

# THE ADVENTURERS

Temple  
of Chac



CM  
ON

WIP

RULEBOOK





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## TEMPLE OF CHAC

Deep in the heart of the Guatemalan jungle stands an ancient temple dedicated to Chac, the Mayan god of rain and thunder. Swallowed by the forest for ages, the temple was only recently found, and its rediscovery lured treasure hunters such as you! But the priceless artifacts inside do not go unguarded, and the locals warn of traps and worse inside. Your group of rival Adventurers stands poised to enter, but Chac suffers no trespassers in his inner sanctum, and his wrath may well cost your lives. Only you can recover priceless artifacts, or find certain death, in The Temple of Chac!

2-5 Adventurers | 45 mins | 10+



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# COMPONENTS



5 Adventurer Dashboards



Monty Albatross

Bobby Powell

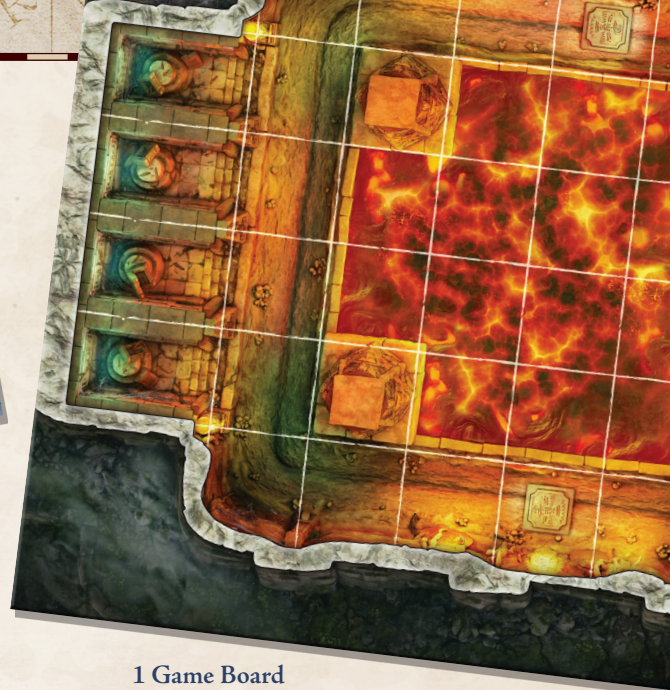
Chantel Sari

Puccio Cortese

Lea Rice



2 Crushing Walls



1 Game Board



1 Boulder

5 Bridge Planks



1 Bridge Base



6 Starting Gear Cards



24 Kukulkan Search Deck Cards



12 Ah-Puch Search Deck Cards



12 Zotz Search Deck Cards



12 Ixchel Search Deck Cards



5 Alcove Idol Cards



1 Lockpick Bag



14 Lava Room Tiles



14 Glyph Clue Tiles



1 First Player Marker



9 Dice



10 Lockpick Tokens



20 Wound Tokens



24 Injury Tokens



6 Web Tokens





# KEY CONCEPTS

## Adventurer . . . . .

Each player is an Adventurer, represented in the game by an Adventurer dashboard and matching figure. These Adventurers are on a mission to carry away the most valuable archaeological treasures, even if it means facing the dangers of secret tombs and long-lost temples!

## Action Dice . . . . .

Adventurers roll Action dice during their turn and then spend them to perform actions. Some actions require specific die results to perform.

## Gear . . . . .

Each Adventurer starts with at least 1 piece of Gear and may acquire more during the game. Gear has abilities that may be used by Adventurers by assigning dice to them. Additionally, some Gear provide passive abilities that are always in effect. There is no limit to the number of pieces of Gear that an Adventurer can carry.

**NOTE: When new Gear is drawn, the Adventurer immediately places it next to their dashboard for free. Gear cannot be stolen, unless otherwise stated.**

## Treasure . . . . .

Adventurers compete to collect the most valuable treasures. When gaining a Treasure card, an Adventurer adds it to their hand. While there is no limit to how many treasures an Adventurer can carry, the more treasure an Adventurer has, the fewer actions they will be able to perform (see Encumbrance, pg. xx).

## Storage . . . . .

Adventurers can stash away some treasures they carry. Most Adventurers can store 2 cards, while some can store more. Some Gear cards may even increase an Adventurer's storage. Stored Treasure cannot be stolen and do not count towards an Adventurer's encumbrance.







