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Game: **THE ADVENTURERS**

Pub: **AEG (2009)**

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# v1.2

Feb 2010

For best results, print on card, laminate and trim to size.

# THE ADVENTURERS

## Setup

Place the **boulder**, 2 **walls**, and the 5 **bridge planks and support** in their initial positions on the board.

In the lava room, place the 2 **Sun tiles** on the corner spaces, and the 14 **Lava Room Glyph tiles** (glyph faceup) randomly on the 14 remaining spaces. Then cover the whole room with the masking card.

Shuffle the 14 **Glyph Clue tiles** with brown Mayan numbers (glyph facedown), randomly pick 4, and place them, without looking at them, next to the 4 zones of the walls room. Place the 10 other tiles (glyph facedown), next to the lava room.

Shuffle each of the 6 **Treasure decks** (10 cards each). Place the 4 **Walls Room treasures decks** next to their respective zones, and the **Lava Room treasures deck** next to the lava room (in front of the red arrow). Place the **Underground River treasure deck** next to the river (in front of the blue arrow).

Shuffle the **Walls card deck** and place it next to the walls room, with space to display 3 cards nearby.

Place the four value 4 **Alcove treasure cards** (treasure faceup) next to the lava room alcove spaces, and the value 6 Alcove treasure card (treasure faceup) next to the waterfall alcove space.

Shuffle the 12 **Adventurer cards** and randomly deal 2 to each player. Each player chooses one of his Adventurers and places its figure on the **Temple Entrance** space. The other card is placed, Gaming Aid faceup, under the Adventurer card in play.

The oldest player is the **Dicekeeper**, takes the 5 dice and goes first this turn.

## Sequence of Play

A game turn is composed of 6 successive phases:

### 1. Adjust Load Level

Starting with the Dicekeeper and going clockwise, each player may discard any number of his Treasure cards to a common discard pile.

**Determine your Load Level (LL) by counting your Treasure cards.** Then position your **Adventurer card** over your **Gaming Aid** card to show your current LL.

### 2. Roll dice and count number of actions

**The Dicekeeper rolls the 5 dice and each player compares his LL to the results.**

The number of **actions** you are allowed for the turn is equal to the number of dice whose result is equal to or higher than your LL. Slide your **Adventurer card** upwards over the **Gaming Aid** card to display the number of actions you are allowed.

### 3. Perform Actions (each player in turn)

**Each player performs all his actions, starting with the Dicekeeper and going clockwise.**

Actions can usually be performed in any order and as many times per turn as desired, within the limits of your allowed number of actions.

Track actions by sliding your top Adventurer card as they are used. Not all your actions have to be used in each turn.

You may always spend one action to **move** to an adjacent space over a dotted line. Solid lines cannot be crossed, and diagonal movement is not allowed unless a special ability says otherwise. You may occupy and move through spaces with other Adventurers.

Other actions depend on where you are in the temple:

#### Walls Room

The 4 **zones** (4 rows of spaces) of this room may be **searched** or their **glyphs deciphered**. You may only move to spaces between the 2 walls.

*There are 2 special actions possible in this room:*

**Search:** Take the top card from the deck that corresponds to the zone you are in. Look at its value and keep it without showing it to the other players. You may search the same zone more than once.

**Decipher a Glyph:** Secretly look at the glyph face of the Glyph Clue tile that corresponds to the zone you are in, for approximately 5 seconds, then replace it glyph facedown. This glyph designates a tile that is *trapped* in the lava room.

#### Boulder Corridor

An Adventurer on the final space of the boulder corridor may **leave the temple** by taking a normal move. He cannot then go back in or send in his other Adventurer.

*There is one special action possible in this corridor:*

**Open an Alcove:** There are 5 alcoves along the corridor (four with a value 4 treasure card each, and one with a value 6 treasure). To open an alcove, you must be in the space horizontally adjacent to it.

Roll 5 dice to end up with at least one each of the dice values shown. If the roll fails, and you have actions left this turn, you may repeatedly choose to spend actions to reroll any of the dice, as long as you do not run out of actions.

If the combination is obtained, take the Treasure card from the alcove (this does not cost an action).

Dice results do not carry over from turn to turn or from player to player.

#### Lava Room

The first Adventurer to move to a space adjacent to the lava room removes the masking card. Each Adventurer may choose to move through the lava room or the boulder corridor.

In the lava room you can only move onto a space with a tile on it. Before moving, flip the destination tile.

