# TEMPLE RAIDER™

## RULEBOOK

Scan For Gameplay!

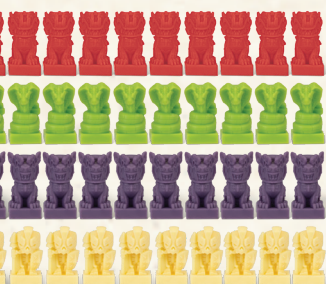8 +    25'-45'    2-4

# TEMPLE RAIDER

## COMPONENTS:



1x Temple



64x Power Cards



40x Relics (10 of each)



4x Player Boards



5x Dice

## OBJECT OF THE GAME:

Be the first player to have all of their relics escape the temple!

## GETTING STARTED:

• Take all of the components out of the box and place the Temple in the middle of the play area.

• Each player takes a player board and connect it to the side of the temple closest to them.

• Each player chooses a color relic and sets them up on the top step of the temple on their side.

• Each player takes the 16 cards associated with their relic color and shuffles them. Place the cards face down next to your board to form your draw pile. Then, each player draws 3 cards from their draw pile and places them face-up on their board where indicated.

• Your side of the board should look like the diagram below.



## NUMBER OF PLAYERS:

• Put the 3 dice with white numbers in the center of the temple. If you are playing a 3 player game, add the dice with the yellow numbers to the center of the temple. If you are playing a 4 player game, add the dice with the red numbers to the center of the temple.

• Randomly determine who goes first, then you are ready to play!

## BEFORE YOU BEGIN:

The 2nd player moves their "2" Relic down one. If there is a 3rd player, that player moves their "4" Relic down one. If there is a 4th player, that player moves their "6" Relic down one.

## ON YOUR TURN:

### 1. Roll
Roll the dice in the center of the temple.

### 2. Use Your Dice:
You MUST choose 2 dice, and place them on the platform on your side of the temple.
To use your dice, you may either use the two numbers you rolled seperately OR you may add the two numbers together and use that combined number. (For example, if you chose a 4 and a 5, you may either use the 4 and the 5 seperately or you can combine them and use 9).
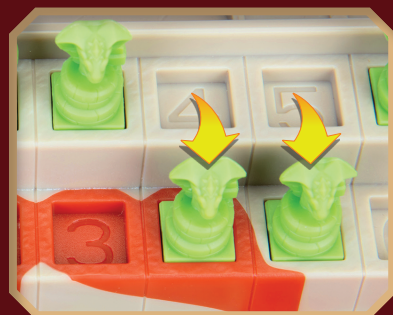
If you choose to use your numbers seperately, you move the relic of the same number one step down the temple OR you may activate and discard a power card that has the same number. You may use the seperate numbers in any order.

If you choose to add the two numbers together, you may move the relic of the combined number one step down the temple or activate and discard a power card of the combined number.

### 3. Remaining Players Choose:
After you have chosen and used your two dice, starting with the player to your left, each other player chooses 1 of the remaining die, places it on their platform and uses it.

### 4. Ending Your Turn:
After all of the dice have been chosen and used, your turn ends and the player to your left starts their turn.

## WILDS:

If you choose to combine your dice numbers to form an 11 or 12, it becomes a wild, and you may move ANY one of your relics one step down the temple. You CANNOT use a wild to activate power cards.

## LAVA & ERUPTIONS:

Eruptions are an additional effect when the active player chooses two dice with lava on them. When an eruption happens, the player who caused the eruption can move any one relic on a lava space back UP the temple one space. That player then uses their chosen dice as normal on their turn. Eruptions can also happen by activating power cards. If a card creates a "double" eruption, it means the player who used the card gets to choose up to 2 relics on lava to move back up the temple by one space. A "triple" eruption means the player can choose up to 3 relics on lava to move back up the temple by one space.

A relic cannot move backwards if there is another relic directly behind it. If a player plays an eruption card, but no relics are in lava or no relics in lava can be moved backwards, the player may still use the card to move their smallest relic.

