

The king is dead.

His last wish was to be laid to rest in the royal crypt with all of his prized possessions, the very same family heirlooms he once promised to you and his other children. Feeling cheated and betrayed, you summon your most loyal servants to help you break into the crypt and claim that which is rightfully yours. Unfortunately, your siblings had the same idea.

Objective

At the end of the game, the player whose Treasure is worth the most Coins wins.

Components

Treasure Cards (48)



(Face-Up Side)

Collecting Treasure is the primary way of scoring Coins. The Coin values range from 1 to 4.

There are six types of Treasure. By collecting sets of Treasure you can gain rewards from Collectors.

Servant Dice (12)



Claim Treasure cards by placing Servant dice on them. Placing higher values may ward off opponents but can leave your Servants exhausted.

Player Cards (4)



Keep your unexhausted Servant dice on your Player card so that all players can see how many Servants you have.

Torch Cards (2)



Starting with the Leader, each player gets one turn to claim Treasure cards by placing Servant dice on them.

The player with the Lights Out card will have the last turn. On the last turn, this player can only place Servants on one Treasure card.

Collector Cards (6)



Each Collector defines the reward for one of the six Treasure types. By collecting the required number of Treasure cards you can gain bonus Coins at game end or special actions during play. **Multiple players can receive the same reward from a Collector.**

Collectors have A and B sides with alternate rewards for game variety. You may play with any combination of A and B sides.

(For more details about Collectors, go to the last pages of this rulebook.)

Setup

Remove Treasure cards with the indicated Setup icon(s):

Player Count	Remove
1-2	III & IV *(24 cards)*
3	IV *(12 cards)*
4	Nothing

Shuffle the remaining Treasure cards and place them face-down.

Place the six Collector cards in a row, choosing either the A or B side for each card. *(For your first game, try playing with all of the A sides.)*

Each player chooses a Player card and takes the three Servant dice of matching color, placing them on the Player card.

Choose a player to start with the Leader card. In a 3 or 4-player game, the player to their right starts with the Lights Out card. In a 2-player game, one player starts with both Torch cards.

How To Play

I. Reveal

Draw Treasure cards according to the number of players *(see table)* and place them in a row in the center of play, forming the Crypt.

Players	Face-up	Face-down
1-2	2	1
3	3	1
4	4	2

The first cards drawn are flipped face-up. The last card(s) drawn are kept face-down.



Example of a 2-player Crypt

II. Claim

Starting with the Leader and continuing to the left, each player performs one of the following actions:

- **Claim** Treasure cards
- **Recover** all exhausted Servants

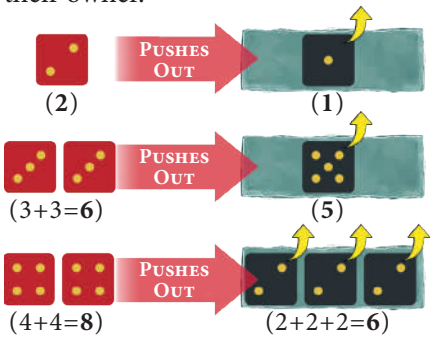
Claim: Place any number of Servants onto the desired Treasure cards, **choosing any value on the die** to designate each Servant's effort. *(The higher the value, the more likely your Servant will become exhausted.)* You may also place **multiple Servants on the same Treasure card as long as they have the same effort value.**



Example of Servant dice placement

Subsequent players may claim unoccupied Treasure cards or push an opponent's Servants off of a card

by placing dice with a **higher total effort value**. When pushing out Servants, remove all dice from the Treasure card and return them to their owner.



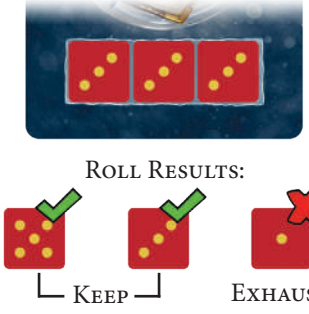
The player with the Lights Out card takes the last turn. **When claiming on the last turn, you can only place Servants on one Treasure card.** In a 2-player game, the Leader also has the Lights Out card and therefore **gets a second turn** to claim or recover.

Recover: Take all your exhausted Servants from the box and return them to your Player card.

III. Collect

Discard any unclaimed Treasure into the box.

Roll your Servant dice that are on Treasure cards. As a reminder to the group, verbally state each Servant's effort value before rolling. Each die that rolls **less than its effort value is exhausted** and placed in the box. *(Therefore, dice with an effort value of 1 do not need to be rolled.)*



In this example, one die rolled less than its effort value of 3 and is exhausted.

Regardless of dice results, **collect all Treasure cards that your Servants claimed.** Face-down Treasure is only revealed to the player that collected it.

Place your Treasure face-down in columns, separated by type. You may look at your Treasure at any time.



Example of a player's Treasure

Once you have enough Treasure to meet a Collector's requirement, you may access its Reward. *(Collectors are always accessible to all players and should not be taken from the center.)*

> **If all your placed Servants were pushed out, recover your exhausted Servants from the box to your Player card.**

IV. Pass the Torch

Pass both Torch cards to the left and repeat phases I-IV.

Game End

When the Treasure deck runs out, complete the round. This ends the game. The player with the most Coins wins.

