

Lost Adventures

A cinematic artifact hunt for 2-5 players

Game design by Jeff Warrender and Steve Sisk

Rules v14.4a

INT. GOVERNMENT BUILDING - DUSK

Two government agents force a figure wearing a hood into a wooden chair in front of a steel desk in a small room with a single exterior window. They pull the hood off -- the figure is revealed to be DR. PROTAGONIST. Protagonist examines his surroundings; the agents hold his arms, preventing him from rising from the chair. The camera pans to reveal a bureaucratic type behind the desk, LT. COL. KEATON.

PROTAGONIST

Keaton. It figures. Your stooges here wouldn't say who was behind this, but I had a pretty good hunch it was you.

KEATON

My apologies, Dr. Protagonist; I assumed after the unfortunate business in Bangkok that you wouldn't respond kindly to a call from my office. That's all right boys, you can let him go.

Keaton motions to the agents, then lights a cigarette.

PROTAGONIST

You'd have been right about that! I thought I was pretty clear that I didn't want to see you ever again.

KEATON

Perfectly understandable, certainly. But this isn't a social call, Dr. Protagonist. Your country needs you! You know that our enemy hasn't lost its appetite for items of ... shall we say ... special significance? My agents tell me that they're hearing a tremendous amount of chatter from their informants in the last few weeks about a new item that the enemy appears to be particularly interested in...

PROTAGONIST

You're a few years too late. I've retired from this kind of work. Find someone else.

KEATON

(laughs) Dr. Protagonist, what makes you think we haven't? We've already sent three other agents out ahead of you. Sadly, we've lost contact with all of them. And something tells me that you'll change your mind when you hear what exactly we're talking about...and what we're prepared to offer for it.

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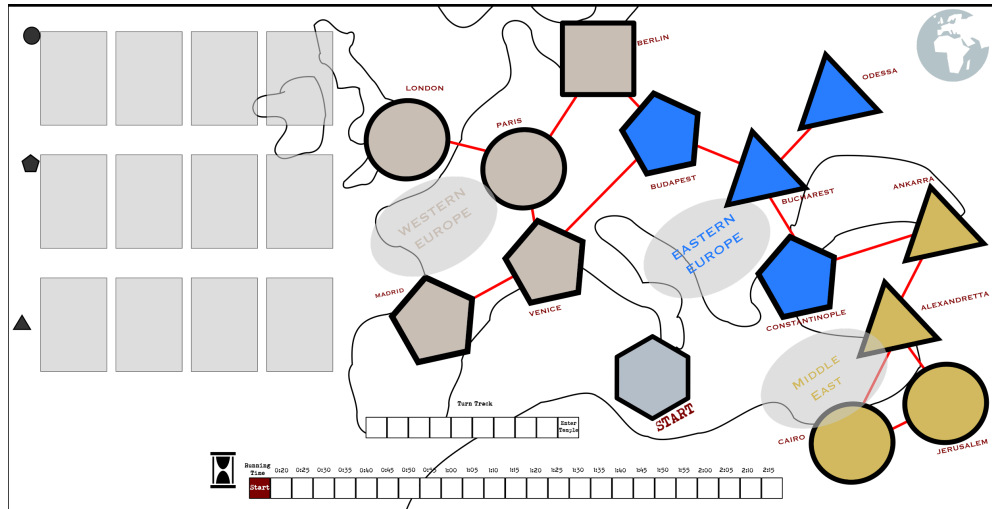
PROLOGUE (GAME OVERVIEW)

In *Lost Adventures*, players steer the fate of characters in an ‘adventure archaeology’ movie. Their characters will race to acquire a lost artifact, but must manage their time wisely, as the Enemy is deploying all its resources to find the artifact for their own nefarious purposes. The game is split into two phases. In the Map phase, players will travel to a variety of cities and face encounters to interact with theme tiles -- key personages and items that give access to information about the lost temple in which the artifact resides -- and to adventure cards that will help navigate that temple. Then, in the Temple phase, players will enter the lost temple and use the information and cards they’ve acquired to face its perils. Along the way, players may make choices that will result in the accumulation of ‘hubris’. If they survive the temple, they will face a final challenge to purge their hubris; the player who does this successfully, while using the lowest total amount of screen time, will win!