## RESUPPLY:

At any time that a player (even if it isn't their turn) cannot or chooses not to move ANY relics or use ANY power cards that player may EITHER:

• Move one relic from the "camp" area of your player board into the "storage room" area of your player board (see Escaping Relics rules).
• OR Move one of your relics left one number. You can only do this if the space is empty.

# ESCAPING RELICS:

A relic escapes when a Relic takes the last step off of the Temple. When this happens, you immediately draw new power cards from your deck to replace any empty power card spots on your Player Board. Then, place the relic in either the Alter Room, Storage Room or Camp.
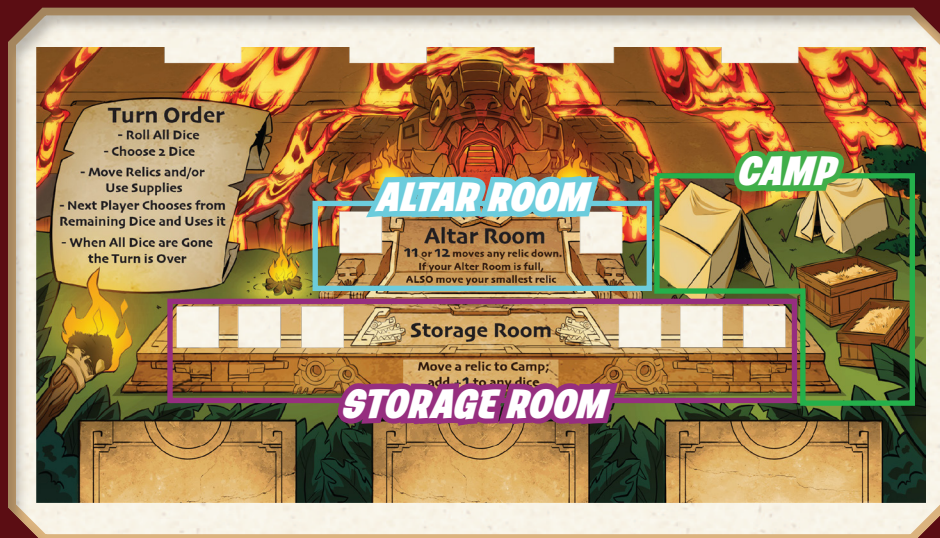


### Altar Room –
This level has two spots that can be filled with Relics. If both spaces are filled, any Wild will now move any relic down one AND move your smallest relic down one.

### Storage Room –
You may move a relic from this location to Camp to add +1 to a die you are using.

### Camp –
This is the last place that your Relics can be placed. It doesn't have any powers of it's own.

# POWER CARDS:

When you use a die, or combined dice, to activate a power card with the same number, perform the action listed on the card, and then discard it.

# ADDITIONAL DEFINITIONS & RULES:

### Smallest Relic –
The smallest Relic refers to the smallest value relic still on your side of the temple. If there are 2 relics on the smallest value space, "Smallest Relic" refers to the relic closest to escaping.

### Lava Spaces –
Lava or Lava Spaces refers to the orange colored portions of the temple. If a player's relic is placed in that orange colored space, that relic is considered in lava.

### Moving Backwards into Lava –
On the 1 & 2 spaces there are two steps that have lava. If either the 1 or 2 relic moves backwards into lava during a double or triple eruption, the player who caused the eruption can use either the second or third eruption to move that same relic back again.

### Open Spaces –
Anytime a player is moving a relic, the relic MUST end on an open space. If there is another relic on that end space, than you CANNOT move that original relic. For example, if a relic is in lava, and directly behind that relic is another relic, the relic in lava CANNOT be forced backwards during an eruption.

## WINNING THE GAME:

**BE THE FIRST PLAYER TO HAVE ALL OF THEIR RELICS ESCAPE THE TEMPLE!**



# CREDITS:

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