Players' final scores are determined by adding the following:

- Coins on Treasure cards *(including flipped cards)*
- Bonus Coins from Collectors
- 1 Coin for each unexhausted Servant die

In case of a tie, each tied player rolls all of their unexhausted Servant dice and adds them together. Re-roll ties. The player with the higher result wins.

Collectors



Flip Icons

Some Collectors' rewards have actions that can be used during play. To use these rewards, flip the required Treasure from your collection face-up. You can access these rewards multiple times as long as you have enough face-down Treasure to meet the requirement. **Flipped Treasure is still scored at game end.**

Idol Collector

A. During the Collect phase, flip an Idol face-up to re-roll one of your dice. An Idol may be flipped to re-roll on the same turn that it was collected.

B. The first player to collect two Idols flips them face-up and scores 5 bonus Coins at game end. If multiple players collect two Idols on the same turn, each flips their Idols and scores 5 bonus Coins. All subsequent players who collect two or more Idols keep them face-down and score 2 Coins.

Jewelry Collector

A. At game end, players with two or more Jewelry score their highest valued Jewelry twice.

B. At game end, all players score 1 bonus Coin for each Jewelry in their collection.

Manuscript Collector

A. At game end, players with two or more Manuscripts score each of their Manuscripts as 4 Coins instead of the value printed on the cards.

B. At any time, flip one Manuscript face-up to secretly view all the face-down card(s) in the Crypt.

Pottery Collector

A. At game end, players with two Pottery score 2 bonus Coins, three Pottery score 4 bonus Coins, and four or more Pottery score 8 bonus Coins.

B. Before the Claim phase, flip two Pottery face-up to take a face-down card from the Crypt. If there is any dispute about who was first to flip two Pottery, priority is determined by turn order.

Remains Collector

A. At any time, flip two Remains face-up to recover one exhausted Servant die.

B. At game end, players with four or more Remains score 10 bonus Coins.

Tapestry Collector

A. At game end, the player whose combined Tapestries are worth the most Coins scores 5 bonus Coins. Tied players each score the full bonus.

B. At game end, if only one player has three or more Tapestries, they score 7 bonus Coins. If more than one player collects three or more Tapestries, each player scores 4 bonus Coins.

Quick Reference

I. Reveal: Draw Treasure cards.

Players	Face-up	Face-down
1-2	2	1
3	3	1
4	4	2

II. Claim: Place Servants or recover all Servants. On the last turn, you can only place Servants on one Treasure card.

III. Collect: If you roll less than the effort value, exhaust the die. Regardless of the roll result, collect your claimed Treasure. If all your Servants were pushed out, recover your exhausted Servants.

IV. Pass the Torch: Pass Torch cards to the left.

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Only Child

(1-Player)

Collect as much Treasure as you can before the Ghost of your father reclaims his possessions.

Follow all the rules for a 2-player game with these exceptions:

Setup

Choose a set of dice for the Ghost *(automated player)*.

You start with both Torch cards.

I. Reveal

Arrange the Treasure cards from highest to lowest Coin value. The face-down card is assumed to be 2.5 Coins. If two cards are equal, the first card drawn is placed to the left.



1-player example Crypt

II. Claim

On the Ghost's turn, roll his three Servant dice. **Dice that rolled the same value are joined;** add their values together. A joined pair is always placed before a single die of the same value. *(For example, two 3s are placed before one 6.)*

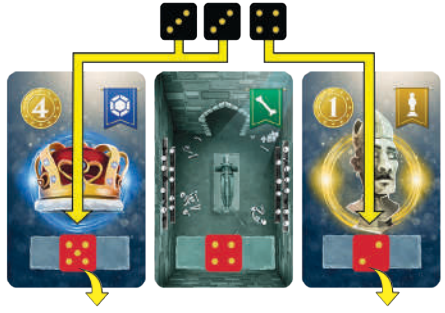
Starting with the highest valued die/dice, check the highest valued Treasure card and place dice there if:

- the card is unclaimed.
- the Ghost's dice have a higher total value than your dice.

Otherwise, check the next highest card and follow the above steps. Do this for each of the Ghost's dice, setting aside any dice that cannot be placed.

When the Ghost has the Lights Out card and takes his second turn, only roll his dice that you pushed off the Treasure cards. Place only his highest valued die/dice following the same rules.

Ghost's Roll:



In this example, the Ghost's 3s are joined and push out your 5. The Ghost's 4 cannot push out your 4, so it pushes out your 2.

III. Collect

Do not roll the Ghost's dice for exhaustion. The Ghost will always play with all three dice.

Any cards that you do not collect are discarded. You may sort or look through discarded Treasure at any time, but if the Treasure was face-down in the Crypt, do not reveal it.

IV. Pass the Torch

Pass both Torch cards as you would in a 2-player game.

Only Child Game End

Compare your score to the results below.

< 30 Coins - The Fool
Your father's ghost scolds you and demands you return his treasures.

30 Coins - The Petty
You leave the crypt with a handful of trinkets and a sense of guilt.

40 Coins - The Affluent
You make a small fortune selling your family heirlooms.

50 Coins - The Magnificent
Adorned in your father's treasures, you earn the reputation as the most extravagant monarch in the land.

The Book of Variants

*More game variants can be found at **RoadToInfamy.com***

- *"Conspiring Twins" (Co-op)*
- *"Clash of Houses" (6 & 8-player)*
- *"Cursed Treasure"*