

The Lost Treasures of
HOYSALAS

RULEBOOK



The Hoysaleswara temple in Halebidu was buzzing with activity when a loud crack echoed across the courtyard.

A stone slab in the temple complex had broken off, revealing a hidden network of underground tunnels. The incident sparked a flurry of curiosity, as folklore mentioned that the kalyani, the temple's stepped water tank, contained a secret door leading to a labyrinth beneath.

The government dispatched a team of archaeologists to investigate. Their task was to explore the tunnels, recover the lost treasures of the Hoysalas, and avoid damaging the ancient temple or its surrounding structures.

Limited by time, they had to work quickly, reporting their progress weekly to the authorities.

As the team delved into the tunnels, they uncovered intricate carvings and ancient relics, confirming the Hoysalas' rich history. However, the excavation presented challenges—unstable tunnels, hidden traps, and government deadlines. Yet, the team persevered, carefully reinforcing the tunnels while navigating the dangers.

By the end of their allotted time, the team had retrieved a significant collection of artifacts, reviving interest in the Hoysaleswara temple's history. The legend of the hidden tunnels and the lost treasures of the Hoysalas continued to captivate visitors, now with a renewed sense of wonder and curiosity.



Hello Archaeologists

You as a group of archaeologists are working together to find the lost treasures of Hoysalas. Locate, excavate and retrieve lost treasures of Hoysalas without harming any of the statues, pillars or anything around it.

You have limited time granted by the government to complete the project. At the end of each week the government is informed of your progress and their representative brings you news that may affect your excavation.

Retrieve as many Treasures and Artifacts as possible before you run out of time, to win.



