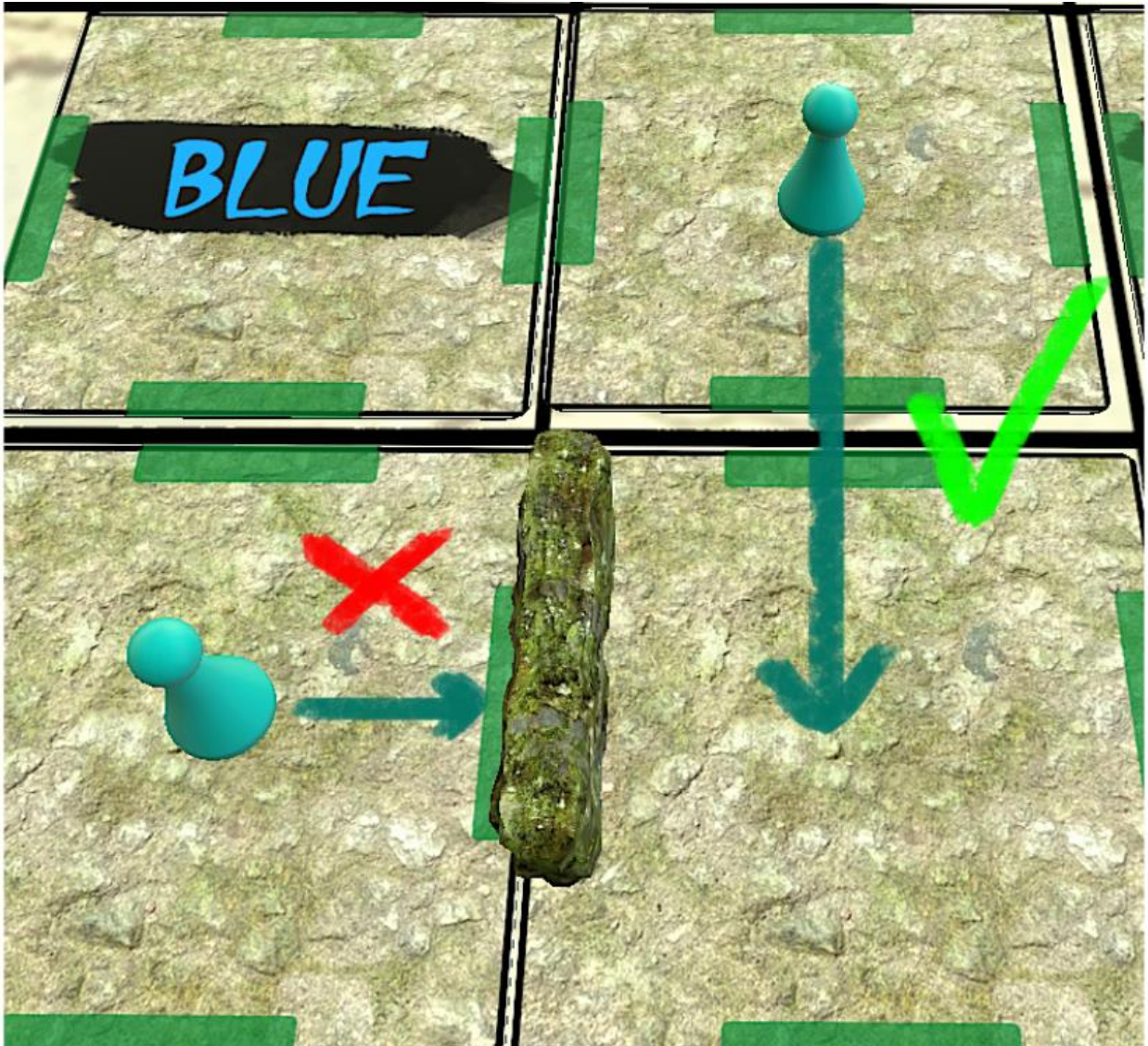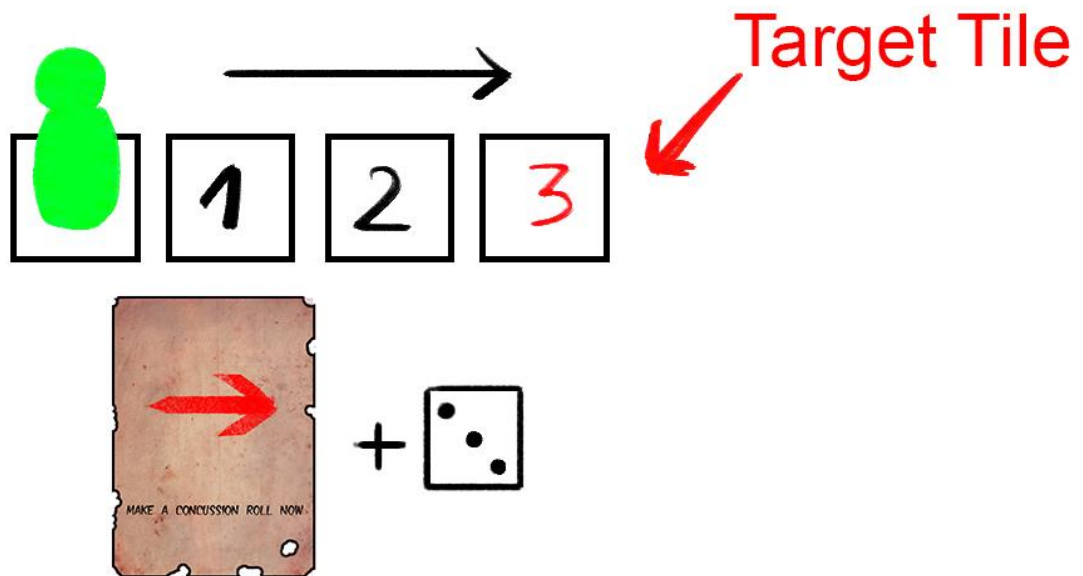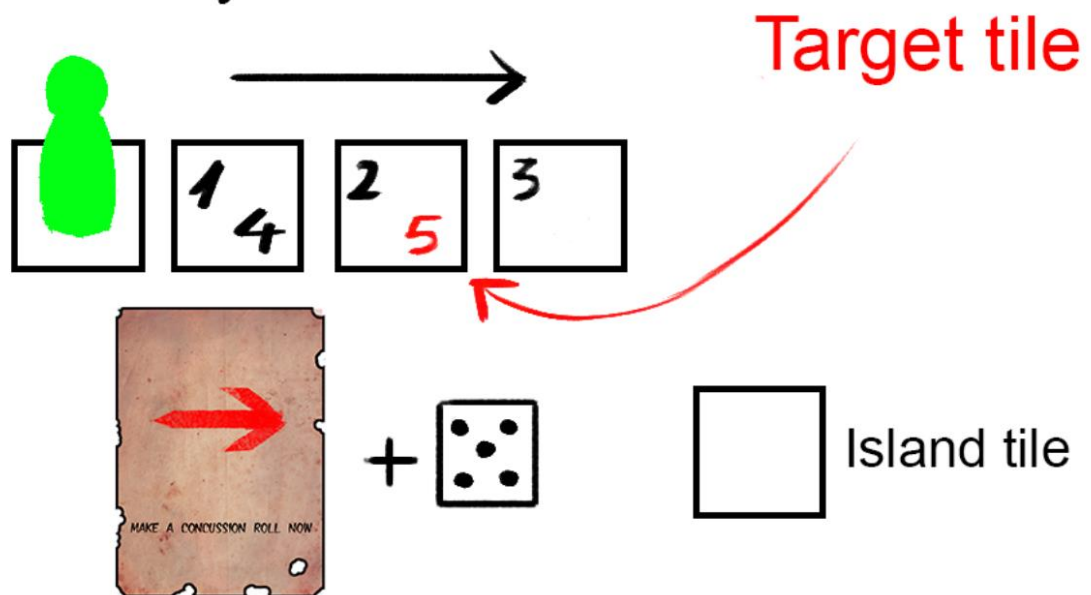
4. Concussion and Rupture:

After taking Actions and place down wall, the current player picks 1 card from Concussion deck and does a Concussion roll to place a Concussion token on a **Target Tile.**

If runs out of Concussion, take used Concussion cards and then reshuffle.

Concussion roll:

Target Tile

Dice count is reset when hit an empty tile, or a destroyed tile:

Target tile

Island tile

Concussion token:

Concussion and Rupture interaction/chain of events:

If the Concussion is placed on an existing Concussion: Remove all the Concussion on that tile and replace with a Rupture token.

If the Concussion is placed next to a Rupture: that Concussion is replaced with a Rupture token.

If the Concussion is placed on an existing Rupture: remove two tokens, flip the tile and that tile now become a destroyed tile, nothing can be performed on that tile.

If the Concussion is placed on an existing Rupture and this happens on a Ravine tile with a bridge: Remove the bridge and the two tokens.

Ravine tile without bridge cannot be affected by Concussion and Rupture, any Concussion that is placed on this tile is instantly removed.

Secondary effects:

If a player ends turn on a Rupture tile, minus 1 health point.

If a player is standing on a tile that is turned into a destroyed tile, or standing on a bridge that is removed, choose any of the adjacent tiles (tile that can be perform a normal move to) and move to that tile and decrease one health point. If there is no tile to move to, activate **Lost** losing condition.

If there are any treasures on a tile with a Rupture token, move the treasure to the discard section of the Tracker board, and add the corresponding treasure card to the loot deck and reshuffle it.

Rupture token removes all the walls on its tile.

5. Remove used AP:

Before ending the turn, move all the AP token in the used AP box back to the AP bag.

Game end

Win condition:

The game is won on the turn of the player who acquired the last **Cleanse Token**.

Lose conditions:

There are five possible ways to lose:

- **Death:** If any player's health reaches zero.
- **Lost:** If any player is on a tile that is destroyed and there is no adjacent tile.
- **Collapse:** Both corrupted tiles of the same type are destroyed before cleansed.
- **Corruption:** Three different treasures or two same treasures are discarded.
- **Blocked:** Players running out of wall to place.