

The Adventurers: The Temple of Chac

A game for 2-6 players by Guillaume Blossier and Frédéric Henry.
Condensed rules by Eric Postpischil, <https://edp.org>.

Orientation

Escape the temple traps with as much valuable treasure as you can.

Put the board on the table. The corner with the partly buried stone head is used as the top-right in this orientation.

At the middle of the right side, stone steps lead into an antechamber where the adventurers start.

Just below the steps is the boulder start space. Follow the boulder path as it winds around the walls room and the lava room, passes briefly by the river and then goes around the chasm, returning to the river and then to an constricted exit that the adventurers can escape through but that blocks the boulder.

Setup

Shuffle the adventurer cards and deal 2 to each player. Give each player the figures corresponding to their cards. Each player chooses 1 card to start, noting its special ability icon at the bottom left. (See Special Abilities below.)

- Keep the chosen card face-up. The back of the other card is useful for managing load level and action count.

Give the 5 dice to the oldest player. They are the first dicekeeper.

Board setup follows the boulder path, described above:

Put the starting adventurers on the temple entrance space (the antechamber to the walls room).

Put the 2 walls on the edges of the walls room, parallel to the adventurers' path.

Put the boulder on its start space.

Shuffle each walls room treasure deck and put it facedown right of the board by a triangle by the walls room.

- The 4 decks are distinguished by glyphs matching those in the walls room, but they have identical contents.

Shuffle the 14 glyph clue tiles (brown bordered) glyph-side down and deal 1 glyph-side down to each of the 4 tile spaces to the right of the walls room. Put the others glyph-side down off the board below the lava room.

Shuffle the 18 wall cards (13 blank, 5 with arrows) and put facedown off the board below the walls room.

- Four triangles below the walls room point to space for this deck and 3 cards to be dealt from it later.

Shuffle the lava room treasure deck and put it facedown below the board by the red triangle below the lava room.

Put the 14 lava room tiles (red bordered) glyph-side-up randomly on the lava spaces in the lava room.

Put the 2 sun tiles on the corner sun spaces in the lava room. Cover the 16 lava room tiles with the masking board.

Put 1 lava room alcove treasure card (4 points) left of the board by each of the 4 alcoves in the lava room.

Shuffle the river treasure cards and put them facedown left of the board by the river, by the blue triangle.

Put the bridge support across the chasm and put its 5 planks on it.

Put the river alcove treasure card (6 points) on its space by the alcove at the top right of the board.

Play

Play rounds until no more adventurers are in the temple or the boulder seals the exit.

Each round proceeds through the phases below (Prepare Action Counts, Perform Actions, Post Actions).

When a player collects a treasure card, they look at it and may keep it secret.

Prepare Action Counts

The number of treasures (cards) an adventurer carries determines their load level, shown to the right.

A player may discard cards to improve their level and must discard down to at most 12 treasures.

The dicekeeper now rolls all 5 dice, once for all players together.

Each player gets one action this round for each die greater than or equal to their load level.

- Each player marks and counts actions by sliding their face-up adventurer card over the back of their other card.

Perform Actions

The dicekeeper and then each player clockwise performs all their actions.

- Choices of actions are unrestricted unless stated otherwise, and a player may pass.

Move (normal): Cross a dashed line (not a corner) to move to a new space. Adventurers may share spaces.

- When an adventurer first moves to a space on the path adjacent to the lava room, remove the masking board.
- It is not possible to move upstream in the river. It is not possible to move behind the walls in the walls room.
- Adventurers may move onto the lava room sun (corner) tiles, even before they are flipped.
- (Note the walls room consists of 4 long spaces, and the river shares 3 dashed lines with boulder path spaces.)

Search in the walls room: Take the top card from the deck for the adventurer's current walls room space.

- Each deck has treasures of value 1, 2, 2, 3, 3, 3, 4, 4, 5, and a casket whose value is set by a die roll at game end.

Decipher a glyph: Look at the glyph side of the clue tile for the adventurer's current walls room space.

- View it for approximately 5 seconds and replace it glyph side down.