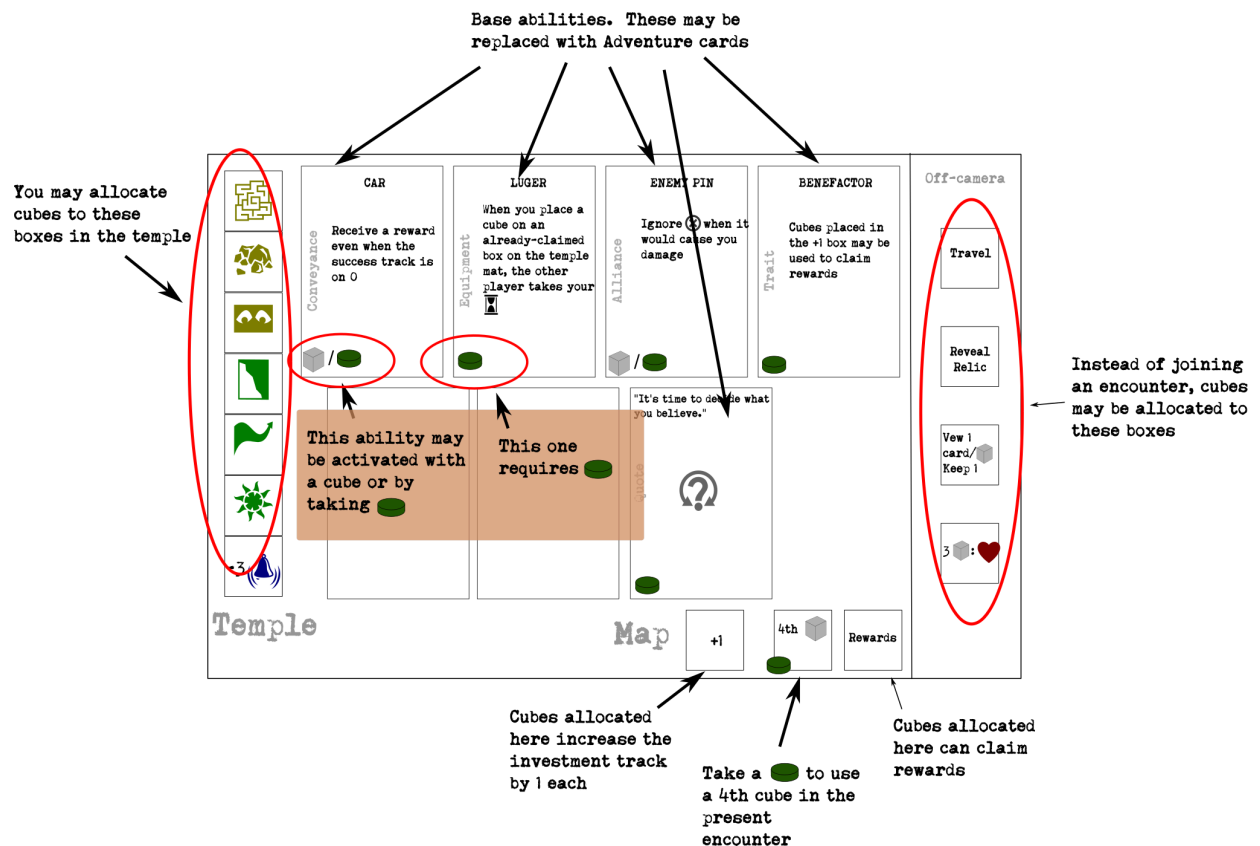
GAME EQUIPMENT

1 Map board	1 ‘enemy discovers temple’ marker
1 Encounter/Temple mat	1 ‘roll credits’ marker
1 Enemy pawn	216 cards
5 player pawns	48 adventure cards
20 player cubes	52 encounter cards
5 player discs	29 temple cards
48 cubes (12 black, 36 green)	12 script rewrite cards
12 theme tiles	48 encounter resolution cards
5 player mats	12 temple resolution cards
45 hubris tokens (green disks)	12 hubris challenge resolution cards
35 life tokens (red heart icon)	1 secret exit card
30 noise tokens (blue bell icon)	1 notepad
20 curse tokens (green skull icon)	5 pencils

Map board The Map board features 13 cities, in four types, each signified with a shape (circle, pentagon, triangle, square) and a color corresponding to the three regions of the board. Players will travel to the various cities to face encounters, which give access to the theme tiles.



Player mat Each player receives a mat, with slots for 7 adventure cards (4 of which begin the game occupied). The mat contains boxes into which cubes will be allocated in each turn.

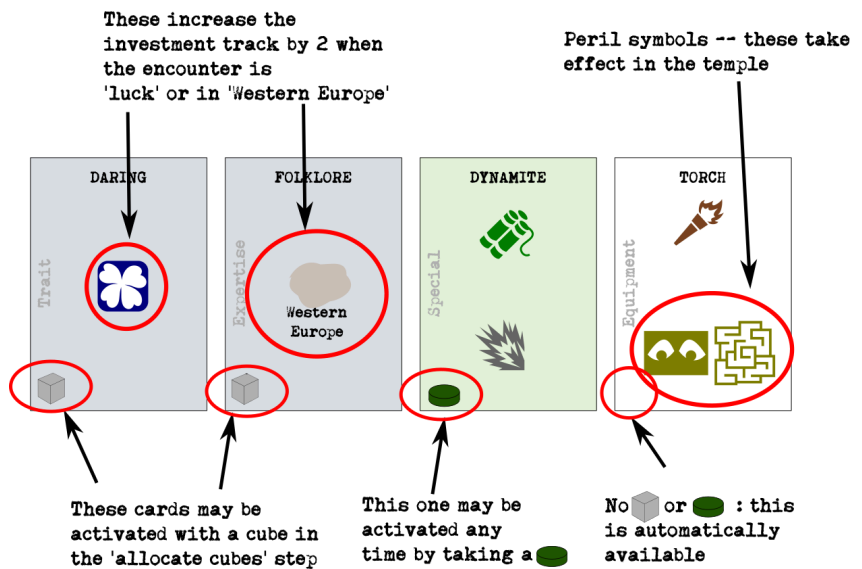


Adventure cards

Adventure cards represent key traits that will be associated with a player's character in the course of the film -- equipment, quotes, attributes, all of which will 'flesh out' that character.

Each card has a single effect, and an icon indicating how that effect may be activated.

Note: Each adventure card and player mat ability has a category along its left edge; this has no gameplay significance.



Player representation: The player's outcome in the game is driven by three commodities. First and fundamentally, the time track gives the player's score. The player who survives to the end of the game and is furthest back on the time track has recovered the artifact and won the game. Life tokens (hearts) represent the player's vitality; these may be lost as a result of certain consequences, and inability to discard a life token when required eliminates from the game. Hubris tokens represent the arrogance of the characters in using impure motives or impure means in pursuit of the artifact. At the end of the game, players face a final challenge, in which hubris must be purged. A player who fails in the hubris challenge will learn the fate of those who vainly seek glory and power; they may realize all too late that some things are better left hidden...

Iconography:

Challenge categories	Perils	Effects	Threats	Outcomes
Escape	Maze/Puzzle	Lever	Life	Success
Wits	Obstacle	Destroy	Time track	Special
Fight	Fear/Dread	Decision	Noise	Hit
Luck	Climb/Traverse	Secret Exit	Curse!	Enemy
	Danger/React			Noise
	Desert/Heat			Trap

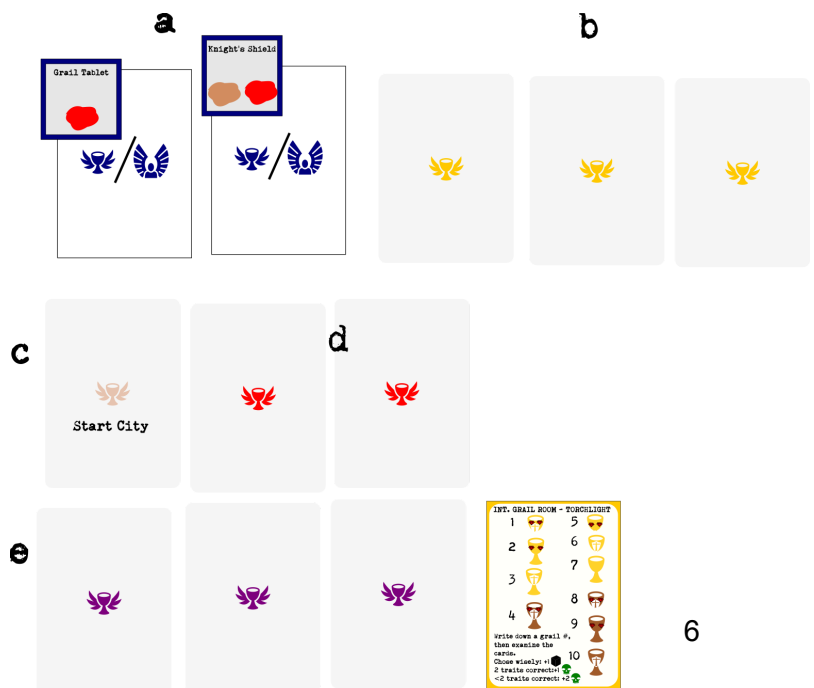
ACT I (GAME SETUP)

INT. GOVERNMENT BUILDING - NIGHT

KEATON

We can tell you some of what we've learned so far. Needless to say this is highly classified. The whereabouts of the item in question has been a subject of some interest in certain circles for some time, as I hardly need to tell someone with your background. We can tell you a little about the whereabouts of some of the individuals who might have the knowledge you require...

