THE ADVENTURERS

THE TEMPLE OF CHAC

A GAME DESIGNED BY
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AEG

DUST GAMES

At the heart of the Guatemalan jungle, a group of rival adventurers is about to explore the temple of the ancient Mayan god Chac. The temple is full of priceless archaeological treasures, but guarded by deadly traps and perils!

10 +	2 to 6 players	45 minutes

GOAL

Each player plays an Adventurer represented in the game by a figure and a card. These Adventurers are on a mission to carry away as many archaeological treasures as they can, even if it means facing the traps of this lost temple deep in the middle of the jungle.

Contents

"My, my, my... look at all the treasures. My treasures."

– Markus Bassler

- A gameboard representing the inside of the temple, divided into corridors and rooms, which in turn are made up of smaller spaces.



- 12 Adventurer figures



- 12 Adventurer cards (with a Gaming Aid on the back)



- 18 Wall cards



1 card with 2 arrows | 2 cards with 1 orange arrow | 2 cards with 1 grey arrow | 13 empty cards | Back of the wall cards

- 40 Walls Room treasure cards



10 Zone 1 treasure cards | 10 Zone 2 treasure cards | 10 Zone 3 treasure cards | 10 Zone 4 treasure cards

- 10 Lava Room treasure cards



- 14 Lava Room Glyph tiles



Glyph on one side and yellow Mayan Number on the other

- 10 Underground River treasure cards



- 14 Glyph Clue tiles



Glyph on one side and brown Mayan Number on the other

MAYAN NUMBERS

Mayan Numbers are made up of dots (worth 1) and bars (worth 5); for instance, the left Mayan Number is 7 and the right one is 14.



- 5 Alcove treasure cards



4 with a red alcove on the back | 1 with a grey alcove on the back

- 2 Sun tiles



- 1 large dark masking card



CREDITS

• Dust Games •

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For AEG: Todd Rowland

English Rules Editing: Roger S. G. Sorolla

Creative Development: Lucas Twyman

Many thanks to Paolo Parente, William Yau, Ketto Pelan and Matthieu ChanTsin.

- 5 plastic planks and a support forming a "wooden" bridge



- 2 plastic walls



- 1 plastic boulder



- 5 dice
- This rulebook

THE ADVENTURERS

Each Adventurer's special ability is explained in Appendix 1.



Lea Rice: A slender and dauntless young woman, whose long legs will carry her swiftly away from danger.
Special ability: Sprint



Martin Fletcher: This charismatic adventurer is an unrivalled runner, which has always pulled him out of many tricky situations until now.
Special ability: Sprint

Bill Baker: Eminent professor of Mesoamerican archaeology, he is also a rugged and untiring adventurer.
Special ability: Stamina



Mustafa Ibrahin: Son of a Sahara caravaneer, he is used to traveling the great desert and has remarkable physical resources.
Special ability: Stamina





Professor Trevor Griffith: Ancient and esoteric languages expert, he can quickly identify strange glyphs.
Special ability: Linguistics



Arely Tamay: This young Guatemalan of noble Mayan descent has a definite advantage over her competitors: an intimate knowledge of Mayan culture.
Special ability: Linguistics

Puccio Cortese: Italian sailor turned treasure hunter, his particular relationship to water gives him an undeniable advantage in this element.
Special ability: Swimming



Tatiana Bregovic: They say she is cold as ice, and her rivals are always amazed when they see how fast she can move in freezing water.
Special ability: Swimming





Markus Bassler: A true genius of crime, this infamous character only cares about the cash he will make when he sells his plunder.
Special ability: Lock Picking



Len Tso Yau: This young Chinese explorer is a brilliant handyman. His exceptional dexterity has often saved his life.
Special ability: Lock Picking

Nicole Lagger: A daring young woman in top physical condition, she quenches her thirst for treasure hopping from one expedition to the next.
Special ability: Leap



Vincent Gerondeau: The bouncing Frenchman is the youngest in the group. Despite his young age, he has already shown the qualities required to become a great explorer.
Special ability: Leap