Components



6 Character Pawns



6 Character cards



20 Weekly Check Point Cards



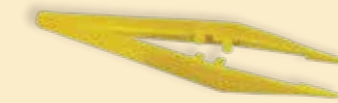
Initial Setup Card



12 Cubes



2 Dice



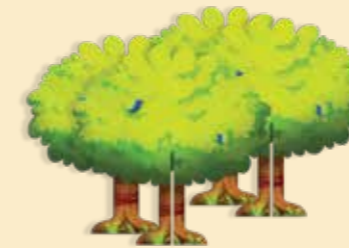
1 Tweezers



5 gems and 3 artifacts



Map Sheets



2 Pairs of Tree cutouts



2 pairs of Pillar cutouts



2 Statue cutouts
4 base cutouts



2 Temple cutouts



25 Stone Single tiles



5 Single Plain tiles



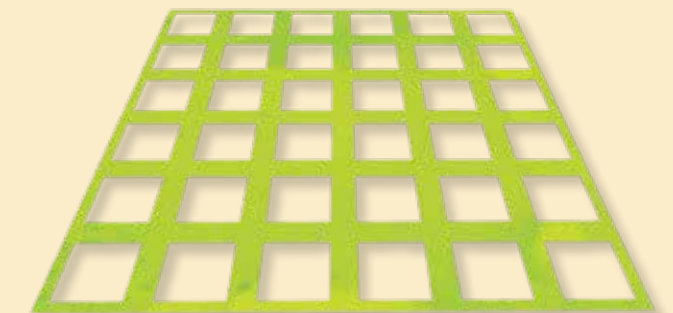
5 Stone Double tiles



10 Tunnel cutouts



1 Temple tiles



Grass Layer

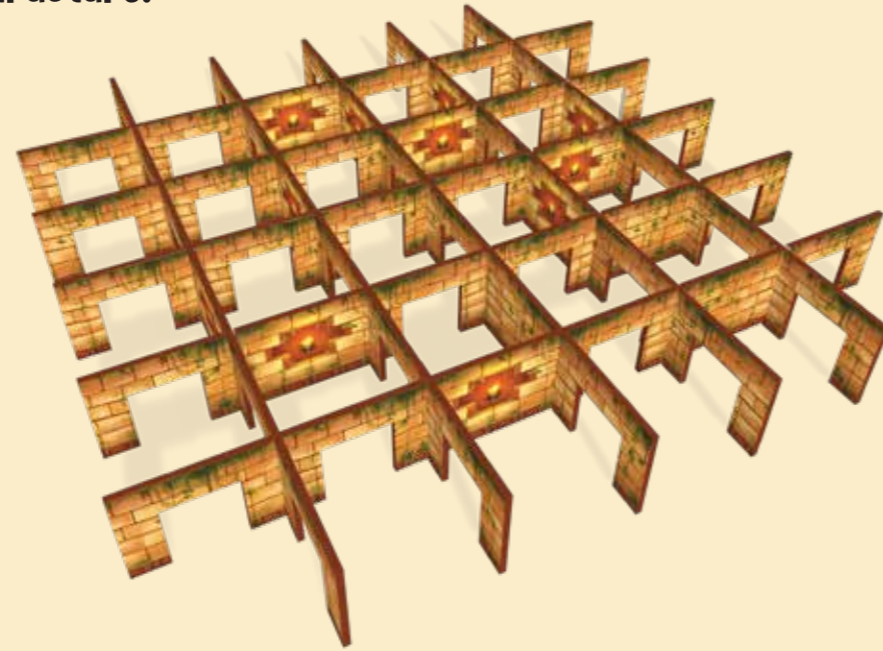
Game Setup

Remove all components from the box and use the bottom lid of the box to build the underground tunnel structure.

1) Building the Underground Tunnel Structure

Assemble the 6 X 6 grid of tunnel by sliding 5 top part into the 5 base tunnel cutouts as shown in the image.

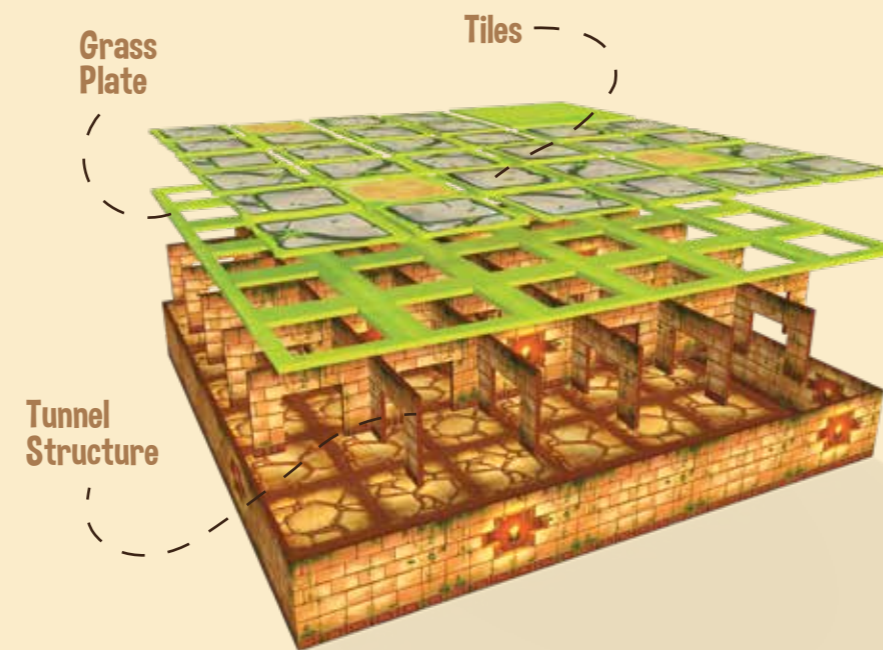
Now place this tunnel structure inside the bottom lid of the box.



2) Assemble the grass layer and tiles

Place the grass layer on top of the tunnel structure.

Pick any one initial layout card according to the number of players and place only the tiles as indicated in the card (the structures must be placed later).



2) Treasures and Artifacts

There are 5 Golden Gems (Treasure) and 3 Black Gems (Artifacts) included in the game. Place 2 gems each in all four corners of the tunnel structure within the box by lifting the corresponding tiles.

Now shake the bottom lid of the box and ensure the gems are dispersed randomly.



TIP : Place the rulebook on top of the tiles to keep the them from moving!

3) Assemble the Temple, Pillars, Statues and Trees

Assemble components as per the chosen initial layout card by sliding the slots of matching pieces into the each other ensuring they are fixed well.

Place the assembled components on top of the tiles, completing the layout of the excavation area.



In Your Turn

Each player has 2 Action Points(AP) every week using which they can do the actions explained below. For every Action Point spent, remove equal number of cubes from your character card.