1. Place the map board in the center of the table. Place the Encounter mat near the board, on the 'map phase' side.
2. Place a black cube on each space of the turn track, and one in each region.
3. Each player takes 7 life tokens, a notepad and pencil, and a reference card.
4. Each player chooses a color and takes a pawn, four cubes, and a disc all in this color.
5. Each player places his disc on the start space on the time track. Each player places his pawn in the 'start' hexagon. Place the enemy pawn in Berlin.
6. Each player selects a player mat and places it face up on the table.
7. Separate the adventure cards into two piles by the icon on the back; shuffle each pile. Place one 'globe' card face up in each of the 12 boxes on the left side of the board. Return all extras from this pile to the box. Place the other adventure card pile near the board.
8. Separate the Encounter cards into four piles by city type (shape); shuffle each pile. Place by the board.
9. Separate the Encounter resolution cards by challenge category (icon); shuffle each pile. Place by the encounter mat.
10. Shuffle the Temple resolution cards and the Hubris challenge resolution cards. Place near the board.
11. Separate the tokens by type. Place in piles near the board edge.
12. Shuffle the script rewrite cards. Give each player two. Return extra cards to the box.
13. Shuffle the theme tiles face-down. Place one in each city. Flip all theme tiles over.
14. Randomly determine a player to serve as the first Active Player.



15. Place the “Roll Credits” marker on the final space of the time track (2:15). Place the “Enemy Discovers Temple” marker at 1:30 on the time track.
16. Separate the temple cards into five piles by color (peach, red, purple, yellow, blue). Shuffle all piles. From these piles, form three rows, as follows.
 - a. In the topmost row, place two blue cards face-down. Remove the two relic tiles from the map board, and place one, face-up, on each blue card.
 - b. Next to this, place three yellow cards, face-down.
 - c. In the second row, place one peach card face-down.
 - d. To the right of this, place three red cards, face-down.
 - e. In the third row, place three purple cards, face-down. Place the ‘grail room’ card to the right of these cards.

Design note: Different scenarios with different theme tiles and temple cards are anticipated, but at present only the “Quest for the Grail” scenario is part of the game.

GAMEPLAY OVERVIEW

The game is played in two phases. In the first, the ‘map phase’, players travel from city to city, facing shared encounters. Players who participate in an encounter will be allowed to use the city’s theme tile to inspect one or more temple cards, or to receive adventure cards. Seeing the temple cards in advance will help the player to know what perils the temple will present, and this will guide the acquisition of adventure cards that will help navigate the Temple phase. After the temple is discovered, the ‘temple phase’ begins. The temple consists of rows of temple cards which are traversed one card at a time by the whole group. Players wish to be furthest back on the time track by the end of the final row, signifying that they have retrieved the Artifact. After the temple phase, the players must face the final hubris challenge to attempt to expunge the hubris tokens they have acquired.

ACT II (Map Phase)

EXT. TARMAC - DAY

BRADY

Have a care, Proto; something feels different about this one. I can’t put my finger on it, but there’s something...strange.

PROTAGONIST

Come on now, Francis, you sound like my mother!

BRADY

Perhaps you’re right. But the enemy is already ahead of you. They may be waiting for you when you arrive.

PROTAGONIST

Don’t be so sure of that. I’ve got a strong hunch that they haven’t been where I’m going. I doubt they even know that they need to go there! I’ll wire you when I land...

The Map Phase lasts for nine (9) turns. Each turn consists of the group collectively facing an encounter.

Encounters

First, the active player moves his pawn to a city of his choice. He moves a black cube from the turn track to the city's region. He pays the "Time Cost" as described below. Note that in the first turn, the Start Space is considered to be located in America and is therefore not part of any region on the map board.

Time Costs

There are two intrinsic and unavoidable time costs that all players must observe.

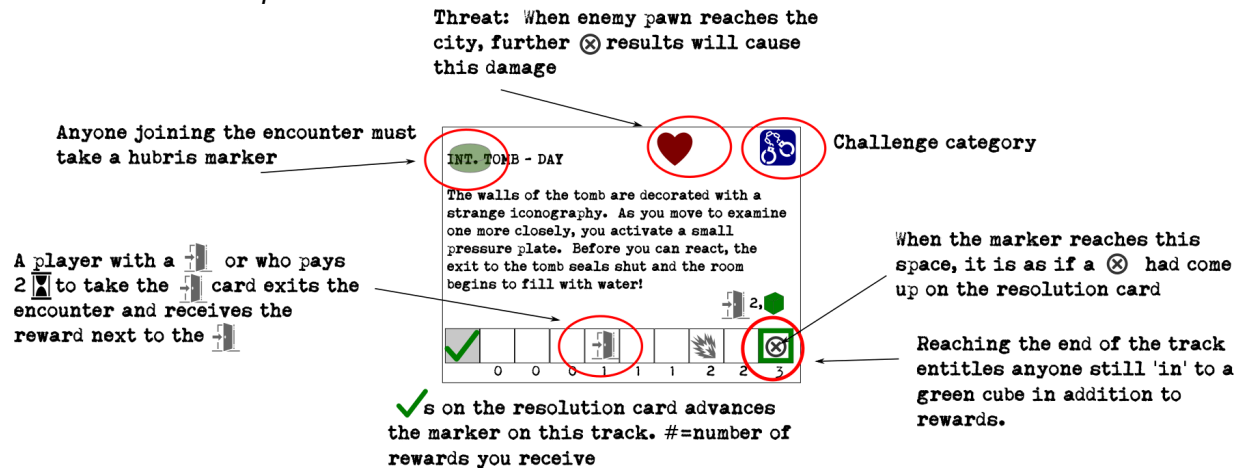
- First, any player who participates in an encounter **must** increase his marker by one space on the time track.
- Second, *any time* a player travels to a different region, he **must** increase his marker by one space on the time track. The only exceptions to this are if he travels to an adjacent city in a different region, or if an adventure card on his mat specifically says otherwise.

Setting up the encounter

1. **Preparation.** The active player reveals the top encounter card from the deck matching the city type. If it has a hubris symbol on the back, the player must take one hubris token, as must each player who decides to join the encounter in the next step. The active player reads aloud the text on the encounter card, which describes the situation the players face. The player moves the card to the open space on the encounter mat. He takes the Encounter resolution deck corresponding to the encounter card's challenge category, and places it on the 'resolution deck' space on the encounter mat.

The player places a marker at the first space on the 'success track', another at the base of the 'investment track', and a third on the 'enemy track' at the number corresponding to the number of black cubes in the city.

Encounter cards explained



The reverse side of the Encounter cards shows the city type; a number, indicating the minimum number of successes needed to reach "1" on the success track; and the two challenge categories that may be faced in this city type (the leftmost icon is more likely)

2. Active player allocates cubes. The active player may place *three* cubes in his color onto the following areas of his mat:

- On a card/ability (max one cube). If the card's icon matches an aspect of the current encounter (its challenge category, its threat, its city shape or its region), the investment track is increased by 2.
- On the '+1' box (any number of cubes). The investment track is increased by 1 per cube.
- On the 'rewards' box (any number of cubes).

