

Treasure of the Tombs

A push-your-luck game with more than a hint of screw-your-opponent

STUFF YOU NEED:

1 Deck of playing cards
A bunch of six-sided dice (10 or 12 should be enough)
Some poker chips
Paper and Pencil for scoring

WHAT'S GOING ON HERE:

Players are leading expeditions to steal treasures from Tombs. However, players must be careful when hiring out Crew Members to dig for treasure; too much noise and the Tomb collapses, and you will be spending you time digging out instead exploring; plus all of the treasure in the Tomb will be lost.

On a player's turn, if the player isn't Digging Out from a collapsed Tomb, a player may attempt to raid a Tomb by rolling dice. After that, the player must add a card to a Tomb on the table. Cards will be played both face-up and face-down, based on how they were drawn from the deck.

The Dice represent Crew Members, each Crew can take one Treasure (and award 1 point).

The cards represent how much "activity" a Tomb can take before it collapses.

The poker chips are used to keep track of much longer it will take to Dig Out from a collapsed Tomb.

SETUP:

Give every player 1 die (a **Clumsy Crew Member**, to be discussed later), place the rest of the dice in the middle of the table.

Shuffle the deck of cards. Cut the cards roughly in half, flip a half over, and then shuffle them together. Half the deck should be facing up, and the other half will be facing down.

Place the deck in the middle of the table.

Make sure that there is enough space to place 5 stacks of cards where everyone can see. These will be the **Tombs**.

Place poker chips in the middle of the table.

Pick a player to start randomly.

WINNING:

The player with the most points wins when the game ends.

THE GAME ENDS:

When all cards from the deck have been played out and all Tombs have been removed from the table.

HOW THE GAME WORKS:

On a player's turn, he does the following things, in the following order:

- A) If the player has no poker chips, he **MAY attempt a Tomb Raid**.
- B) If the player has poker chips, he discards one to the center of the table.
- C) He **MUST** draw a card, and place it face up on one of the five Tombs.

After a player completes his turn, the player to his left goes.

Attempt a Tomb Raid:

*A player scores points by successfully raiding a Tomb, without causing a **Cave-In**. If a player causes a **Cave-In** the player scores no points, and instead receives poker chips indicating the amount of time he must spend to dig his way out of the cave-in.*

The player selects which Tomb he wishes to Raid.

The player picks up all of the cards in the selected Tomb, and flips all of the cards over so all players can see all of the cards. The value of all of the cards added together determines the Tomb's Cave-In value. Aces count as 1 point; Kings, Queens, and Jacks count as 10 points. Otherwise, each card value is the rank of the card.

Example: A sample Tomb that contains a King, 7, A, and 2 has a Cave-In value of 20.

A player will now attempt a series of dice rolls. As long as the total amount shown on all dice rolls added together is below the Cave-In value, the player can keep rolling. Each die rolled scores 1 point. The player can elect to collect his points, or keep rolling. However, if at any time the total value of all dice rolled goes over the Cave-In value, the player's turn ends with collecting no points, plus with "digging out" tokens.

The player then decides how large his starting **Digging Crew** will be. This is the number of dice he will roll. The **MINIMUM** amount of a starting Digging Crew must be 3.

Before a player rolls any dice, he must give his opponents a chance to add **Clumsy Crew Members** (described later on) from their hand to his dice roll.

The player rolls the Digging Crew. Add up the values shown on the Crew.

A) If the Crew value is greater than the Cave-In value, the player has caused a Cave-In. Give the player Poker Chips equal to the amount of dice rolled on **THIS ROLL**. The player discards all of the cards that made up the Tomb. These are his Dig Out chips.

B) If the total value of his Crew is less than the Cave-In value, the player may end his turn, and collect 1 point per Crew he has rolled for his entire turn (each Crew member effectively takes one treasure from the Tomb), OR he may add to his Crew.

When a player adds to his Crew, he MUST take dice equal to the amount of his previous amount of dice rolled MINUS 1 die. As before, opponents must be given a chance to give the player their Clumsy Crew Members before the player rolls.

These new Crew member are rolled, and added to his previously rolled members. Again, the total value of ALL ROLLED dice are checked to see if a Cave-In has occurred.

This cycle continues until a player...

- A) Has caused a Cave-In.
- B) Decides to stop adding to his Crew and collect 1 Point for every Die rolled.
- C) Has “rolled out” all of the Crew he can. Since every time a player rolls to add new Crew Member, the player adds one less than the previous roll, after a player has rolled a single Crew, he cannot roll any further.

Example:

A player is raiding a Tomb with a Cave-In value of 20.

He selects a starting Crew of 4 dice, and rolls them, with the results being: 4, 3, 3, and 1, for a total value of 11.

The player can now stop, and collect 4 Points (one for each Crew). Instead he decides to roll again to increase his Crew size. Since he must roll dice equal to 1 less than his previous roll, he rolls 3 additional 3 dice.

The rolled value of these dice result in rolling 4, 1, and 1 for a total of 6. This number is added to the previous amount. The TOTAL VALUE of the Digging Crew (all seven dice) is now 17.

At this point, the player decides to stop, and collect 7 Points (1 point for each total member of the Crew). However, the player could have continued to add to his Digging Crew by rolling two more dice.

All cards that make up the Tomb that the player was attempting to raid it are discarded after the player's attempt, whether successful or not.

Adding Clumsy Crew Members:

After a player declares the amount of his starting Crew or declaring that he is adding to his Crew, but before he throws the dice, any opponents may give any amount of their Clumsy Crew Members to the acting player. Clumsy Crew Members are otherwise considered a regular Crew Member at this point, it's just that they are usually additional Crew Members that the acting player didn't want initially, and they will have a tendency to push a Crew's total value over the Cave-In limit. So Clumsy Crew Members are considered Crew Members in regards to the amount of Crew you can add when rolling again for additional Crew, adding up a Crew's total value, and awarding 1 point if a player stops before causing a Cave-In.

Multiple opponents can each give away Clumsy Crew Members on any given roll.

Opponents can give Clumsy Crew Members before EVERY roll a player makes during a turn, as long as he has Clumsy Crew Members to give.

Discard a Poker Chip:

This is pretty simple. If a player has any poker chips, he can return ONE back to the center of the table. Once a player has returned all of his poker chips, he has successfully dug himself out of a cave-in and can go raiding Tombs again on his next turn.

Draw and Place a Card:

A player draws the top card from the deck.

He must place it on one of the five Tomb sites, stacking it so that all players can see the values of the previously placed cards.

If there are less than five Tomb Stacks on the table, the player MUST start a new stack.

If the player draws a King, Queen, Jack or 10, the player collects one Clumsy Crew Member (1 die) which he can hold until he wishes to give to another player during a raid.

Since the card drawn can either be face up or face down, the following rules apply:

If a player draws a face-down card, only the player can look at it. This card is placed face down in any Tomb that the player wishes.

However, if a player draws a King, Queen, Jack, or 10 as a face down, he MUST flip it over and show all the players in order to collect the Clumsy Crew Member die. This card is then placed face-up.

WINNING THE GAME:

When all Tombs have been cleared from the table, whoever has the most points wins!