If the yellow Mayan number revealed corresponds to one of the 4 brown Mayan numbers next to the walls room, the tile is trapped and you are **eliminated**. Otherwise the tile stays turned over and your Adventurer moves onto it.

*There are 2 special actions possible in this room:*

**Search:** If a slab is not trapped, a player on a yellow Mayan Number may pick its treasure up (1 action).

Draw the first card from the **Lava Room treasures deck** and swap the yellow Mayan number tile for its brown Mayan number equivalent (taken from the 10 "safe" Glyph Clue tiles) to show that there is nothing left.

**Bring in the Second Adventurer:** see below.

#### Underground River and Waterfall

You may enter the river from several spaces but can only exit on the very last river space before the waterfall. You are forced to move as indicated by the arrows, unless exiting the river.

*There are 2 special actions possible in this area:*

**Exit the River:** This is the only action possible in the last space before the waterfall (it may not be searched) and it must be taken if you have any remaining actions.

Roll dice equal to your current LL; you fail if you roll a 1, but may prevent this by discarding treasures. You may discard 3 Treasure cards for every 1 you rolled, in order to reroll those dice and avoid the drop. There is only one possible reroll per 1, and if it is another 1, you fail. An Adventurer who fails in exiting the river is dragged into the waterfall and eliminated.

If you succeed, move onto the corridor space adjacent to the river's last space and then take any remaining actions.

**Search:** Draw the first card from the **River treasures deck** (1 action). You must move at least once in between two searches (keep track of this by laying your figure horizontally on the space after searching and standing upright again after moving to a new river space).

#### The Wooden Bridge

While crossing (one movement action), you must roll dice equal to the number of planks remaining when you step onto the bridge.

For each die that rolls **lower than the total LL of all adventurers on the bridge**, one plank is removed. If all the planks are removed, all adventurers on the bridge are eliminated.

A player may, as an action, **sabotage** the bridge by hopping up and down on it. Each hop (1 action) creates a new test as if the Adventurer had just moved onto it. The hopping may also destroy the bridge and player.

#### 4. Move the Walls and the Boulder

In this phase, **the current Dicekeeper moves the walls and the boulder.**

##### The Walls

The Dicekeeper flips over 3 cards from the **Walls deck** and applies their effects immediately; either nothing happens; move the left (orange arrow) or right (grey arrow) walls one space towards the center of the room; or move both walls one space each towards the center of the room. The left wall is the one nearest the lava room.

Any Adventurers in the room when the walls meet are eliminated.

##### The Boulder

The Dicekeeper rolls a number of dice that depends on the game turn. At the end of the first turn, roll one die. On the second turn, roll two; and so on until the fifth turn when the boulder reaches its cruising speed (5 dice) until the end of the game.

**The boulder advances one space for each result equal or higher than 3.** If the boulder enters a space occupied by an Adventurer, he is eliminated.

The two corner spaces of the lava room open when the boulder is on the corridor corner spaces diagonally adjacent. Remove the **Sun tiles** affected by the boulder's passage, signaling that the entrance is now open for replacement Adventurers to enter.

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

#### 5. Bring in Possible Replacements

If a player's first Adventurer is eliminated, the figure is removed from the game and his Treasure cards are discarded. The player can send in his second Adventurer during this game phase.

To do so, at least one of the Sun spaces in the lava room has to have been opened.

During this phase, a player can place his second Adventurer on space A if only A is open, or on space A or B when both are open. Use the back of the first Adventurer card as the Gaming Aid behind the second Adventurer, and go on playing as usual with this replacement from the next turn onward.

#### 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 next turn.

#### Victory

The game ends when there are no more Adventurers left alive, or the boulder has permanently shut the only way out.

At game end, each player who managed to get an Adventurer out alive adds the values of his Treasure cards.

**Caskets** (treasure cards with no number) require a die roll once the game is over to determine the value of their contents.

**The player whose Adventurer escaped alive with the highest total value of Treasure wins the game.**

In case of a tie, the tied players share the victory.

#### Adventurers' Special Abilities

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



##### Leap

Spent 1 action to move diagonally one space. This leap may be performed anywhere, except to exit the river.



##### Linguistics

If the Adventurer is adjacent (not diagonally) to a Glyph tile in the lava room, peek at the tile by secretly comparing the number on its back with the 4 "trapped" brown Mayan numbers.



##### Lock Picking

After you have rolled the dice for a *lockpicking* attempt in the corridor, and you are missing only one number to succeed, use this ability to succeed.



##### Sprint

Move immediately one space without spending an action (but following all other rules of movement). This ability cannot be used in the river.