Notes:

- ❑ Each step on the investment track has a 5/12 probability of yielding a 'success' on a resolution card (see below). Each step on the 'cubes in region' track has a 1/3 probability of yielding an 'X' and a 1/12 probability of yielding a 'hand'
- ❑ There is only a *single* marker on the investment track: all players who participate in the encounter do so cooperatively.
- ❑ A player may receive a 4th cube in his color for the present encounter. The player must take one hubris to do so unless his mat says otherwise

On activating cards and abilities

In both the map phase and temple phase, the base abilities printed on the player mats and the cards players acquire confer benefits. Each card/ability has, in the lower left, an icon signifying the investment required to utilize that ability.

- Cube: player must place a cube in his color on this card during the 'allocate cubes' step. The cube stays on this box for the encounter. In the map phase, the cube returns to the player after the encounter. In the temple phase, the player's cube is discarded after the temple card has been resolved.
- Disc: player must *take* a hubris token. This may be done *at any time*; the benefit conferred by the card or ability takes effect immediately and persists for the remainder of the encounter (map phase)/temple card (temple phase)
- 'Curse' symbol: player must *take* a curse token.
- If the card/ability has *no* icon, then the benefit it confers may be used freely by the player, with no cost or penalty.

3. **Allocate cubes.** Now all other players secretly allocate cubes to their mats in the same manner described in step 2. A player may *instead* elect to allocate cubes to the 'off camera' area of the mat, indicating that that player will NOT participate in the encounter. See 'off camera actions' below.

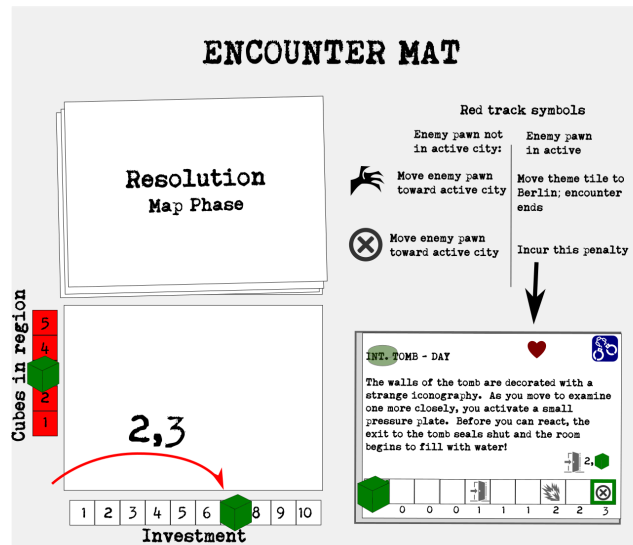
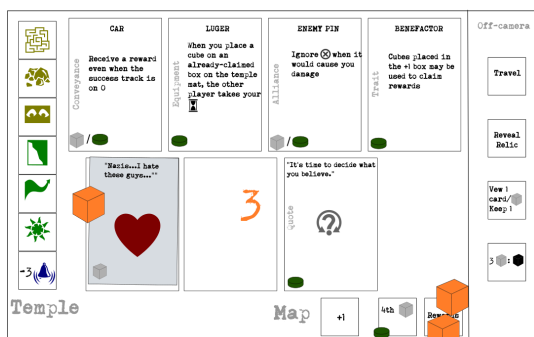
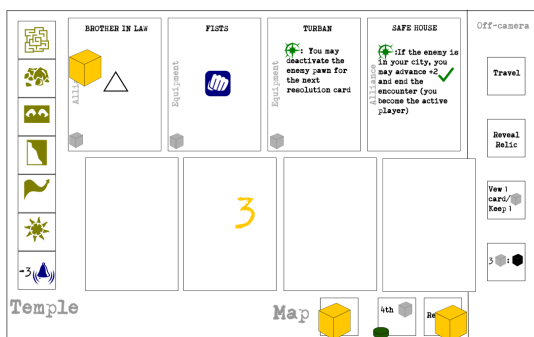
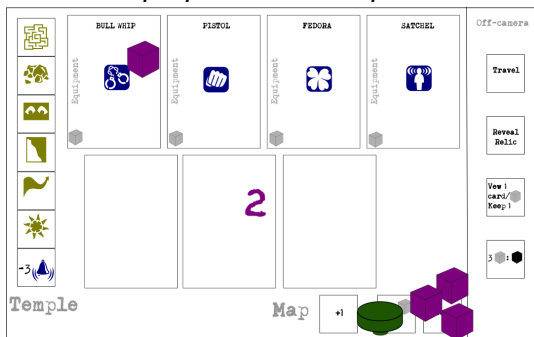
Note: The active player MUST participate in the encounter, and may NOT allocate cubes to the off camera actions area.

Design Note: The reason that the active player commits cubes prior to the rest of the players (as opposed to all players committing simultaneously) is to balance against the fact that the active player will have first choice of rewards should he and other players drop out simultaneously (see below). Thus, he must 'put his cards on the table' to entice the other players to invest. If they see that he merely wants to ride their coattails and reap the rewards, they will sit out, leaving him to fend for himself.

All players reveal their committed cubes simultaneously and adjust the investment track accordingly as described above. Each player in the encounter must pay the time costs as described above, and then moves his pawn to the active city.

Note: A card that permits free travel must have been activated by a cube to take effect.

Encounter preparation example



Purple is the active player. She has chosen to travel to Ankara, a triangle city in the Middle East. The Middle East contains two black cubes. She adds a black cube from the Turn Track and marks the 'cubes in region' track on the Encounter Mat at 3. Then, she reveals the top Encounter card from the triangle pile and reads its text. It shows a hubris token, so Purple takes one. She places a marker at "0" on the success track of that card. She moves the Resolution deck for the Escape (handcuff icon) challenge type on the Resolution Deck space of the mat.

Purple places a cube on the Bull Whip, for +2 on the Investment track (matches challenge category). She collects a hubris token to gain a 4th cube, and places her three remaining cubes on the Rewards space on her mat. Then all other players simultaneously allocate cubes. Yellow allocates a cube to the 'Brother-in-Law' space for +2 (matches city type) and a cube in the +1 box for another +1. Orange allocates a cube to the 'quote' card he holds for +2 Investment (matches the threat). The total investment is $2+3+2 = 7$. Because Yellow and Orange both joined the Encounter, each takes a hubris token, as indicated on the encounter card.

Resolving the encounter

The encounter resolution consists of flipping resolution cards. After each flip, players have the opportunity to exit the encounter and claim rewards. When all have exited, or the enemy has ended the encounter, the encounter ends, and players receive the rewards they claimed.