Set up

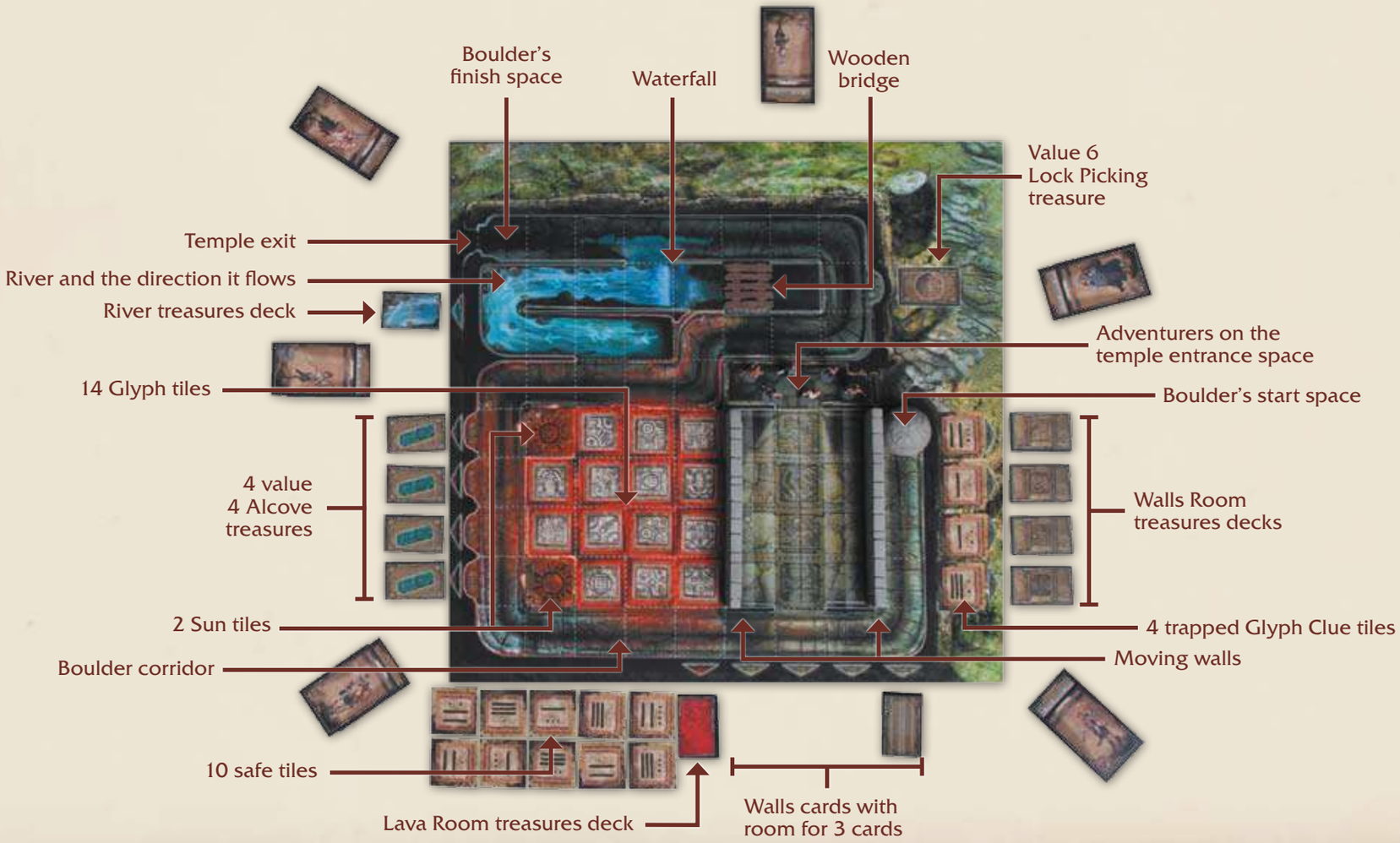
"One can only make things look natural after much preparation."

- Puccio Cortese

Place the game board in the center of the table, and arrange the following elements on it.

1) Place the **boulder** on its start space.
2) Place the **two walls** in their initial positions.
3) Place the **5 bridge planks** on their support across the stone overhangs.
4) Place the **2 Sun tiles** on the two corner spaces in the lava room to cover the sunlight spots visible in these two locations.
5) Players collectively place the **14 Lava Room Glyph tiles**, Glyph face up, randomly on the 14 remaining spaces in the lava room.
6) Place the **large masking card** over the tiles, thus covering the whole lava room until an Adventurer "discovers" it (see below).
7) Shuffle the **14 Glyph Clue tiles (brown Mayan numbers), Glyph face down**. Randomly pick 4 and place them next to the 4 zones of the walls room (without looking at the Glyph face). Then place the **ten other Glyph Clue tiles,** Glyph face down, next to the lava room.
8) Shuffle each of the **6 Treasure decks** (10 cards each).
9) Place the **4 Walls Room treasures decks** next to their respective zones (1, 2, 3 and 4);
10) Place the **Lava Room treasures deck** next to the lava room (in front of the red arrow).

PICTURE 1: OVERVIEW OF THE GAMEBOARD WITHOUT THE MASKING CARD



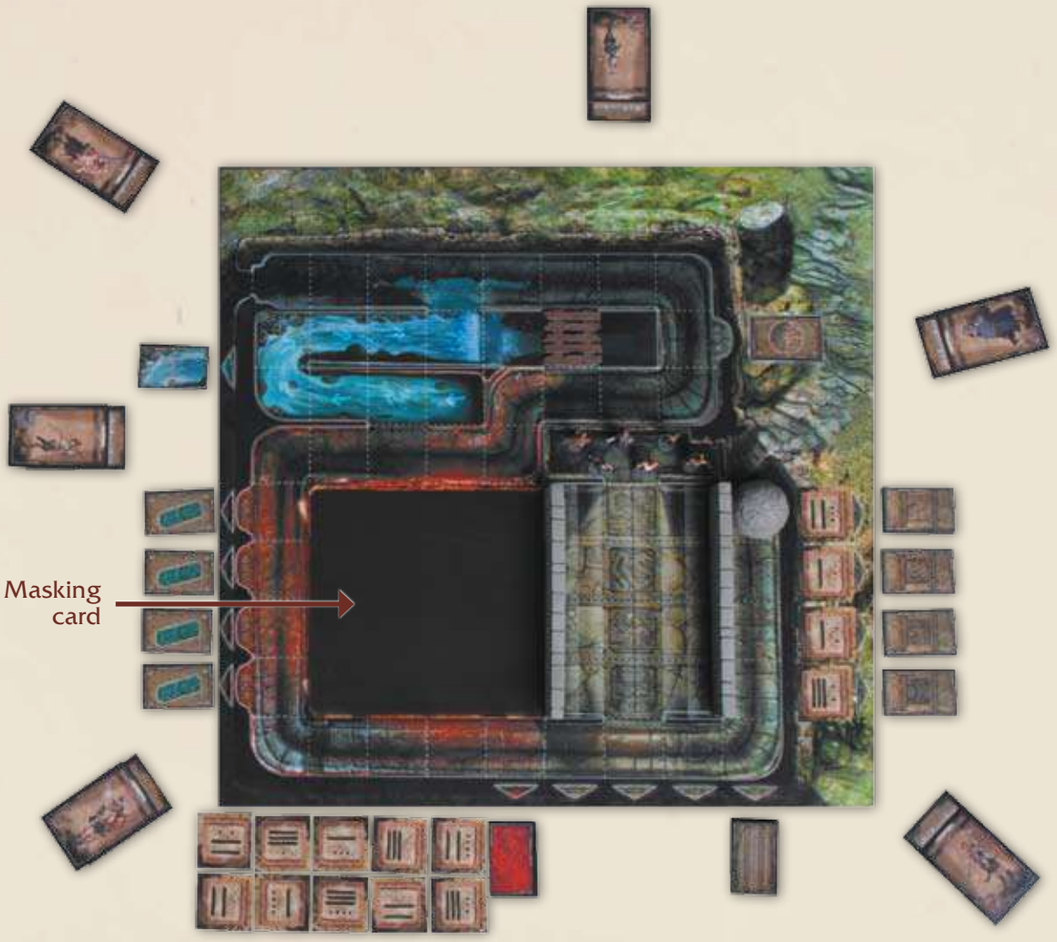
11) Place the **Underground River treasure deck** next to the river (in front of the blue arrow).
12) Shuffle the **Walls card deck** and place it next to the walls room, with enough space to display 3 cards nearby (use the 4 arrows on the map edge as a guide to placement).
13) Place the **four value 4 Alcove treasure cards, Treasure face up**, next to the alcove spaces along the lava room.
14) Place the **value 6 Alcove treasure card**, Treasure face up, next to the alcove space that is lined up with the waterfall.