## Hazards . . . . .




Hazard cards from Search decks may wound or negatively affect Adventurers. Abilities that refer to Hazards interact specifically with these cards only, and not the other dangers that are present in an adventure, such as lava, waterfalls, falling statues, other Adventurers, etc.



## Falling . . . . .


Some effects can cause Adventurers to fall. Lay the figure on its side in the space as instructed by the effect. A fallen Adventurer must perform a Stand action before performing any other actions. A fallen Adventurer cannot interact with or be interacted with by other Adventurers in any way.

## Wounds/Injuries . . . . .

Adventuring is a risky business! When an Adventurer suffers Wounds , place that many Wound tokens  onto the Adventurer's dashboard. When an Adventurer places Wounds  on their dashboard equal to their Health , immediately remove all Wound tokens and draw 1 Injury token  from the supply, placing it facedown in front of them. Finally, any leftover Wounds  will now be placed.

Game effects may Heal Adventurers. If this happens, simply remove the number of Wounds  from the Adventurer's dashboard. Adventurers cannot Heal beyond their Health , and Injuries  cannot be removed via Healing.

An Adventurer may check their Injury tokens  at any time, but the value of those tokens should be kept secret. At the end of the game, Adventurers lose Victory Points equal to the total value of all their accumulated Injuries .

**NOTE: If at any time an Adventurer is required to draw an Injury token  and none remain, their Adventurer falls instead.**

## ✧ Adventure Actions

Adventurers spend each of their dice, 1 at a time, performing actions of their choice. The same action can be performed more than once, except for Gear actions, which can only be performed once per piece of Gear each turn. Some actions may require specific die results to perform.

**NOTE: Some Adventurer abilities will modify their actions. In any case where there is conflict with the rulebook, the Adventurer dashboard should be followed.**

Spending their die, an Adventurer can perform 1 of the following actions:

## Move . . . . .

Move a number of spaces orthogonally. Figures cannot move diagonally. There is no limit to how many Adventurers can fit in a single space.

♦ 1-3: Move 1 space

♦ 4-6: Move up to 2 spaces



## Interact . . . . .

Interact with a part of the board. E.g., Picking a lock, searching for a secret passage, or inspecting an element in their current space. Game-specific Interact actions are detailed in their appropriate sections.

- ♦ 1-6: Interact

## Lockpicking . . . . .

Draw the indicated number of successes from the Lockpick bag. Lockpick tokens are drawn and resolved 1 at a time until either the required number of Success tokens are revealed or a single Fail token is revealed.

If a Fail token is drawn, the Adventurer can choose to spend another die to continue their Lockpicking attempt. If so, all previous successes are kept and count towards the required Lockpick number. This can be repeated until either the lock has been successfully picked or the Adventurer cannot or chooses not to continue.

On a successful Lockpick, the Adventurer takes the treasure card from the Alcove and the action is over. Then, return all the Lockpick tokens to the bag.

## Gear . . . . .

Use and resolve a Gear ability by placing an Action die on the Gear card. Only 1 Gear action can be performed per Gear per turn unless otherwise stated. If a Gear ability can only be resolved partially, it must be resolved to the greatest possible extent.

- ♦ 1-3: Resolve 1 Gear ability

## Search

Reveal Search cards from the Search deck of the space the Adventurer is currently in. Some spaces may not be searched.

- ♦ 1-3: Reveal 1 Search card
- ♦ 4-6: Reveal 2 Search cards

The following rules apply when searching, without exception:

- ☛ Only 1 revealed treasure can be kept per Search
- ☛ Revealed Gear are immediately placed next to the Adventurer dashboard for free.
- ☛ Revealed Hazards must be resolved.

**NOTE: Gear cannot be stolen, unless otherwise stated.**

## Stand . . . . .

Stand a fallen figure. An Adventurer whose figure has fallen must stand before performing any other actions.

- ♦ 1-6: Stand a fallen figure up in its current space

## Steal . . . . .

Target another Adventurer in the same space and take 1 card from their hand at random. Stored treasure cannot be stolen.

- ♦ 4-6: Steal 1 random card from an Adventurer in the same space

## Store . . . . .

Place 1 Treasure card beside the Adventurer's dashboard. An Adventurer can only store up to their maximum treasure count, as indicated on their dashboard. Cards in storage cannot be stolen and do not count towards encumbrance. An Adventurer may also swap out Treasure cards with another from their hand.