1. Active player flips a card. The active player flips the topmost resolution card into the open slot on the encounter mat. The card is placed precisely so that the resolution tracks and investment/cubes in region tracks are aligned.

- For each green check on the card that is in a slot *aligned with* or *to the left of* the marker on the investment track, the active player increments the “success” track on the encounter card. See “icons on success track” below for how these are resolved.
- Green “star” symbols allow abilities, conferred on certain player mats and adventure cards, to be activated.
- For each black X OR hand in a slot *aligned with* or *below* the marker on the enemy track, move the Enemy pawn one space closer to the active city by the shortest route following the red lines.
- In subsequent flips *after* the Enemy pawn reaches the active city, the enemy symbols take on a different meaning.
 - For each X, each player who has not yet exited the encounter must incur the penalty shown on the top middle of the encounter card (discard a black cube, advance on the time track, take a noise token, or take a curse token).
 - If a ‘hand’ symbol, the city’s theme tile is moved to Berlin, and **the encounter ends immediately**.

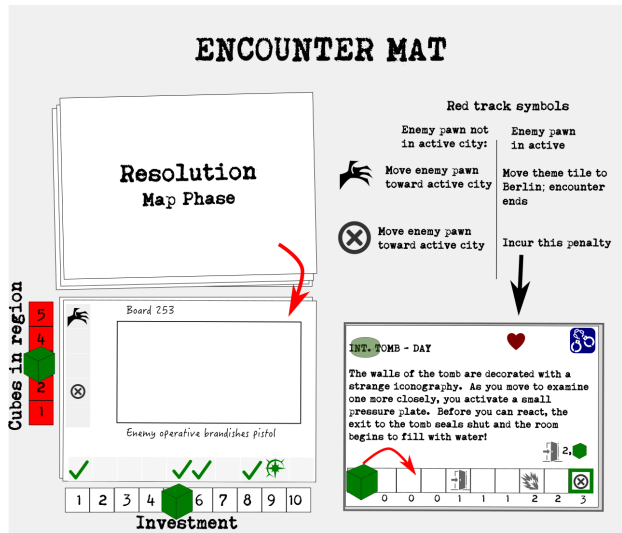
Script Rewrites

Each player received two “script rewrite” cards during setup. After a resolution card has been flipped, any one player (whether participating in the encounter or not) may reveal a ‘script rewrite’ card and place it over the resolution card. This card, rather than the resolution card that was initially revealed, takes effect and the success track and enemy pawn are adjusted accordingly. The script rewrite card is then removed from the game. Another player may not play an additional script rewrite to cancel a script rewrite.

Resolution Example

The first Resolution card is flipped. Because the Investment track is at 5, the check marks at positions 1 and 5 take effect, and the success track is increased by two. Because the 'cubes in region' track is at 3, the X at position 2 takes effect, and the enemy pawn is moved one space closer to the city. If instead the enemy pawn were already in the city, each player would incur the penalty indicated by the arrow: the loss of a heart token.

Design note: Resolution cards represent the 'storyboarding' of a scene, with each card representing a narrative 'beat'. In finished form these should feature pencil-drawn storyboard-esque artwork.



2. **Players remain or exit.** After each card has been resolved, each player, in turn order, decides whether to exit the encounter or remain in the encounter.

Suggestion: The decision to remain or exit should be made quickly so the game can progress expeditiously. If each player spends a minute in contemplation after every resolution card flip, the group will find the overall pace of the game to be much too slow.

A player who chooses to **exit** the encounter takes cubes that he allocated to the 'rewards' box, **up to the number** on the current space on the success track.

He places each cube either (i) on an adventure card in the display for the matching city shape, or (ii) on a temple card having the same color as the theme tile in the active city, or (iii) on an off camera action box.

- If a player places a cube on a temple card that already contains another player's cube, the player placing the new cube must move up one space on the time track
 - A player *may* place a marker on a temple card that he has previously examined.
 - An adventure card may only be claimed by one player

Then, the investment track is decreased by the amount the exiting player had contributed to the encounter.

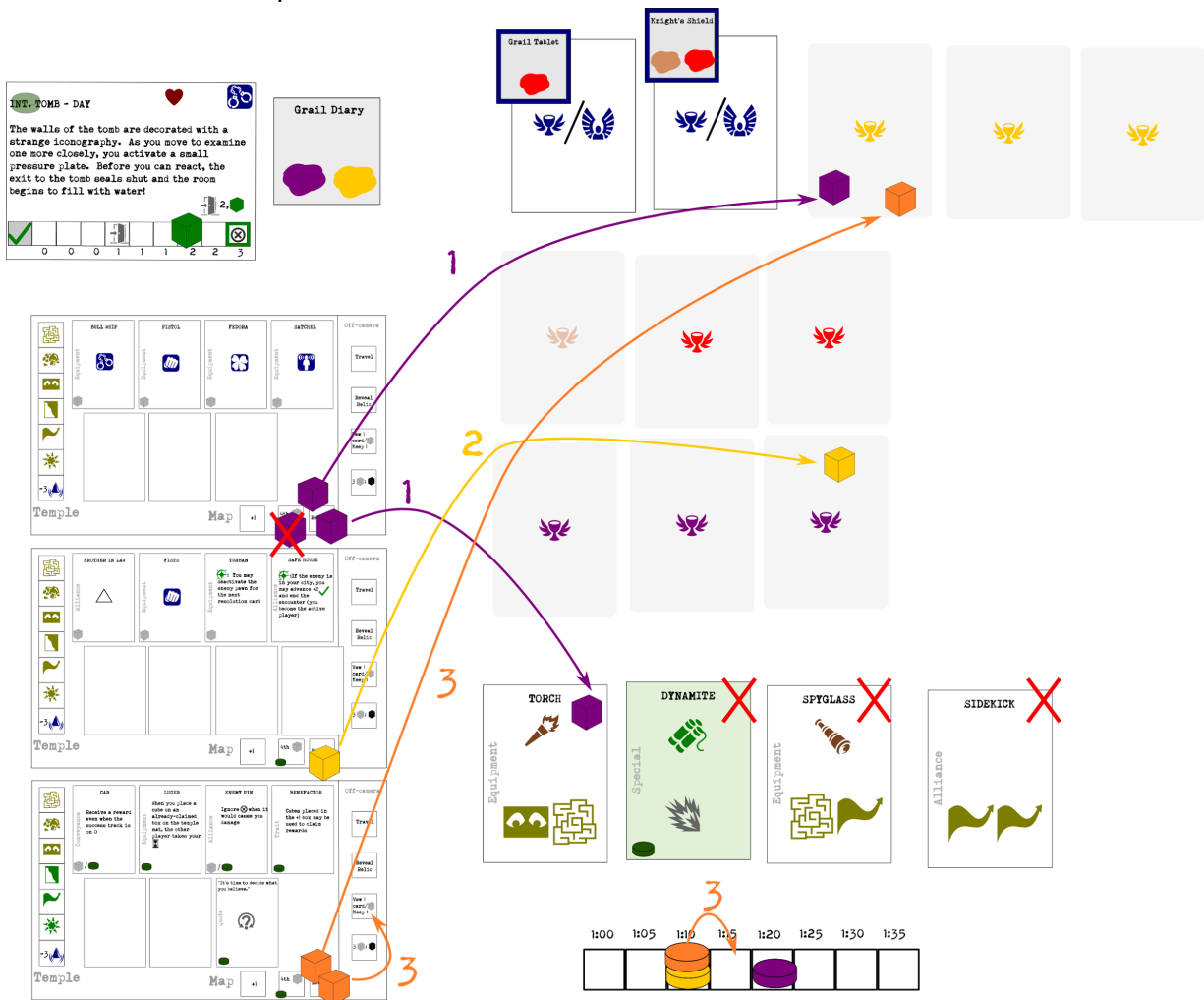
Repeat this sequence until all players have exited the encounter or the encounter has ended due to the enemy. If the latter, players who have not yet exited may claim rewards now, but may not place reward cubes on temple cards.