##### Stamina

After LL is adjusted (phase 1), reduce your LL by 1 for the rest of the turn.



##### Swimming

After rolling the dice when trying to exit the river, ignore one result of 1 (without discarding 3 Treasure cards).

# THE ADVENTURERS

## Sequence of Play

### 1. Adjust Load Level

Discard any number of Treasure cards. **Determine Load Level by counting your Treasure cards.** Position your Adventurer card to show your LL.

### 2. Roll dice and count actions

**Dicekeeper rolls 5 dice; compare LL to the results.**

Your **actions** for the turn are equal to the number of dice equal to or higher than your LL. Position your Adventurer card to show your actions.

### 3. Perform Actions

**Dicekeeper first and then clockwise, each player performs all their actions.** Track actions with your Adventurer card as they are used.

You may always spend one action to orthogonally **move** to an adjacent space over a dotted line.

#### Walls Room

**Search:** Take a card from the corresponding zone deck, keeping it secret. You may search the same zone more than once.

**Decipher a Glyph:** Secretly look for 5 seconds at the glyph face of the Glyph Clue tile from the corresponding zone, then replace it glyph down.

#### Boulder Corridor

**Open an Alcove:** In the space horizontally adjacent, roll 5 dice to score one each of the values shown and take the treasure. If the roll fails, and you have actions left, you may repeatedly spend actions to reroll *any* of the dice.

#### Lava Room

The first on an adjacent space removes the mask.

Flip the tile you are moving onto. If the yellow Mayan number is the same as one of the 4 brown Mayan numbers, you are *eliminated*. Otherwise the tile stays turned over; move onto it.

**Search:** If you are on a safe tile, draw a card from the **Lava Room treasures deck** (1 action) and swap the tile for its brown Mayan number equivalent.

#### Underground River and Waterfall

**Exit the River:** This action must be taken if you have any remaining actions in the last space before the waterfall (it may not be searched).

**Roll dice equal to your current LL;** you fail if you roll a 1, but may *discard treasures*. Discard 3 cards for every 1 you rolled to reroll those dice (only one possible reroll per 1; if it is another 1, you fail). If you fail you are *eliminated*.

If you succeed, move onto the corridor space and take any remaining actions.

**Search:** Draw a card from the **River treasures deck** (1 action). You must move at least once in between two searches.

#### The Wooden Bridge

While crossing (1 action), roll dice equal to the number of planks. For each die that rolls **lower than the total LL of all adventurers on the bridge**, remove one plank. If all are removed, all those on the bridge are *eliminated*.

**Sabotage** the bridge: each 1 action creates a new test, and may also destroy the bridge and player.

### 4. Move the Walls and the Boulder

**The Dicekeeper moves the walls and the boulder.**

#### The Walls

Draw 3 cards from the **Walls deck** and move the walls accordingly. Left (nearest the lava room) = orange arrow; right = grey arrow. Any Adventurers in the room when the walls meet are *eliminated*.

#### The Boulder

Each turn starting with the first, 1 then 2 then 3 then 4 then 5 dice are rolled. **The boulder moves one space for each result equal or higher than 3.** An Adventurer in its space is *eliminated*.

The 2 corner spaces of the lava room open when the boulder is on the diagonally adjacent corner spaces. Remove the **Sun tile** and that entrance is now open for replacement Adventurers.

If the boulder reaches the final space of the boulder corridor it ends the game.

### 5. Bring in Possible Replacements

The player can place his replacement Adventurer on an open Sun space in the lava room. Treasure cards of eliminated Adventurers are discarded.

### 6. Pass the Dice to the Left

**At game end, the Adventurer who escaped alive with the highest total value of Treasure wins.**

# THE ADVENTURERS

## Adventurers' Special Abilities

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



### Leap

Spend 1 action to move diagonally one space. This leap may be performed anywhere, except to exit the river.



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If the Adventurer is adjacent (not diagonally) to a Glyph tile in the lava room, peek at the tile by secretly comparing the number on its back with the 4 "trapped" brown Mayan numbers.



### Lock Picking

After you have rolled the dice for a *lockpicking* attempt in the corridor, and you are missing only one number to succeed, use this ability to succeed.



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Move immediately one space without spending an action (but following all other rules of movement). This ability cannot be used in the river.



### Stamina

After LL is adjusted (phase 1), reduce your LL by 1 for the rest of the turn.



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After rolling the dice when trying to exit the river, ignore one result of 1 (without discarding 3 Treasure cards).