- ♦ 1-6: Store or swap a Treasure card

## Discard . . . . .

Discard any number of cards from their hand.


- ♦ 1-6: Discard any number of cards

# ✦ Victory Points

Victory Points (VP) are earned by Adventurers at the End of Game by:

- ☛ The value of each Treasure card
- ☛ Collecting different sets of treasure

Adventurers will also lose VP by:

- ☛ The value of each Injury token  suffered.

Adventurers who fail to exit an adventure score no VP.



If all Adventurers fail to exit a map, there is no winner.







## BOARD SETUP

- 1** Place the Temple board in the center of the table.
- 2** Place the Boulder, 2 Crushing Walls, and assembled Bridge in their starting spaces.
- 3** Place Lava Room tiles randomly, glyph side faceup, on each space in the Lava Room.
- 4** Shuffle the 14 Glyph Clue tiles, Mayan number faceup, and place 4 random tiles on the Glyph Clue spaces. Place the remaining 10 tiles next to the board.
- 5** Shuffle each of the 4 Search decks separately and place them facedown on their corresponding spaces.
- 6** Randomly place each of the 4 Alcove Idol Treasure cards faceup on each empty Alcove space in the hall next to the Lava room.
- 7** Place the Chac Idol Treasure card faceup on the empty Alcove space across the Wash Up.
- 8** Randomly place Web tokens facedown in each space of Zot's Cave.
- 9** Shuffle the Injury tokens  and place them facedown in a supply next to the board.
- 10** Fill the Lockpick bag with the Lockpick tokens and place it with the Wound tokens  and dice in a supply near the board.



## Adventurer Setup

- A** Shuffle the Adventurer dashboards and deal 1 to each player.
- B** Players reveal their Adventurer boards and take their matching figures, placing them on the Temple Entrance space.
- C** Shuffle the starting Gear cards and deal 1 to each Adventurer, placing them faceup on their Adventurer boards.
- D** The player who last explored a jungle takes the First Adventurer marker.

Alternatively, dashboards and the First Adventurer marker can be assigned by any means the players want.  
*The Adventure is ready to begin!*





# GAMEPLAY

Each round is made up of Adventurer Turns followed by an End of Round phase.

**Adventurer Turn:** Starting with the First Adventurer and proceeding clockwise, each Adventurer in the Temple takes their turn.

1. Check Encumbrance
2. Roll Action Dice
3. Perform Actions
4. Pass the Dice

Once every Adventurer has taken their turn, proceed to the **End of Round**.

**End of Round:** The boulder rolls steadily faster down the corridor, threatening to seal the Adventurers in the Temple.

1. Move Boulder
2. Check for End of Game
3. Pass First Adventurer Marker

## \* Adventurer Turn

### Check Encumbrance . . . . .

The number of actions an Adventurer can perform is based on how many dice they can roll, which is dictated by their encumbrance. The more cards they hold, the higher their encumbrance and the fewer dice they get to roll.

- ♦ 0-3 Cards: 4 Dice
- ♦ 4-6 Cards: 3 Dice
- ♦ 7-8 Cards: 2 Dice
- ♦ 9+ Cards: 1 Die

**NOTE:** Gear and stored Treasures do not count towards an Adventurer's encumbrance.

### Roll Action Dice . . . . .

The Adventurer rolls all their dice, modifying dice results with any Adventurer or Gear abilities.

### Perform Actions . . . . .

The Adventurer now spends each die, 1 at a time, performing the various actions available to them (see Actions, pg. xx). The same action can be performed multiple times, except for Gear actions which can only be performed once per Gear per turn. Some actions may require specific die results to perform.

### Pass the Dice . . . . .

After an Adventurer has performed all their actions, they pass all the dice to the next Adventurer on their left that has not yet exited the Temple. If all Adventurers have taken a turn, proceed to the End of Round.

## \* End of Round



### Move Boulder . . . . .

The Boulder moves once per round after every Adventurer has taken their turn. The First Adventurer rolls dice based on the following to determine how many spaces it moves:

- ♦ 0 checkpoints: 2 dice.
- ♦ 1 checkpoint: 3 dice.
- ♦ 2 checkpoints: 4 dice.
- ♦ 3 checkpoints: 5 dice.

The Boulder always moves at least 1 space. For every 3+ rolled on the dice, it moves 1 additional space. Adventurers may not move onto or through the Boulder.