3. **Claiming rewards.** After the encounter ends, players claim rewards in turn order.

- Claimed adventure cards are added to the player's mat (discard cards, or cover up abilities, to make room if necessary; covered abilities are no longer available)
- Temple cards are examined and then returned to the position in the temple area from which they came. (Therefore, be careful to only examine one card at a time!)

Suggestion: In the temple, players will incur damage from each temple card based on their position relative to the highest pawn on the 'peril track'. The enemy pawn, as described below, advances by one space before each temple card. Thus, the temple cards that occur later in the temple may be more difficult; having information about them may help with preparation.

Claim Rewards Example



The success track has reached its 7th space, marked with a "2", which indicates that each player who exits may receive up to 2 rewards. All three players have elected to exit the encounter. They claim rewards in turn order. Temple rewards must be placed on purple or yellow temple cards, matching the theme tile.

1. Purple places a cube on the first yellow temple card and the 'torch' card in the equipment row for the triangle cities. Although purple allocated a third cube to the rewards box, the success track is at "2".

The third cube has no effect.

2. Although Yellow is authorized to receive two rewards, he has only allocated one cube to this box. He elects to place it on the 3rd purple temple card.

3. Orange elects to view the same yellow temple card as Purple, requiring that he move up by 1 on the time track. Orange had wanted the 'torch' card, but since Purple claimed it, he instead moves his second reward cube to the 'Off camera action' area, authorizing him to view 1 adventure card from the deck and then keep it.

After all have received rewards, the remaining adventure cards are moved to the discard pile.

Off camera actions

Any player who elects not to participate in the encounter, or who earned more rewards than he claimed, will have allocated his cubes among some combination of the following boxes. These actions may be executed in any order.

- Move to an adjacent city (one cube per space moved)
- Draw and examine a number of adventure cards (one per cube spent) and choose **one** to keep, returning the rest to the pile.
- Reveal that one of the relics is in that city, by flipping the temple card associated with that relic over. (If the card does NOT indicate the city that the player is in, the player must move his marker to one space to the left of the 'roll credits' space on the time track) The relic tile is placed in the nearest open city. The player receives a green cube.
 - Exception: If a player is using a *reward* to reveal the relic, the relic tile remains in the encounter city for the remainder of the encounter, during which time temple cards having the same color(s) as its symbol(s) may be claimed as rewards. The relic is moved to the nearest open city after the encounter ends.

Off camera actions occur simultaneously. Thus, if two or more players reveal the same relic, each receives a green cube.

Suggestion: Because off camera actions do not affect, and are not affected by, the encounter, players who elect off camera actions in lieu of participating in the encounter can speed up game play by simply resolving their actions while the encounter is running.

4. Encounter ends. After all temple card and adventure card rewards have been claimed, all cubes from the temple area and player mats are returned to the respective players. Any unclaimed adventure cards from the current city type's row having the 'globe' icon are removed from the game; any others are moved to the discard pile. The adventure card boxes are replenished with new adventure cards. (Reshuffle the discard pile whenever the adventure card draw deck is depleted). The active player shuffles all resolution cards flipped during the encounter back together with the corresponding draw deck, and returns it to the area near the board.

The player furthest back on the time track becomes the new active player. If two or more players are on the same space, the player closest to the previous active player's *left* becomes the active player.

Symbols on the success track

The success tracks trigger actions that occur immediately when the marker reaches that space on the track (i.e. before players decide whether to remain or exit):

- X symbol: Has the same effect as if an "X" were revealed on the resolution card
- Colored square: Each active player receives a cube in the indicated color
- Effect symbols: If a player still active in the encounter activates an adventure card with such a symbol (by taking hubris), each player who is still active in the encounter incurs the consequence shown in the top middle of the encounter card.
- Secret door: A player with a card/ability having a 'secret door' icon may claim the number of rewards shown next to the 'secret door icon' on the card, as well as receive a cube (if indicated) and take a hubris (if indicated). The player exits the encounter immediately.
 - Any player who voluntarily advances two spaces on the time track may receive the 'secret door' card for the remainder of the encounter. It does not require a cube to be activated.

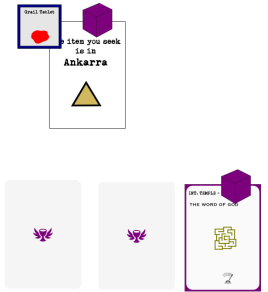
VERY IMPORTANT: The final hubris challenge also involves resolution cards, and a players' investment depends on the number of green cubes he holds. Players *must* find a way to get some green cubes to have any hope of completing the final hubris challenge. Finishing the success track on an encounter, locating a relic, 'rescuing' a theme tile from Berlin, and entering the temple ahead of the Enemy and/or in the Start city are all ways to acquire green cubes.

Hint: Each green cube will, statistically, purge about two hubris tokens over the course of the hubris challenge.

On Theme tiles

Theme tiles represent the key items and characters from whom the players can acquire information about the lost temple. Each theme tile has one or more icons on the bottom, representing what specific aspects of the temple the theme card knows about.

Suggestion: The notepad is intended to be used as illustrated in this example. Purple has claimed two rewards in an encounter, authorizing her to look at the location card for the Grail Tablet relic, and the third purple card. She examines the location card, which says “Ankarra”, and writes this down on her notepad next to ‘tablet location’. The third purple card shows a ‘maze/puzzle’ peril and a ‘lever’ effect symbol. She draws a line connecting the ‘maze/puzzle’ icon to the third purple box on the notepad, and another connecting the ‘lever’ icon to this same box.



RELICS

Relic tiles play a special role in the game. The temple card associated with a relic tile names the city in which the relic resides. A player who has seen this card may, using an ‘off camera action’ in a future turn, reveal the card. The player must be in the indicated city at the time. (If a player attempts this but the blue relic location card does NOT match his current location, the player advances on the time track to one space short of the “Roll Credits” space).