TEMPLE OF CHAC



This temple is dedicated to Chac, the ancient Mayan god of rain and thunder. The priceless circular carving representing him, placed right in front of the rumbling waterfall, must certainly have impressed his devoted worshippers!

PICTURE 2: OVERVIEW OF THE GAMEBOARD WITH THE MASKING CARD



Once all of these game elements are in place, shuffle the 12 Adventurer cards and randomly deal 2 to each player. The remaining cards are put aside.

Each player chooses which of his two Adventurers will be the first to enter the temple, takes the corresponding figure, and places it on the “Temple Entrance” space.

Each player keeps his other Adventurer card and places it, with the Gaming Aid face up, under the Adventurer card in play (see page 6). The player takes the corresponding figure. Should the first Adventurer meet an untimely end, the second would come into play and replace him, using the first Adventurer’s card as the Gaming Aid.

The most experienced player (meaning the oldest) takes the 5 dice and becomes the Dicekeeper — symbolically holding on to the dice (even though other players may roll them during the turn) to show that he or she goes first this turn. The exploration of the temple can finally begin!



The Game

"You won't find true history by sitting in a library all day."

- Professor Trevor Griffith

A game turn is composed of 6 successive phases:

1. Adjust Load Level
2. Roll dice and count number of actions
3. Perform actions (each player in turn)
4. Move the walls and the boulder
5. Bring in possible replacements
6. Pass the dice to the left (new first player)

1. Adjust Load Level

The more treasure an Adventurer is carrying, the harder it will be to perform actions. Your Load Level (LL) represents this burden.

Each player determines his LL by counting the number of Treasure cards he has (*see below*).

Adventurers Card Back



Before doing this, each player, starting with the Dicekeeper and proceeding clockwise, may choose to get rid of any number of his Treasure cards, discarding them into a common discard pile. This ability allows everyone to manage his or her own Load Level.

Important: *The first three treasure cards carried by an Adventurer do not burden him; his LL remains at 2, as if he was not carrying anything.*

Each player then positions his Adventurer card over the Gaming Aid on the back of his second Adventurer card to show his current Load Level (see Positions 1 and 2).

Position of the cards (1)



Position of the cards (2)



2. Roll Dice and Count Number of Actions

Each turn, the number of actions a player can perform depends on his current Load Level. So, in order to determine everyone's number of actions, the Dicekeeper rolls the 5 dice and each player compares his Load Level to the results on the dice.

The number of actions each player is allowed for the turn is equal to the number of dice whose result is **equal to or higher than** his Load Level.

Each player then slides his Adventurer card upwards over the Gaming Aid on the back of his second Adventurer card to count the number of actions he is allowed (see illustration).

Load Adjustment

Example: *After a few game turns, Lea Rice has 5 Treasure cards (LL=3), Martin Fletcher has 7 (LL=4) and Arely Tamay only 3 (LL=2). So the Adventurer cards are in the following position.*