The Boulder may hit or run over Adventurers. When that happens, resolve the following:

- ♦ **Hit:** If the Boulder ends its movement on an Adventurer, they suffer 3 Wounds , and their figure is moved forwards 1 space down the corridor (possibly out of the Temple exit) and falls in that new space.
- ♦ **Run Over:** If the Boulder passes through an Adventurer during its movement, they suffer 3 Wounds  and fall in their current space.

When the Boulder moves into the last space, it blocks the Temple exit. The Adventurers immediately proceed to the End of Game.



### Check for End of Game . . . . .

If all Adventurers have exited the Temple, or the Boulder has blocked the exit, proceed to End of Game.

### Pass First Adventurer Marker . . . . .

Pass the First Adventurer marker to the next Adventurer to the left whose Adventurer is still in the Temple. Start a new game round.



It is the End of the Round and the Boulder will continue rolling. Puccio Cortese is holding the First Adventurer marker and must roll to determine the Boulder's movement.



Since 1 checkpoint has been triggered, he rolls 3 dice. The results are 2, 3, and 5. The Boulder moves 1 space plus each die result of 3+, moving 3 spaces in total.



The Boulder collides with Puccio! He suffers 3 Wounds and, since an Adventurer cannot share a space with the Boulder, he is pushed into any adjacent space of his choice.



He chooses to move in front of the Boulder and falls into that space.



The Boulder has now passed its 2<sup>nd</sup> pressure plate, causing the Crushing Halls to slam shut, with any Adventurer left there to resolve the consequences. Finally, it adds 1 more die to the Boulder's End of Round movement for a total of 4 dice on the next round.






# THE TEMPLE


The Temple of Chac consists of several rooms that are connected by the Boulder corridor. Each room offers Adventurers different rewards and challenges. Additionally, Adventurers may interact with certain corridor spaces.

## Crushing Hall of Kukulkan . . . . .

Connected to the Entrance space, passing the Crushing Halls is mandatory to delve deeper into the Temple of Chac. The search deck for the Crushing Halls of Kukulkan is populated with treasure boxes of uncertain value, artifacts honoring Kukulkan, and dangerous traps and Hazards.

- ☛ **Hazards - Pressure Plate:** Advance the Boulder 1 space and discard the card.
- ☛ **Hazards - Darts:** Suffer 1 Wound  and discard the card.

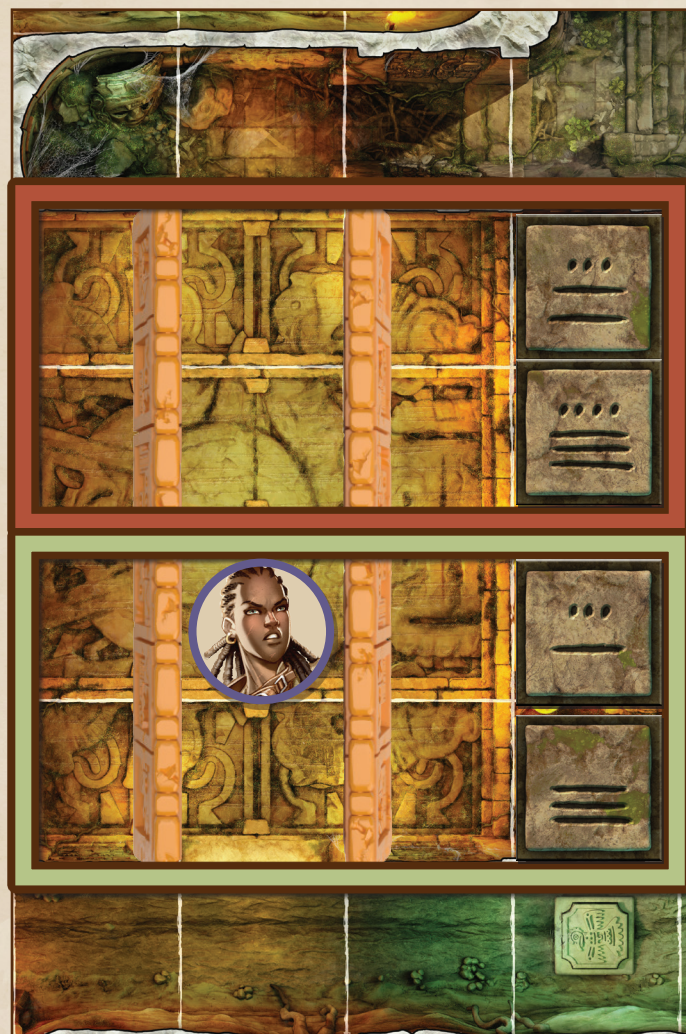
## Crushing Walls

These walls are controlled by pressure plates triggered by the Boulder. When the Boulder moves over and triggers the 1st pressure plate, both walls move 1 space towards the center. When the 2nd pressure plate is triggered, the walls slam shut, crushing anything unlucky enough to be caught within it. If an Adventurer is caught by the Crushing Walls, they suffer 3 Wounds  and are pushed to the nearest space outside the walls, falling into the new space.