Spend 1 AP to:
MOVE one step
CHECK one tile

Spend 2 AP to:
EXCAVATE one tile
RETRIEVE one gem
CLOSE one tile
RESTORE a structure

A player can use both the Action Points during their turn or save it to help other players in their turn do a certain action. If any cube is unused, mark it in the map to log unproductive effort.



Actions

Move Action

You can move one space anywhere around you. You cannot jump over open excavated spaces.



Check Action

You can lift and check underneath any one tile around you. You cannot move the tile away from its location.

One player can check underneath Single tiles only. To check Double tiles, you need another player next to that tile. Both the players should spend 1 Action Point each to check underneath that tile.

Use the map provided to track the which tiles were checked and if any Gem/Artifact was discovered.



Excavate Action

You can remove one tile around you completely and keep it aside to make room for retrieval of a Gem/Artifact. You cannot have more than 4 excavated spaces open. You need to close excavated spots in order to continue further excavation.

One player can excavate Single tiles only. To excavate Double tiles, you need another player next to that tile. Both the players should spend 2 Action Points each to excavate that tile.



Retrieve Action

You can use the tweezers to retrieve a Gem/Artifact from the excavated spot, but you have only 60 secs to do so. Use the hourglass to dictate the start and end time.



Close Action

You can close an excavated spot by placing the tile back over the excavated area around you.

One player can close Single tiles only. To close Double tiles, you need another player next to that tile. Both the players should spend 2 Action Points each to close that tile.



Restore Action

If any pillars or statue falls during the game any player can restore it in the future by using the restore action (2 AP). To restore any fallen structure, the player must be next to it.

Any tiles underneath the fallen structure cannot be accessed until the structure is restored. Any structure still fallen at the end of the excavation project, gives you one negative point for each fallen structure.



Fallen



Keep it upright to restore it

If you make any structure fall

Any time a player makes a Tree, Statue or a Pillar fall, discard one unopened card from the weekly check point deck. Fallen trees cannot be restored and areas underneath the fallen tree cannot be accessed for the rest of the game.

If any Structure falls on a Player

If a structure falls on a player they get injured and cannot work for the rest of that week and the following week. Their Player is removed from the board. In the next turn they have to roll the dice again to determine their new position.



Start of new round/Week

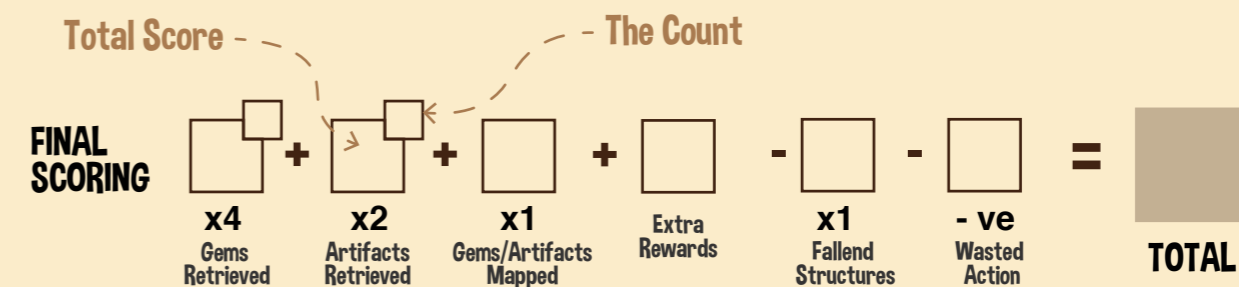
One round is equal to one week. At the beginning of each round you reveal one weekly check point card.

Any unspent action points are tracked on the map. Everyone resets their action cubes on their character cards to start the new week with 2 APs each.



End Game

The game ends when you are out of time i.e when the number of cards in the weekly check point deck gets over, or when you have retrieved and/or mapped all Gems/Artifacts. Calculate your score at the end.



Winning conditions

After calculating your points look at the chart below to determine the outcome of the game.

< 16	You Lost, Dust off those boots and keep digging!
16 - 19	Budding Archaeologists, The next adventure awaits!
20 - 23	Amateur Archaeologists, Keep delving deeper, and who knows what mysteries you'll uncover next!
24 - 26	Master Archaeologists, Bravo! You've proven yourselves as true masters!