



Raiding the Temple of Secrets

Andrew Erridge, Qing Mao, and Dustin Farris

Premise

*On the land far away,
There is an ancient temple,
Built with beautiful white marble stone,
Decorated by mysterious emerald patterns*

*For thousands of years,
Adventurers from all over the world rush into the temple,
In search for the treasure of secrets
But none of them came out alive*

*Now, another group of adventurers gather around the temple.
Will one of them be lucky enough to get the treasure?
Or they will share the same destiny as their predecessors.*

Objective

Carefully place dynamite and be the last player standing or obtain the hidden treasure in the Temple of Secrets!



Target Audience

Ages 8 and up

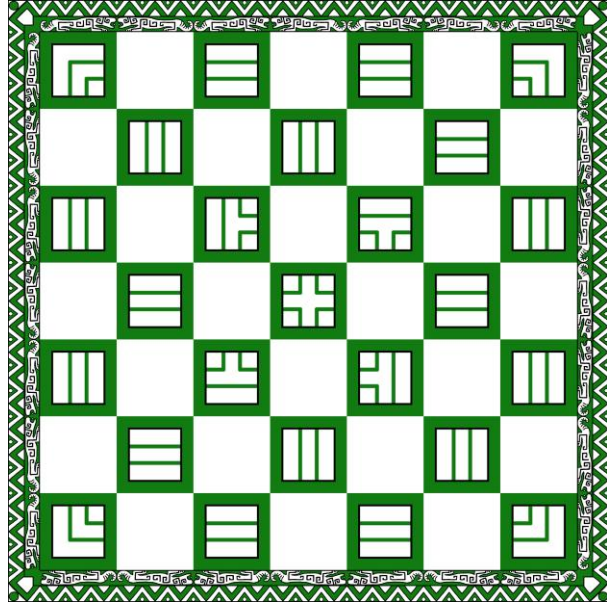
Fans of Indiana Jones or Bomberman, or both

Players

2 - 4 players

Resources

- *A Board with Rotatable Tunnel cards*



- *60 Resource Cards*



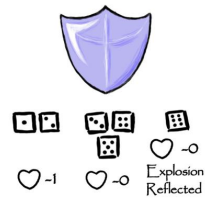
Hold it for 3 turns to win!!!

1 Treasure Card



Place and Detonate!

30 Bomb Cards



12 Armor cards



♥ +1

6 Heart Cards



Skip the next turn!

5 Pit Cards



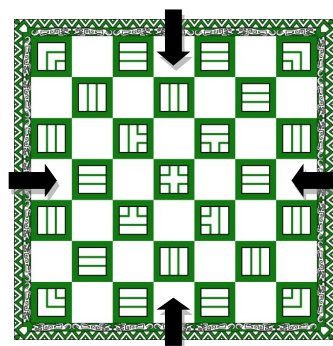
One Extra Turn!

6 Double Movement

Procedure

● Setup

1. Give each player 3 Bomb cards
2. Take out the Treasure card from the Deck
3. Shuffle the Deck
4. Take out 21 cards from the Deck
5. Shuffle the Treasure card with the 21 cards
6. Take the 22 resource cards and put them face down on the empty spaces on board.
7. Put the player pieces on the middle space of the 4 edges (As indicated by the black arrows)



● Start

Each Player roll dice, the player with the highest number plays first and goes clockwise.

● Play

1. **Move** – The player may choose to stay where you are or move to the next **Resource card** through tunnels.
 - 1) Look at the Resource card.
 - 2) If it is a **Pit**, flip it over and continue the current turn.
 - 3) For any other kind of cards, the player can choose whether to take it or leave it.
 - 4) Player may place a **Bomb** on this spot if you choose to.
 - 5) Player may play **Heart** or **Double Movement** anytime during his/her turn

2. **Rotate** – Rotate any **Tunnel card** next to where the player is
3. **Detonate** – As many of your **Bombs** that have been placed on the board as you want!
 - 1) Players who are affected by the explosion may play **Armor**

Rules

• General

1. You only have **30 seconds** for your turn!
2. Reset and Restart the timer as soon as the player start to play.
3. Players **cannot** move through tunnel walls.
4. Multiple players can occupy the same space.
5. The timer **stops** as soon as a player says “Detonate”
6. If a player **dies**, **all** his bombs left on the board are detonated.
7. A player may have **at most 5** resource cards in his or her hand.

• Cards

Bomb

1. You get hit by a Bomb, you lose 1 heart.
2. The Bomb detonates according to certain Explosion Paths. (See the Examples of Explosion Paths for reference)



Place and Detonate!

Treasure

1. The Treasure is placed r
2. If a player has the Treasure card, he/she must place it face up next him/her.
3. If the player with the Treasure gets hit by a bomb, he/she must drop the treasure in the center of the board (On top of the 4-direction tunnel card)
4. Any player may pick up the Treasure when it is on board by moving over it.



Hold it for 3 turns to win!!!

Armor

1. Use when you get hit by a bomb to mitigate damage.
2. Roll the dice to determine its effect
3. Explosion Reflected means the player takes no damage, and the armor reflects the explosion to the opposite direction.



Health

1. Use during the player turn to regain one heart
2. One may only use one Heart in each turn



Double Movement

1. Use during the player's turn to gain extra move
2. Player has to finish the extra turn within the 30 seconds
3. Player detonate the bomb at the end of the extra turn



One Extra Turn!

Pit

1. Flip it over when player lands on it
2. The player may continue his current turn as normal (means he can place a bomb on top of the Pit card)
3. The player's next turn is skipped
4. In the next turn, remove the Pit, and place a new card from the deck if the player didn't place a Bomb

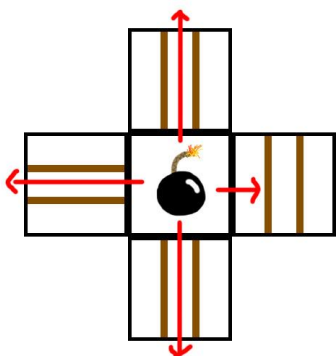


Skip the next turn!

Outcome

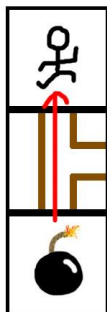
1. The player who kills all the other players win
2. If multiple deaths happen in the same turn, the aggressor wins
3. If a player has the treasure for 3 rounds. Game ends and the player with the treasure wins.

Examples of Explosion Paths

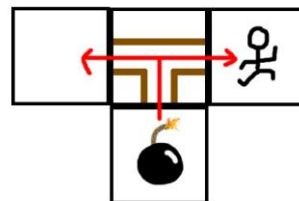


Bomb explosion goes 4 directions.

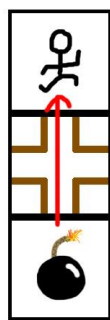
Explosion go through tunnel, but cannot pass tunnel walls



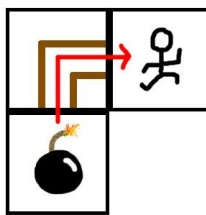
For 3-direction tunnel, explosion do not split into 2 directions if it can go directly through



For 3-direction tunnel, explosion will split into 2 directions if it hits the wall inside the tunnel.



For 4-direction tunnel, explosion will go through the tunnel without changing direction



For "L" shape tunnel, explosion will change through multiple tunnels



Explosion can go through multiple tunnels