## Decipher Glyphs

An Adventurer may perform an Interact action to peek at 2 Glyph Clue tiles. If they are on the first 2 spaces of the hall, they peek at the first 2 Glyph Clue tiles. If they are on the last 2 spaces of the hall, they peek at the last 2 Glyph Clue tiles. Peeking at these Glyph Clues will give an Adventurer an advantage when traveling through Ah-Puch's Lava Room.

Lea Rice is exploring the Crushing Halls of Kukulkan and wants to study the temple's ancient inscriptions. She spends an Action die to perform an Interact in her space to study the glyphs.



Since she is on the last 2 spaces of the hall, she peeks at the final 2 Glyph Clue tiles. She memorizes their Mayan symbols in secret, information which will be crucial for navigating the Lava Room safely (see Lava Room, p. XX). She returns the Glyph tiles to their original spaces.





## Boulder Corridor . . . . .

The Boulder Corridor runs through the Temple to its exit. The giant Boulder continues to roll, accelerating as the game progresses, until it finally arrives at the last space of the corridor, sealing the temple along with any Adventurers unfortunate enough to still be in it.

While Adventurers cannot Search in corridor spaces, this winding corridor provides Adventurers with a few unique options.

### Open an Alcove

There are 5 Alcoves along the corridor, each containing Treasure cards of different Mayan Gods. Across Ah-Puch's Lava room are 4 Alcoves with Treasure cards worth 4VP each. The last Alcove across the waterfall Wash Up zone contains the sole Chac Treasure card worth 9VP.

To open an Alcove, an Adventurer in its adjacent space must Interact to pick its lock.

### Lockpicking

Each Alcove requires a different number of Successes when Lockpicking (see Lockpicking pg. xx).

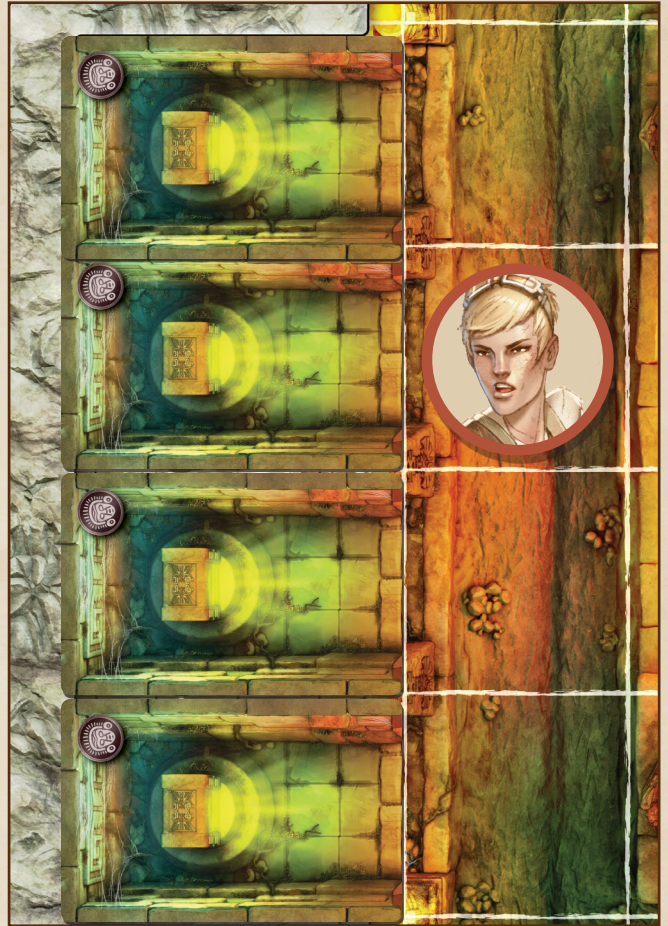
- ◆ Lesser Mayan God Alcoves (4VP): 3 Successes
- ◆ Chac Alcove (9VP): 5 Successes

All the Alcoves in the Temple are trapped. Anytime an Alcove is successfully lockpicked and the treasure taken, the floors of the Temple shift, causing the Boulder to roll faster.