NUMBER OF ACTIONS



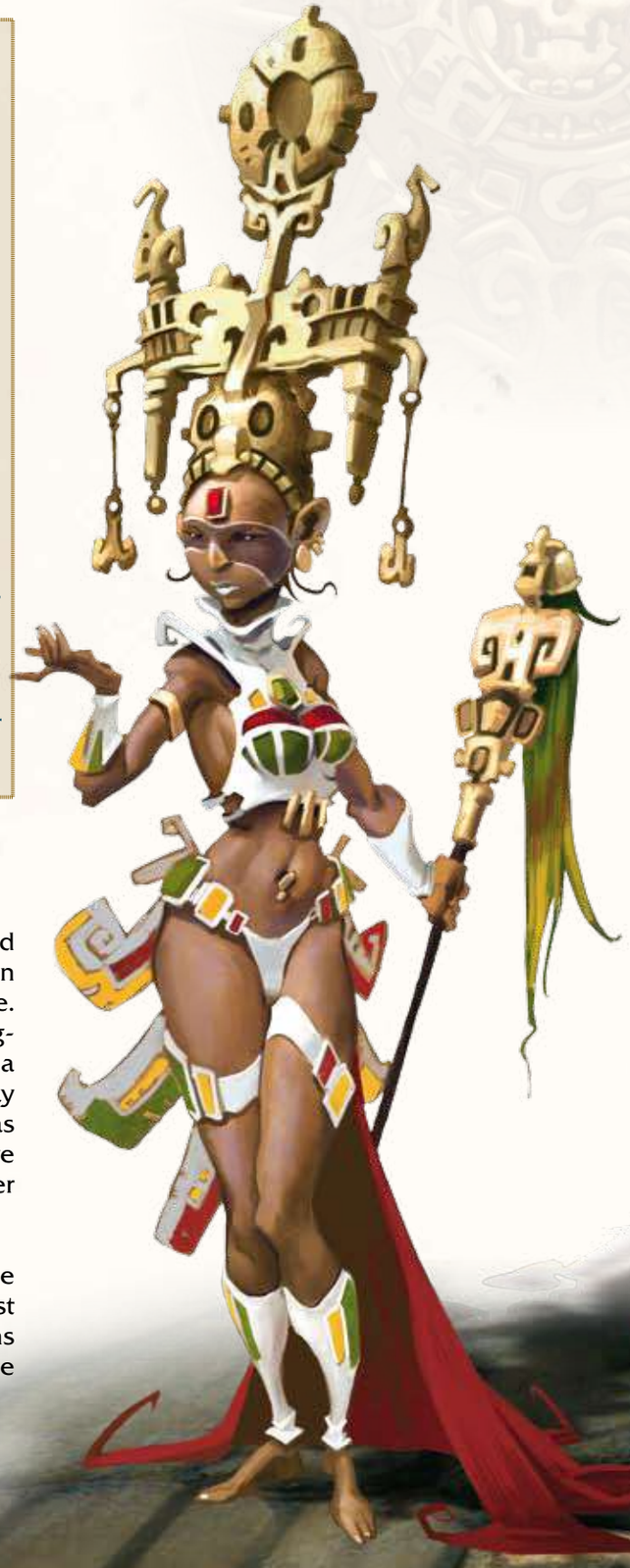
Example: *The results on the 5 dice are ⚀, ⚁, ⚂, ⚃ and ⚃. Using the previous example, Lea Rice (LL=3) is allowed 3 actions (thanks to the ⚂, ⚃ and ⚃), Martin Fletcher (LL=4) is only allowed 2 (thanks to the ⚃ and ⚃) and Arely Tamay (LL=2) is allowed 4 (thanks to the ⚁, ⚂, ⚃ and ⚃). So the Adventurer cards are in the following position.*
It should be noted that in this example a player with an LL of 5 would be unable to do anything at all this turn (no action because the load is too heavy).

3. PERFORM ACTIONS (EACH PLAYER IN TURN)

The Dicekeeper will now perform all his actions, then the player to his left, and so on until all the players have performed actions. Actions can usually be performed in any order and as many times per turn as the players want, within the limits of the Adventurer's action points. Players should track their Actions by sliding down their top Adventurer card as the Actions are used, showing at any time how many are left. It is not required to use all your Action Points in each turn - but it is almost always a good idea!

- **Move:** It is always possible to spend one action to move from one space to an adjacent space by passing over a dotted line. Solid lines may not be crossed. Also, diagonal movements are not allowed unless a special ability says otherwise. Moving may be controlled by special rules in some areas of the board. Players may occupy and move through spaces which already contain other Adventurers.

The other actions depend on where the Adventurer is in the temple. Here is a list of each part of the temple with the actions that can be performed in them and how the associated trap works.



WALLS ROOM

Everyone is forced to go through here, as it is the first room into which the "Temple Entrance" space opens. As the huge entrance doors close behind the Adventurers, they now need to rush through the maze to get out. The Walls room is the Temple's main room. It is full of archaeological treasures: jewelry, statues, ceremonial masks, etc. It is divided into four zones (4 rows of spaces, each with a different motif carved into the floor) that can be searched either for treasures or for symbols carved into the rock (glyphs). The latter are hints to which tiles are trapped in the lava room.

• **Special movement rule:** Players may only move to spaces in the Walls room that are between the two walls - you may not explore "behind" the walls as they close in.

There are two types of actions possible in this room, in addition to Move. Each one counts as one action. They can be done in any order and as many times as the player wants.

• **Search:** The player takes the top card from the deck corresponding to the zone where his figure stands (the back of the card should show the same motif as the one carved on the floor of the zone). The player looks at its archaeological value and keeps it without showing it to the other players. A player may search the same zone more than once.

• **Decipher a glyph:** The player looks at the Glyph face of the Glyph Clue tile corresponding to the zone his figure is on, without showing it to the others, for approximately 5 seconds, then replaces it Glyph face down. This glyph designates a tile that is trapped in the lava room (see below).

Example: *Lea Rice, who is already on the fourth zone of the Walls room, can perform 3 actions this turn. She decides to search (1 action) so she gets 1 Treasure card from the deck corresponding to the motif carved on the floor of her zone. She then chooses to decipher a glyph (1 action) so she takes the Glyph Clue tile next to her zone. She flips it over secretly to have a look at the Glyph side for approximately 5 seconds before putting it back in place. She will need to remember the glyph in the lava room. She has only one action left and she decides to get out of the walls room by moving into the corridor space adjacent to her zone.*

Unfortunately for the Adventurers, the time they can spend in the walls room is limited. In fact, as soon as they enter the temple, the left and right walls slowly and inexorably start moving in, pushed by an ingenious and powerful mechanism!

Adventurers who get caught between the two walls when they brutally make contact are eliminated! The movement of the walls is resolved during phase 4 of the game turn (see p 14).

PICTURE 3: WALLS ROOM



The dotted lines mark out the 4 zones in the Walls room on to which the figures can move. The white marks represent the progress of the two mobile walls.

BOULDER CORRIDOR

"This is the part where we run."
- Martin Fletcher

This long corridor follows a tube-shaped downward slope riddled with alcoves. It is used to get from one room to the next, to dive into the river, or to reach the wooden bridge. It is also the track followed by a gigantic boulder that the Adventurers set in motion when they enter the temple. The boulder will progressively pick up speed and grind anything lying in its way. At the end of its mad race it will block the only way out of the temple!