Cards	Load
0-3	2
4-6	3
7-9	4
10-12	5

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- (Suggestion: Give players pencil and paper to draw from memory after viewing a glyph.)
- The glyph designates a tile in the lava room that has a trap. (4 tiles are trapped. All other tiles are safe.)

Move onto a lava room slab:

- If the tile is glyph side up, flip it. If the Mayan number (lines and/or dots) on it matches one of the 4 by the walls room, the slab collapses under the adventurer, dumping them into the molten lava. They are eliminated. Remove the tile; no adventurer may enter that space. Otherwise, the adventurer stays on the tile, yellow number side up.

Take a lava room treasure:

- An adventurer on a tile with a yellow Mayan number may take its treasure.
- Take the top card of the lava room treasure deck. (It has the same contents as the walls room decks, above.)
- Replace the tile with the same-numbered brown-bordered lava room tiles. It is now empty of treasure.

Open an alcove:

- An adventurer by an alcove with a card by the lava room or the chasm may try to open it.
- Roll all 5 dice. If a player gets □ □ □ (lava room) or □ □ □ □ □ (chasm), they pick the lock and take the card.
- A player may use additional actions on this turn to reroll dice, any selection of dice per action, attempting to get the required faces. After this round, the player would have to start over.

Search the riverbed:

- While in the river, take the top card of the river treasure deck.
- Due to the current, this cannot be done twice consecutively (you must move after a riverbed search) and cannot be done in the last space of the river (you must attempt to exit).
 - Lay the adventurer figure on its side to denote it must stand up and move on its next action.
- This deck contains 2, 2, 2, 3, 3, 3, 4, 4, 4, and a casket whose value is set by a die roll at game end.

Exit the river from its last space:

- Roll dice equal to your current load level (including treasures acquired this turn).
- A □ sweeps your adventurer away into the waterfall, eliminating them.
- For each □, you may discard 3 treasure cards to reroll it once. No second reroll for any □ is possible.
- If you exit successfully, put your adventurer on the corridor space by the last river space.

Move onto the wood bridge:

- Roll dice equal to the number of planks on the bridge.
- Each die lower than your load level (including treasures acquired this turn) snaps a plank of the bridge.
 - If there are multiple people on the bridge, add all their load levels.
- If all planks snap, your adventurer (and all others on the bridge) falls into the abyss and is eliminated.
- (The bridge is one space and may be exited with a normal move.)

Sabotage the bridge:

While on the bridge, hop up and down: Repeat the dice roll above.

Move (exit):

Post Actions

Move the Walls (until fully closed)

Reveal the top 3 cards of the wall deck. Move the walls as shown (orange arrow for left wall, grey for right).

- Each wall reaches its final position after 3 moves. After all 5 cards with arrows (one double) are revealed, the walls close completely, crushing and eliminating any adventurers in the walls room.

Move the Boulder

In turns 1-4, roll 1-4 dice, respectively. After that, roll all 5 dice.

- Move the boulder one space for each □ or higher. An adventurer overtaken by the boulder is crushed.
- When the boulder reaches or passes the corner by a sun tile, flip that sun tile. (Replacements may enter there.)

Bring in Replacements

When an adventurer is eliminated, their treasure cards are lost with them. If they were the player's first adventurer, the second may be placed on either of the sun tiles, if it is open. The new adventurer's special ability is available.

Pass Dice Clockwise

Pass all dice to the left, making the next player clockwise the dicekeeper.

Special Abilities

Each adventurer may use their special ability once per game. (Rotate the card to record its use.)

Leap: Move diagonally, as an action. (Cannot escape the river. May exit the walls room or dive into the river.)

Linguistics: May peek at the number side of an adjacent (not diagonal) glyph tile in the lava room.

Lock Picking: Succeed at opening an alcove with one number missing.

Sprint: Move one space without expending an action. (Is thematically running, so does not work in river.)

Stamina: Reduce load level by 1 before dicekeeper rolls dice for action counts. (Level may be reduced from 2 to 1.)

Swimming: Ignore one □ when attempting to exit the river.

End

When there are no more adventurers in the temple or the boulder seals the exit, the player whose adventurer escaped the temple with the most valuable treasure wins. Ties are shared.

- The values of casket treasures are unknown until opened. At game end, roll a die for each to learn its value.