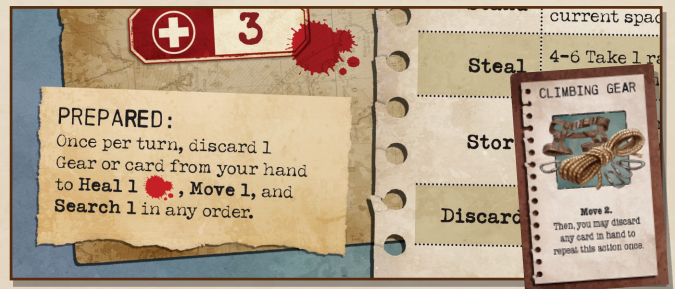
- ☛ **Successfully open an Alcove:** Advance the Boulder 1 space.



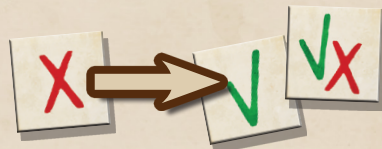
Chantel Sari reaches a Lesser Mayan God Alcove and spends an Action die to Interact with the Alcove, attempting to Lockpick it.



Her passive ability reduces the number of required Successes by 1 per Gear card she owns. With 1 Gear, she now only needs 2 Successes instead of usual 3 to unlock the Alcove.



Chantel draws from the Lockpick bag and reveals a Fail. She chooses to spend another Action die and draws again, revealing a Success. She continues drawing without spending additional dice and reveals Success/Fail.



Drawing the Fail ends the Action, but with 2 total Successes, the lock is picked! Chantel gains the treasure from the Alcove.



# Ah-Puch's Lava Room . . . . .

This room is almost entirely covered in lava, with only a few tiles with Glyph symbols sticking out. Adventurers may attempt to hop from one tile to another, but they could be trapped! Only Adventurers who have studied the Glyph clues in Kukulkan's Crushing Hall will have any insight into which tiles are safe. All other Adventurers who enter an unexplored space first are taking a big risk.

The first time an Adventurer moves onto a Lava Room tile, they must flip the tile faceup. Compare the Mayan number with the 4 Glyph Clue tiles in the Crushing Hall. If the Mayan number doesn't match any of the Clue tiles, it is not trapped. Place the tile back in its original space with its Mayan number side faceup.

However, if any are a match, the tile is a trap! Resolve trap tiles as follows:

1. Remove the tile from the game, leaving the Adventurer in that space.
2. The Adventurer suffers 2 Wounds from the lava.
3. The Adventurer chooses an orthogonally adjacent space and moves their figure to it.
4. If this new space is an unrevealed tile, reveal it.
5. If the new tile is trapped, repeat steps 1-4. Otherwise, if the new tile is not trapped, the figure falls onto the new tile and ends their current action, regardless of any remaining movement or options.

Tiles can only be searched once. After resolving a Search action or Gear action that allows an Adventurer to Search, replace it with the brown version of the Mayan number to indicate that it can no longer be searched.

☛ **Hazards - Lava Bursts:** Suffer 2 Wounds and discard the card.

*The Lava Room is a shortcut across the temple. Armed with the knowledge from the Crushing Halls (see p. XX), Lea knows 2 of the trap tiles she needs to avoid.*





Lea spends an Action die to Move 2. She moves onto the first unrevealed Lava Room tile, flipping it to reveal a Mayan number. She compares it to the Glyph Clue tiles from the Crushing Halls. The number doesn't match any of the Glyphs, indicating it is safe.



The tile remains faceup in its space and Lea's figure is placed on the tile.



She continues the same Move action and moves onto the next tile. She flips the next unrevealed tile and compares its number to the Glyph Clue tiles.



Bad luck—it's a trap!



The tile is removed from the board.





Lea falls into the lava, suffers 2 Wounds, and must immediately move to an orthogonally adjacent space, choosing either a revealed or unrevealed tile. Insistent on not retreating, she decides to move to the unrevealed tile on the left



The tile is flipped and it's safe!