An Adventurer on the final space of the boulder corridor, next to the exit, may leave the Temple by taking a normal move. Once the Adventurer has left, he cannot go back in or send in a replacement; his player sits back and watches the others try to outdo his treasure collection.

There is one type of action possible in this room, in addition to moving.

• **Open an alcove:** There are five alcoves along the boulder corridor; four in a row with one value 4 treasure card each, and one further with a value 6 treasure. In order to pick the lock of the grillwork gate protecting the treasure, the Adventurer needs to be in the space horizontally adjacent to the alcove. The player then rolls the 5 dice and needs to end

up with a specific set of dice, depending on the treasure's value.
For a value 4 Treasure, the player needs to have at least one each of ⚀, ⚁, and ⚂ among the dice.

For the value 6 Treasure, the player needs to have one each of ⚀, ⚁, ⚂, ⚃ and ⚄ among the dice.





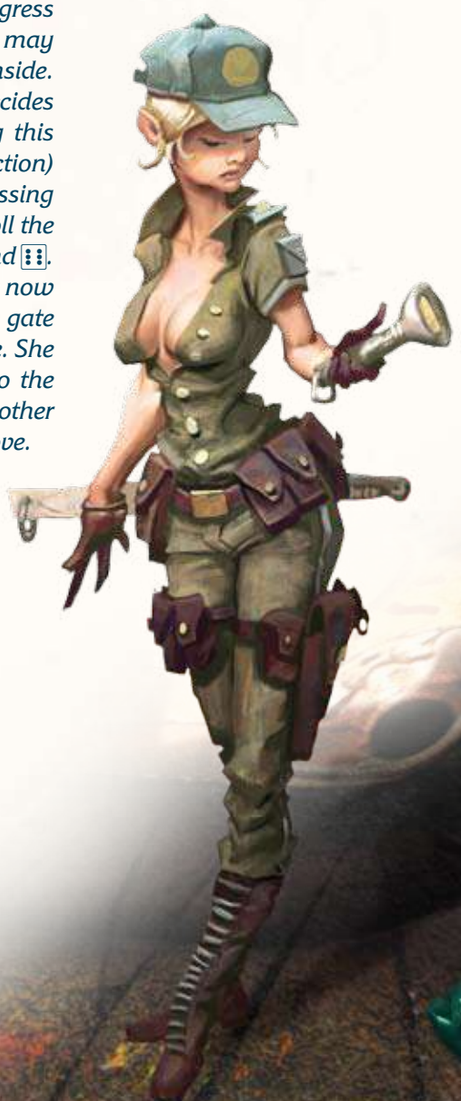
If the dice roll does not succeed, and a player has one or more actions left this turn, he or she may choose to spend an action to reroll any of the dice. After this reroll, the player may continue to spend actions and roll, as long as he or she has not run out of actions. If the required combination is obtained, the player then takes the Treasure card from the alcove without spending any action. Dice results do not carry over from turn to turn or from player to player.

PICTURE 4: THE WALLS ARE GETTING CLOSER, THE BOULDER TOO!



Lea Rice is out in front of the boulder while the others stay inside.

Example: *Lea Rice has made some good progress and is now in front of an alcove where she may attempt to get hold of the value 4 treasure inside. She has 3 actions for the turn so she decides to pick the lock of the grillwork protecting this treasure. To do so, she rolls the 5 dice (1 action) and obtains ⚀, ⚁, ⚄, ⚅ and ⚇. She is missing a ⚂ so she decides to spend 1 action to reroll the two ⚄ and the ⚇, coming up with ⚂, ⚃ and ⚇. Her lock picking attempt is a success as she now has the ⚀, ⚁ and ⚂ required to open the gate and grab the highly coveted value 4 treasure. She has one action left and decides to move to the next space, where she will be able to pick another lock on her next turn, since it is also an alcove.*



PICTURE 5: THE WALLS ARE ABOUT TO CLOSE!



Martin Fletcher and Trevor Griffith are quite literally in a tight spot between those walls!

LAVA ROOM

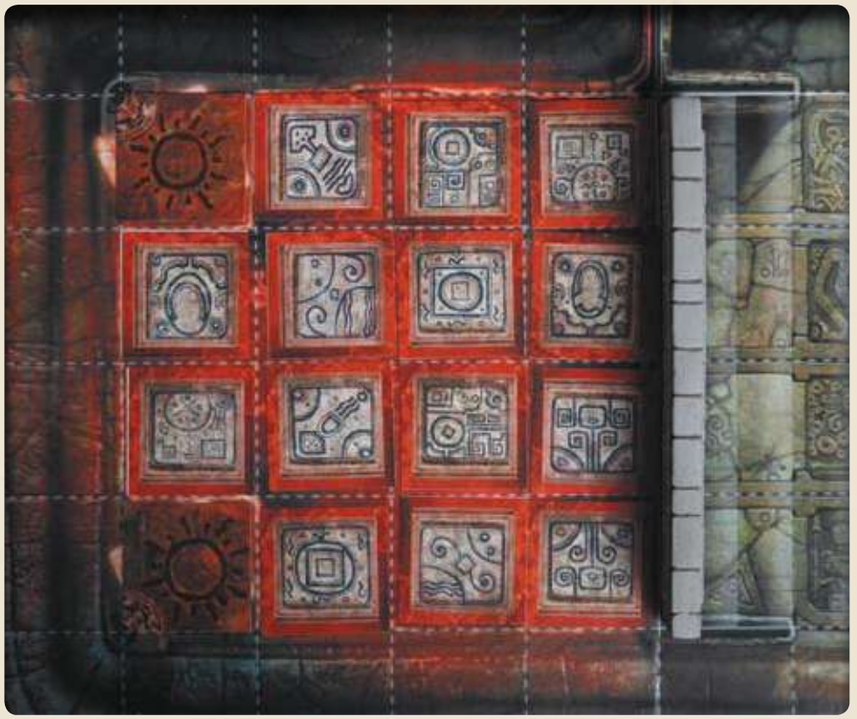
"Is it hot in here, or is it just me?"
– Nicole Lagger

The room next to the walls room is almost entirely covered in molten lava. Only a few slabs stick out of the lava, allowing the Adventurer to hop from one to the next. On each slab there is a glyph carved indicating if it is trapped or not. But only those who will have checked the glyphs in the walls room will know their true meaning! In addition, there is a treasure on each of the slabs.