BERLIN

When a theme tile is moved to Berlin, move the roll credits marker one space to the left **if** a theme tile is already in Berlin.

Encounters are resolved in Berlin in the usual way. Any theme tile in Berlin may be used to select a reward, and *any* available adventure card may be selected as a reward (replenish this with a card from the deck after the encounter ends). If the success track reaches its end, one theme tile has been ‘rescued’; the tile moves to the nearest open city, and any player still in the encounter receives a green cube, as indicated on the card.

INTERLUDE (Transition)

The Temple phase begins after the ninth turn in the map phase has ended.

Each player who is further back on the time track than the “enemy discovers the temple” marker receives one green cube.

The Start City card is revealed. Each player who is in the Start City receives one green cube. Any player not in the Start City card increases his position on the time track by 1.

Flip the encounter mat over; it is now the ‘temple mat’. Place the enemy pawn at position 1 on the ‘peril track’. Place the scenario-specific ‘penalty’ card on the indicated area of the mat, red-side up.

Each player ordinarily starts the temple phase with three cubes in his color. Any player who wishes to do so may, as indicated on the player mat, take one hubris to use his 4th cube in the temple.

ACT III (Temple Phase)

EXT. ROPE BRIDGE - DUSK

PROTAGONIST

See that? The entrance is just across this bridge; see, the little hole in the cliff face there? That’s where we need to go.

ABDULLAH

Proto, this may not be the best time for me to tell you that...I am deathly afraid of heights!

The temple consists of two rows of temple cards (red and purple), which are revealed and resolved in order moving from left to right in each row. Once all of the cards in the red row have been resolved, proceed to the purple row, and flip the penalty card on the temple mat to its purple side. After this, players face the Grail Room.

Each red and purple temple card is resolved in the following way:

1. Advance Enemy Pawn
2. Commit cubes
3. Reveal temple card
4. Flip resolution card and resolve

1. Advance Enemy Pawn

The enemy pawn is moved up one space on the 'peril' space of the temple mat.

2. Commit cubes

Simultaneously, each player may *optionally* place one or more cubes in his color on his mat on:

- An adventure card (this ADDS 2 to the peril symbols on that card)
- A peril symbol in a box on the 'temple' area of the player's mat
- The '-3 noise' box

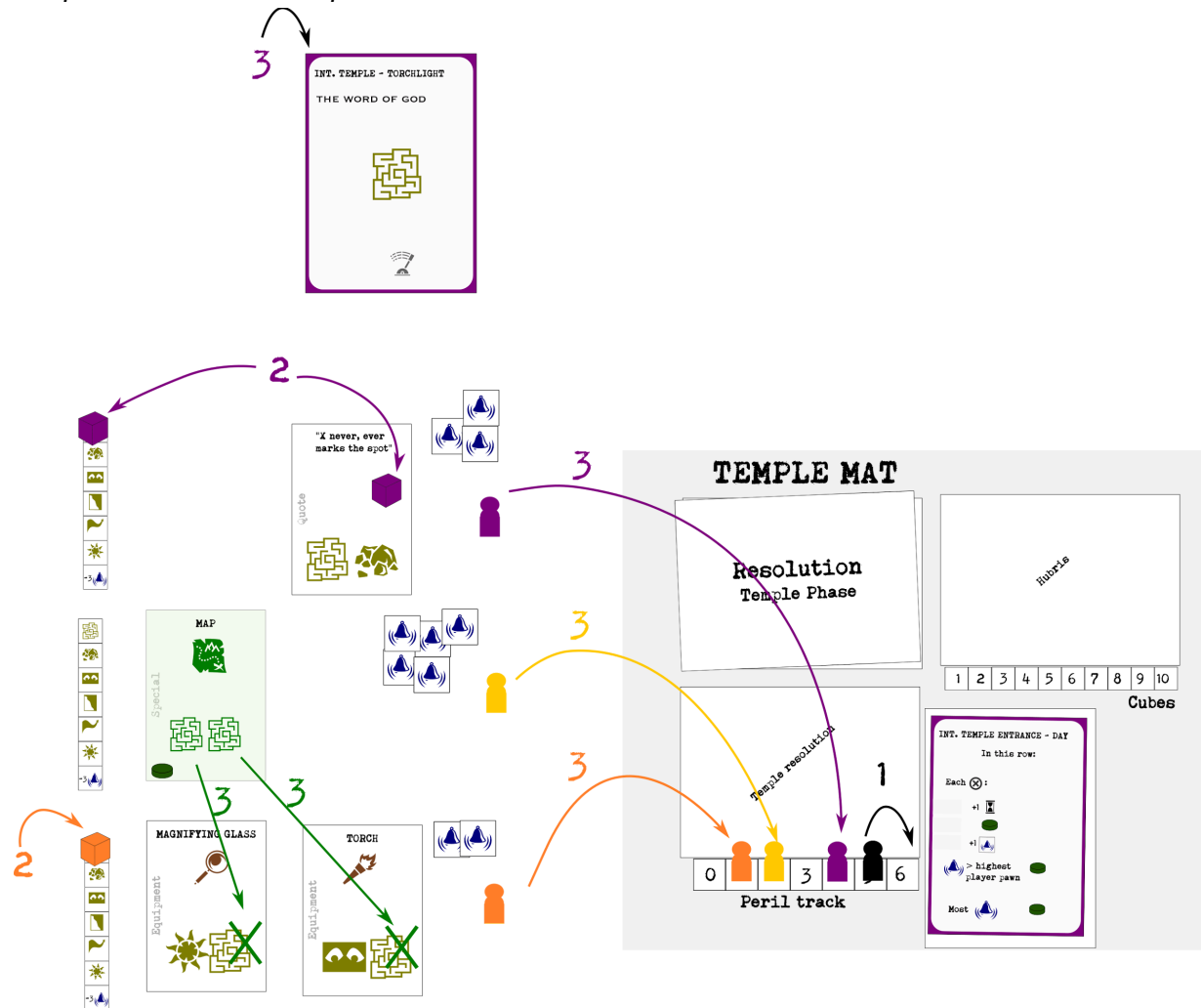
A player may place more than one cube, but only one cube may be placed on any one card or box.

3. Reveal temple card

Reveal the temple card. Player reveal their chosen cubes. Anyone who chose '-3 noise' discards three noise tokens. Each player sums the number of peril symbols on adventure cards on his mat that match the temple card's peril, plus two if the player placed a cube on a card with the correct peril symbol, plus one if the player placed a cube on the correct peril symbol in one of the boxes on the 'temple' area of the mat. The player places his pawn on the number corresponding to this sum on the 'peril track'.

Any cubes allocated to the player mats are now discarded, whether or not they were beneficial.