Lea's figure is placed on the new tile. Since she fell into the lava, her action immediately ends, regardless of any remaining movement she may have had left



If the new tile had also been a trap, the process would repeat until she landed on a safe tile or exited the Lava Room. If Lea still has unused Action dice, she may continue her turn.




## Ixchel's Rapids . . . . .

Less a room and more of a tunnel, Ixchel's Rapids is an underground river that roars through a section of the Temple. It has several treasures devoted to its namesake goddess and can provide a shortcut for Adventurers trying to get back in front of the Boulder. But Adventurers must be careful when searching and exiting the Rapids or they could end up washed over the giant waterfall!

Adventurers in a Rapids space can perform all actions as normal, with these modifications:

- ♦ The Adventurer can only move in the direction of the waterfall.
- ♦ After a Search action, an Adventure is moved forward 1 space along with the current.
- ♦ When an Adventurer moves into the waterfall space for any reason, they are washed over the falls.

To exit the Rapids, an Adventurer must perform an Interact action in the last space of Ixchel's Rapids before the waterfall. They roll 1 die plus 1 additional die for each faceup Surging Water Hazard on the board.


- ♦ **1-4 (all dice):** The Adventurer safely exits the Rapids and moves into the Boulder corridor space adjacent to it.
- ♦ **5-6 (any die):** The Adventurer is washed over the falls. They suffer 2 Wounds  and place their figure, fallen over, in the Wash Up zone.
- ♦ **Hazards - Surging Waters:** Move 2. Place the Surging Waters card faceup beside the board. Adventurers attempting to exit the Rapids must roll 1 additional die per Surging Water card revealed.


## The Wooden Bridge . . . . .

The Wooden Bridge offers Adventurers a risky shortcut across the Rapids just downstream from the waterfall to the space just outside of Zotz's Cave. However, the Bridge is extremely old and could collapse at any moment.

The Wooden Bridge is treated like any other space when an Adventurer enters it. However, they must then roll 1 die for each Plank remaining on the Bridge.

- ♦ **5-6 (per dice):** Remove 1 Plank from the Bridge.

When the last Plank has been removed from the Bridge, it is permanently out of the game. All Adventurers on the Bridge fall into the Rapids below. They suffer 2 Wounds  and place their figure, fallen down, in the Wash Up zone.

- ♦ **Sabotage:** An Adventurer on the Bridge can Interact to sabotage the Bridge. They roll dice equal to the number of Planks on the Bridge and can remove 1 for each 5-6 they roll. This is very risky, as the sabotaging Adventurer may end up removing the last Plank themselves, leading them to suffer the same fate as the Adventurers they intend to sabotage (suffer 2 Wounds  and fall into the Wash Up zone).

Puccio Cortese attempts to cross the Wooden Bridge. He moves onto the Bridge space and rolls 1 die per remaining plank (5 total).



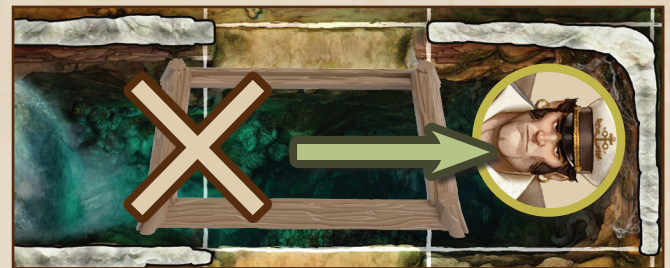
Puccio rolls 1, 2, 2, 5, and 6. With two results of 5+, he removes 2 planks.



Not wanting other Adventurers to follow him, Puccio spends an Action die to Interact, attempting to Sabotage the Bridge while standing on it. With 3 planks remaining, he will roll 3 dice. That was a mistake! Puccio rolls 5, 6, and 6.



Disaster! All remaining planks are removed and the Bridge collapses! Puccio falls into the Rapids below, suffering 2 Wounds and landing fallen in the Wash Up zone. The Bridge is removed from the game, and its space is now uncrossable.







## Wash Up Zone . . . . .

This is the space where Adventurers washed over the waterfall or falls off the bridge are placed. After standing, they can move back into the Boulder corridor with a Move action. Adventurers in the Boulder corridor cannot move into the Wash Up Zone.

## Zotz's Cave . . . . .

This roughhewn tunnel off the main corridor is in honor of Zotz, God of the bats. Adventurers can find Zotz's treasures when searching but may also encounter vampire bats and large, venomous spiders that have made their home in the cave.