The first Adventurer to approach the room (by moving to a space adjacent to it) discovers the configuration of the glyphs by simply removing the masking card from the gameboard.



PICTURE 6: LAVA ROOM WITH ALL THE GLYPHS



Once the configuration has been revealed, each Adventurer is free to follow the path he wishes or else follow the boulder corridor, a surely safer way through ... except for that boulder ...

There are two types of actions possible in this room, in addition to a special rule for moving.

- **Special movement rules:** Adventurers in the lava room can only move onto a space with a slab on it. Before moving, the destination tile is flipped over to check if it corresponds or not to a trapped slab. If the yellow Mayan Number revealed corresponds to one of the four brown Mayan Numbers placed next to the walls room, the slabs collapses under the Adventurer, who ends up in the molten lava. Tragically, he is eliminated! If it was not trapped, the tile stays turned over and the figure of the Adventurer is placed on it.

- **Search:** If a slab is not trapped, its yellow Mayan Number side means there is a treasure to be found on it. A player on a yellow Mayan Number may therefore pick its treasure up (1 action). He draws the first card from the Lava Room treasures deck and proceeds to swap the yellow Mayan Number tile for its brown Mayan Number equivalent (taken from the 10 "safe" Glyph Clue tiles placed next to the game board) to signify that there is nothing left here.



- **Bring in the second Adventurer:** This special action, explained below in the appropriate game phase, does not require an Adventurer in the room to play.

Important: *There are only 14 slabs with glyphs and treasure in the lava room (the 2 Sun tiles contain no treasure and never collapse into the lava) but 4 of them are trapped so there are only 10 treasures in the end.*

Example: *Bill Baker has decided to cross the lava room but has only 2 actions this turn. He chooses to jump onto an adjacent slab (1 action). He checks if it collapses under him or not. It is solid; the yellow Mayan Number does not correspond to any of the 4 brown Mayan Numbers that can be seen next to the Walls room. Bill then decides to pick up the Treasure (1 action) and draws the first card from the corresponding Treasure deck (lava back). He swaps the yellow Mayan Number tile with the corresponding brown Mayan Number one to show that the treasure has been taken. He has no more actions left to perform so now play passes to the left.*

PICTURE 7: CROSSING THE LAVA ROOM



Lea Rice is the first to cross, closely followed by only three other survivors -- it seems Martin Fletcher and Trevor Griffith got stuck between the walls on the right!

UNDERGROUND RIVER AND WATERFALL

"Is like a hot tub compared to waters of Siberia."

– Tatiana Bregovic

There are two special actions possible in this area, and special rules for movement.

• **Special movement rules:** A player may enter the river from a number of different spaces (through the dotted lines on the game board) but can only exit on the very last river space before the waterfall. Moreover, because of the strong current of the river, a player who jumps in is forced to move along the flow indicated by arrows in each river space, unless he is exiting the river. No upstream movement is allowed.



• **Exit the river:** Exiting is the only action possible in the river space located just before the waterfall (it may not be searched) and it must be taken if the Adventurer has any remaining actions. To resolve this special action, the player rolls a number of dice equal to his Adventurer's current Load Level (so taking into account the Treasure cards collected during this turn). If at least one of the dice rolls a ⚀, the adventurer will fail to exit and be dragged into the waterfall, but he may prevent this by discarding treasures. At this point, a player can discard 3 Treasure cards for every ⚀ he has rolled, in order to reroll those ⚀ dice and avoid the drop. However there is only one possible reroll per ⚀ obtained and if it is another ⚀, the Adventurer fails! Of course, if the player does not have enough Treasure cards to sacrifice, he also fails to save himself. An Adventurer who fails in exiting the river is dragged into the waterfall and eliminated!

Example: *Martin Fletcher tries to get out of the river carrying 9 Treasure cards, meaning LL of 4. Therefore he rolls 4 dice and unfortunately rolls ⚀ twice. He is about to be dragged down the waterfall! He quickly lets go of 6 Treasure cards (3 for each ⚀ obtained) in order to reroll these fateful results. But once again he rolls a ⚀ on one of the two dice rerolled and takes the great dip!*

If the Adventurer succeeds, he manages to pull himself from the underground river safe and sound. His figure is moved onto the corridor space adjacent to the underground river's last space (meaning the one before the waterfall). He may then take any remaining actions to move normally up or down the boulder corridor.

• **Search:** To search the river bed, simply draw the first card from the River treasures deck (1 action). The current prevents the Adventurers from searching the same space twice. The player must move at least once in between two "searches". Players should keep track of this by laying their Adventurer figure horizontally on the space after searching; the figure stands upright again after moving to a new river space.

Example: *During his previous turn, Puccio Cortese chose to dive into the river. This turn he is allowed 3 actions. He decides to search the river bed (1 action) and draws the first card from the River treasure deck, laying his figure horizontally. He then stands up, moves to the next space downriver (1 action) and performs another search (1 action), laying down again. He then takes a new card from the River treasure deck (river back). His turn ends as he has performed all 3 actions. However his first action of the next turn will need to be a movement as he has already searched the space he is in.*

PICTURE 8: UNDERGROUND RIVER



Puccio Cortese decides to go for a swim, Bill Baker follows the boulder and Lea Rice is about to cross the bridge, while in the foreground a Glyph tile is missing – was it Nicole Lagger who forgot her Mayan lessons and fell into the lava?