When an Adventurer moves into a space with a Web token, they reveal the token:

- ♦ **Spider:** Suffer 1 Wound  and shuffle the card back into the Zotz search deck. An Adventurer may spend 1 unused die to cancel and discard this card.
- ♦ **Blank:** Nothing happens.
- ♦ **Hazards - Vampire Bats:** Suffer 1 Wound  and shuffle the card back into the Zotz search deck. An Adventurer may spend 1 unused die to cancel and discard this card.

## Temple Exit. . . . .


Adventurers moving out of the Temple from the last Boulder Corridor space have exited the Temple. The game is now over for these Adventurers, and they will take no further turns as they await final scoring.

Once all Adventurers have either exited the Temple or the Boulder has moved into the final space blocking the exit, proceed to the End of Game.




## END OF GAME


The game ends when all Adventurers have exited the Temple or the Boulder has moved into the final space, blocking the exit, and sealing all Adventures remaining in the Temple forever.

The End of Game consists of Adventurers gaining VP for the treasures they collected and losing points for Injuries  accumulated during the game. All Adventurers who failed to exit the Temple lose the game and do not participate in the final scoring. If all Adventurers fail to exit the Temple, there is no winner.

## Final Scoring . . . . .

Only Adventurers that exited the Temple may participate. An Adventurer's final score is the sum of:

- ♦ VP of each of their Treasure cards.
- ♦ VP for Treasure cards with a , rolling a die and gaining VP equal to the result.
- ♦ Different God types for the treasure collected. For each God an Adventurer has treasure from, 1/2/3/4/5, they gain 0/1/3/6/10 VP respectively. This bonus VP is only awarded once and additional sets do not provide any bonus.

Adventurers now reveal all facedown Injury tokens  accumulated during the game and subtract the values from their total VP.

The Adventurer with the most VP wins. On a tie, the Adventurer who exited the Temple last wins, rewarding the true Adventurer who took the greater risk.

*Lea Rice successfully exits the Temple with the following treasures and is now ready to calculate her score.*



*Points: Lea collected a Kukulkan Idol (5VP), an Ah-Puch Mask (3VP), 2 Ixchel Calendars (4VP each), and a Zatz Necklace (2VP), for a total of 18VP from treasures.*

*Set Collection Bonus: She secured treasures from four different gods (Kukulkan, Ah-Puch, Ixchel, and Zatz), giving her an additional 6VP for variety.*

*Lea suffered some wounds during her escape. She now flips her Injury tokens, revealing -2 and -1.*



*Lea Rice ends the game with a total of 21VP (18VP from treasures + 6VP from sets - 3VP from injuries).*





# ROUND SUMMARY

## ✧ Round Structure

Starting with the First Adventurer and proceeding clockwise, each Adventurer in the Temple takes their turn.

### Adventurer Turns . . . . .

- 1. Check Encumbrance:** The Adventurer checks the number of cards they have in their hand, taking the indicated number of dice.
- 2. Roll Action Dice:** The Adventurer rolls dice determined in the previous step.
- 3. Perform Actions:** The Adventurer spends their dice, 1 at a time, fully resolving each action before starting the next.
- 4. Pass the Dice:** Once the Adventurer has completed all their actions, pass all dice to the next Adventurer on their left that has not yet exited the Temple.

Once every Adventurer has taken their turn, proceed to the **End of Round**. If no Adventurers remain in the Temple, proceed to the **End of Game**.


### End of Round . . . . .

The boulder rolls steadily faster down the corridor, threatening to seal the Adventurers in the Temple.

- 1. Move Boulder:** Roll dice based on the current position of the Boulder. Then, move the Boulder 1 space, +1 space for each 3+ die result rolled.
- 2. Check for End of Game:** If all Adventurers have exited the Temple or if the Boulder is in the final space, proceed to the End of Game.
- 3. Pass First Adventurer Marker:** Pass the First Adventurer marker to the next Adventurer on the left who is still in the Temple and begin a new game round.

### End of Game . . . . .

Only Adventurers who safely exited the Temple will participate in end-game scoring. Adventurers must:

- Add Treasure card VP
- Add VP for different God's treasures collected
  - ♦ For 1/2/3/4/5, gain 0/1/3/6/10 VP respectively
- Subtract Injury token  values from total VP

The Adventurer with the most VP wins. On a tie, the Adventurer who exited the Temple last wins.



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