THE WOODEN BRIDGE

"It could only be... 1100 years old? Let's go!"
– Vincent Gerondeau

The wooden bridge has special rules for movement and one special action.

A wooden bridge composed of 5 rotten planks reaches over the gulf into which the waterfall goes crashing down. It offers a welcome shortcut before being squashed by the boulder. However it is not all that safe, so while crossing (one movement action, as the bridge is considered a space), the player must check if it is solid.

He rolls a number of dice equal to the number of planks remaining when he steps onto the bridge.

For each die that rolls lower than his Load Level, one of the planks snaps and falls into the precipice. The broken planks are removed from the game board. If at least one of the planks remains, the Adventurer can carry on moving. If all the planks snap, he falls into the bottomless abyss (sharing the fate of the unfortunate people sacrificed to Chac in ancient times) and is eliminated!

Example : *Bill Baker chooses to cross the still undamaged bridge with a LL of 4. He rolls 5 dice since there are still 5 planks. He rolls ⚀, ⚂, ⚂, ⚅ and ⚅. He snaps 3 planks as he crosses (because of the ⚀, ⚂ and ⚂). However the 2 remaining planks mean he can carry on moving.*

Sabotage the bridge: *A particularly evil Adventurer who is on the bridge space may, as an action, sabotage the bridge for those who would follow him, by hopping up and down on it. Each "hop" (1 action) creates a new test for the bridge, rolling dice and removing planks as if the Adventurer had just moved onto it. Of course, the hopping may also destroy the bridge and eliminate the scoundrel himself!*

PICTURE 9: THERE WAS ONCE A LITTLE BRIDGE...



Here, intact before the beginning of the game

PICTURE 10: THE EXIT IS NEAR!



Despite being a gifted swimmer, Puccio Cortese has been washed away. Bill Baker had a narrow escape on the bridge, leaving just two planks intact. With only Lea Rice and Bill Baker left, who will claim the victory? Will they manage to get out? And with how much treasure? A nail-biting finale!

SEVERAL PEOPLE ON THE BRIDGE!

If several Adventurers find themselves on the bridge at the same time, the solidity test should be rolled against the total Load Level of all the Adventurers on it. The bridge is hardly going to resist such a load, but who would dare all cross at once?



4. MOVE THE WALLS AND THE BOULDER

"Why can't these traps ever NOT work after 1000 years?"

- Montana "Bill" Baker

In this game phase, the current Dicekeeper is in charge of moving the walls and the boulder.

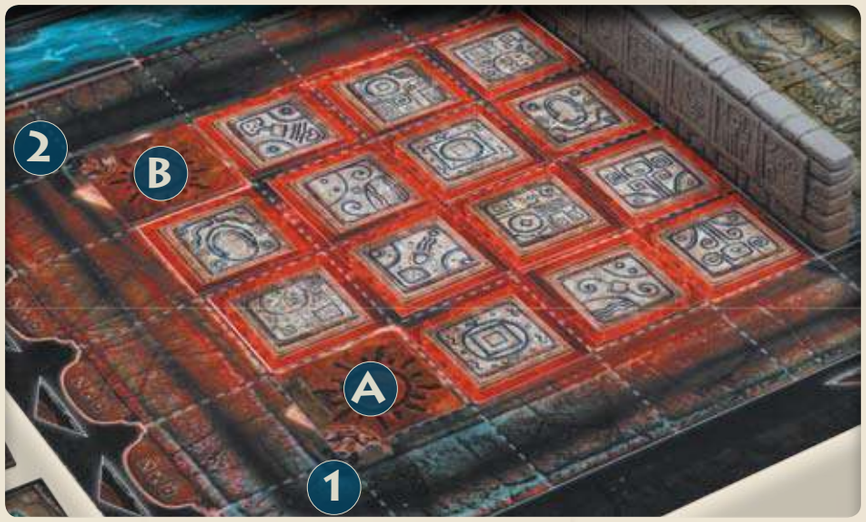


- **The Walls:** The Dicekeeper simply flips over the three first cards from the Walls deck and applies their effects immediately: nothing happens, move the left wall (orange arrow) one "space" towards the center of the room, move the right wall one "space" towards the center of the room (grey arrow) or move both walls one space each towards the center of the room (orange and grey arrows). The left wall is the one nearest the lava room. If there are any Adventurers left in the room when the walls meet, they are goners!

Example: *If the 3 Walls cards revealed are the following, the left wall moves twice and the right one moves once.*



PICTURE 11: TWO OPENINGS IN THE CEILING



The two possible entrance spaces (A or B) for a replacement.
1*: Space causing the ceiling to open above space A when the boulder rolls on it.*
2*: Space causing the ceiling to open above space B when the boulder rolls on it.*

- **The Boulder:** The Dicekeeper rolls a number of dice that depends on the game turn, as the boulder picks up speed. At the end of the first turn, he will roll one die. If it is the second turn, he will roll two. And so on until the fifth turn when the boulder reaches its cruising speed (5 dice) until the end of the game. No matter the number of dice rolled, the boulder advances one space for each result equal or higher than ⚂, making its advance vary from 0 spaces to the number of dice rolled. If the boulder enters a space occupied by an Adventurer, he is crushed and eliminated from the game!

Example: *It is already the fifth turn of the game. The first player rolls 5 dice to make the boulder advance. The results on the dice are* ⚀, ⚂, ⚃, ⚄ *and* ⚅ *so the boulder advances 3 spaces down the corridor because of the* ⚃, ⚄ *and* ⚅.

As the boulder rolls down the corridor, it can open up one of the two openings that allow replacement Adventurers to enter (see next section). They are located on the two corner spaces (slabs with the "Sun" motif) of the lava room. These entrances open when the boulder is on the corridor corner spaces diagonally adjacent to the two lava-less "Sun" spaces (see picture 11). Simply remove from the game board the "Sun" tiles affected by the boulder's passage in order to reveal the sun beams printed on the game board), signaling that the entrance is now open.

If the boulder reaches the final space of the boulder corridor (the exit), it seals the exit, trapping forever all Adventurers who are still inside the Temple, and ending the game.

5. BRING IN POSSIBLE REPLACEMENTS

"Where have you guys been?"

- Len Tso Yau

If a player's first Adventurer is eliminated, the Adventurer's figure is removed from the game and his Treasure cards are discarded. Nevertheless the player can send in his or her second Adventurer, the "replacement", during this game phase. In order to do so, at least one of the Sun spaces in the lava room has to have been opened by the passage of the boulder down the corridor running along the lava room.

During this game phase, a player can place his or her second Adventurer on space A if only A is open, or on space A or B when both are open. The player then uses the back of the first Adventurer card as the Gaming Aid behind the second Adventurer, and goes on playing as usual with this replacement from the next turn onward. Of course, the player has to start collecting Treasures again from scratch.

6. Pass the Dice to the Left

The Dicekeeper passes the dice to the player on his left, this player becoming the new Dicekeeper and first player for the new turn to come.

Victory

The game ends when there are no more Adventurers left alive in the temple, or when the boulder has permanently shut the only way out, imprisoning forever anyone left inside the temple's walls. At game end, each player who managed to get an Adventurer out alive adds the values of the Treasure cards he holds. It is possible (if unlikely) for all players to lose collectively by failing to exit an Adventurer from the Temple.

Important: *Caskets (treasure cards with no number) require a die roll to determine the value of their contents. This roll only takes place once the game is over (see Appendix 3).*

The player whose Adventurer escaped alive with the highest total value of Treasure wins the game. He can now go around bragging about his connection to the best Adventurer in the world... until the next expedition of course! In case of a tie, the tied players congratulate each other, and share the victory.



APPENDIX 1: ADVENTURERS' SPECIAL ABILITIES

*"You call **this** archaeology?"*
- Lea Rice

To use an Adventurer's special ability, a player must announce it at the right time and rotate his active Adventurer card upside down to signify that it has been used. Each Adventurer's special ability may only be used once per game.

Leap: Spend 1 action to move diagonally one space. This leap may be performed anywhere (getting out of the walls room, getting on or off the bridge, diving into the river), except to exit the river.

Linguistics: If the Adventurer is adjacent (not diagonally) to a Glyph tile in the lava room, use this ability to peek at this Glyph tile by secretly comparing the yellow Mayan Number on its back with the 4 "trapped" brown Mayan Numbers that can be seen nearby the walls room.

Lock Picking: After you have rolled the dice for a lockpicking attempt (Boulder Corridor), and you are missing only one number to succeed, use this ability to succeed at the lockpicking.

Sprint: Move immediately one space without spending an action point (but following all other rules of movement). This ability is based on running, so it cannot be used in the river.

Stamina: After Load Level is adjusted (phase 1), reduce the Adventurer's Load Level by 1 for the rest of the turn when using this ability.

Swimming: After rolling the dice when trying to exit the river, use this ability to ignore one result of ⚀ (without discarding 3 Treasure cards).


Leap


Linguistics


Lock picking


Sprint


Stamina


Swimming

APPENDIX 2: ACTIONS POSSIBLE IN EACH ROOM

"What may be a relic to you is my heritage, you will not claim it."
- Arely Tamay

Walls Room: Move, Search for a treasure or Check a glyph.

Lava Room: Move, Search for a treasure or Bring in a second Adventurer.

Boulder Corridor: Move or Pick a lock (⚀, ⚁ and ⚂ or ⚀, ⚁, ⚂, ⚃ and ⚄ combination).

Underground River: Move, Search for a treasure (must move at least once before grabbing a second treasure) or get out before the waterfall. Number of dice = LL, fails if a 1 is rolled, discard 3 Treasure cards to reroll each 1 obtained but only once.

Wooden Bridge: Move or Sabotage. Number of dice = Number of planks. 1 plank snaps for each Die Result lower than current LL.

APPENDIX 3: TREASURE CARDS DISTRIBUTION

"This belongs in... well you know."
- Montana "Bill" Baker

Walls and Lava Room treasures: 4 decks for the walls room (4 different motifs on the back) and 1 deck for the lava room (lava on the back) of 10 cards each. Each deck includes 1 "surprise casket" card, 1 value 1 treasure card, 2 value 2 treasure cards, 3 value 3 treasure cards, 2 value 4 treasure cards and 1 value 5 treasure card. A surprise casket contains an item whose value may vary from 1 to 6 depending on the roll of a die made once the Adventurer is safely out of the temple. So is it a mere trinket or a genuine sacred relic?

Lock Picking treasures: 4 value 4 treasure cards obtained with a ⚀, ⚁ and ⚂ combination and 1 value 6 treasure card (the round carved stone of Chac) obtained with a ⚀, ⚁, ⚂, ⚃ and ⚄ combination.

Underground River treasures: 1 deck (river on the back) of 10 cards including 3 value 2 treasure cards, 3 value 3 treasure cards, 3 value 4 treasure cards and 1 "surprise casket".

APPENDIX 4: MOVING TRAPS

Walls: Draw 3 cards per turn and move the walls according to the arrows (orange=left and grey=right).

Boulder: From each turn starting with the first, 1 then 2 then 3 then 4 then 5 dice are rolled. Boulder moves one space forward for each die showing a result higher or equal to ⚂.