Temple Investment Example



In this example, players have reached the third purple temple card, the final card of the temple before the grail room. (For compactness, only pertinent adventure cards held by the players are shown)

1. The Enemy pawn is advanced to the next space on the Peril track of the temple mat.
2. Players simultaneously allocate cubes. Purple places a cube on one card, having the 'maze/puzzle' and 'obstruction' symbols, and another on the 'maze/puzzle' symbol on his mat.. Orange isn't sure what the next peril is, but takes a chance by placing a cube on the 'maze/puzzle'
3. The temple card is revealed; the peril is 'maze/puzzle'. Purple has two matching symbols, plus 2 for allocating a cube on a card with the matching symbol, and hence she puts her pawn on 4 on the investment track. Yellow has two matching symbols, and hence puts his pawn at 2 on the peril track. Additionally, he takes a hubris token, such that his two symbols are 'stolen' from another player -- he chooses Orange. Orange has two symbols on cards and one on the correct box on his mat, giving him three symbols, which are reduced to one after Yellow's theft. Orange's pawn is placed on 1 on the peril track.

4. Flip resolution card and resolve

The player with the highest position on the peril track is the start player. That player flips the topmost temple resolution card and places it in the indicated spot on the temple mat, aligning it well so that its boxes line up with the peril track. Each resolution card has three tracks, each with a corresponding symbol: a 'tripwire' symbol representing traps, a 'bell' symbol representing noise, and the hand symbol.

Beginning with the start player and proceeding in clockwise order, each player considers the spaces on these tracks between his own pawn and the pawn at the highest position (inclusive of the spaces occupied by those two pawns). For each "X" on a track between the pawns, the player incurs the penalty indicated on the penalty card for that row.

If, after incurring penalties, the player holds more noise tokens than the numeral corresponding to position of the *highest player pawn* on the peril track, the player incurs the 'noise' penalty indicated on the card.

After all players have incurred penalties, return player pawns to the players. The player with the most noise tokens incurs the 'noise' penalty again (whether or not that player already incurred this penalty).

Repeat this procedure for each red and purple temple card, progressing in order from left to right in each row.

Temple Resolution example

TEMPLE MAT

Resolution Temple Phase

Peril track

INT. TEMPLE ENTRANCE - DAY

In this row:

Each (X):

 - +1 (Tripwire symbol)
 - +1 (Bell symbol)
 - +1 (Hand symbol)

> highest player pawn

Most (Bell symbol)

The Resolution card is revealed. Players incur penalties in order.

Between the Purple pawn and Black, the highest pawn, there is one X on the 'tripwire' track, one X on the 'hand' track, and one on the 'noise' track. Hence, Purple incurs the 'trap' penalty indicated on the penalty card (+1 time), the 'hand' penalty (+1 hubris), and the 'noise' penalty (+1 noise token). Purple has 4 noise, and the highest *player* pawn (her own) is at 4, so Purple does *not* incur the noise penalty shown on the penalty card.

Between Yellow and Black, there are two X's on the tripwire track, one X on the hand track, and three X's on the noise track. Hence, yellow incurs +2 time, +1 hubris, and +3 noise tokens. Yellow has 8 noise, which is greater than the position of highest *player* pawn (4), so he must also take an additional penalty of +1 hubris, as indicated on the penalty card.

Orange incurs the same penalties as Yellow plus an additional noise; having 6 noise tokens, his noise is greater than the position of the highest *player* pawn, the Purple pawn, so he also takes +1 hubris.

Finally, Yellow has the most noise (8), and must take a third hubris token.

SPECIAL ADVENTURE CARDS IN THE TEMPLE

Some special adventure cards and starting abilities have special rules that pertain to the temple. Two types of these are worth noting:

- Some temple cards contain an effect symbol. The player who holds the corresponding symbol may take one hubris (as indicated on the card/ability), and other players must take the 'trap' penalty indicated on the penalty card.
- Some temple cards, and some player mats, contain green peril symbols. These symbols function in the same way as tan peril symbols as described above, BUT they are parasitic, meaning that the use of such a symbol allows the player to 'steal' a matching tan symbol on an adventure card held by another player. (When on an adventure card, stealing requires the player take on a hubris token as indicated on the card). That player's pawn is reduced by the corresponding amount on the peril track.
 - If an adventure card with green symbols receives a cube during the allocation phase, it gives two extra symbols as usual, but does not steal two extra symbols from other players. Stealing happens before the resolution card is flipped.
 - A player using green symbols receives the indicated number of peril symbols regardless of whether he actually steals from another player or not.

CHOOSING WISELY

After the row of purple cards has been traversed, players must face the Grail Room. The "grail room" requires that each player select one of the 10 grails in the grail room. Each yellow temple card specifies one of five possible characteristics of the true grail.



Each player writes down the number of the grail he has chosen, and then all players reveal simultaneously. The three yellow cards chosen during setup are flipped face-up. If a player chose a grail that shares the three attributes of those cards, he regains one life token. If his chosen grail has only two aspects of the true grail correct, he must take one curse token. Otherwise, he takes two curse tokens.

THE FINAL HUBRIS CHALLENGE

The game ends with the final hubris challenge, which begins after the final temple card has been passed.

Important Note: Adventure and script rewrite cards have *no* further effect once the final hubris challenge has begun.

Setting up the challenge

Each player announces the number of green cubes he has acquired, plus his remaining number of cubes *in his color* (do not count black cubes). The player places his pawn on the corresponding space of the ‘investment track’ on the temple mat.

Resolving the hubris challenge

The following procedure is followed for each card.

The topmost hubris resolution card is flipped and placed in the indicated box on the resolution mat. Each player counts the number of check marks that appear on the card *above and to the left of* the player’s marker on the investment track. The player discards that many hubris tokens from his holdings.

If, after doing so, the player has no remaining hubris tokens, that player has passed the challenge, and takes no further action in this phase.

For all other players, each player incurs the indicated consequences on the hubris card.

Repeat this process until the 5th card has been resolved. The hubris challenge is over. Any player with remaining hubris tokens is eliminated from the game.

DEATH AND ELIMINATION

If at any time a player is required to discard a life token and is unable to do so, the player has “cashed in”, and is eliminated from the game.

If at any time the player reaches the “Roll Credits” marker on the time track, the player has taken too long in pursuit of the artifact, creating a film that would bore the audience to exhaustion. The player is eliminated from the game.

If the player acquires a fourth curse, the player has died an immediate and horrible death, and is immediately eliminated from the game.

If the player fails to eliminate all hubris during the final hubris challenge, the player’s face has melted off, and the player has lost the game.

WINNING THE GAME

Of the players that were not eliminated in the hubris challenge, the player whose marker is leftmost on the time track has recovered the artifact and passed the hubris challenge -- that player is the winner!

HIGH CONCEPT

The game as currently presented is built around a conceit that players are not merely entering into the roles of characters in adventure archaeology films, but are participating in the *creation* of one of the films. Hence, the text on the cards uses common screenplay terminology and stage directions, and the prototype uses a typewriter font. This could be enhanced in various ways. For example, in having much of the game’s art appear as storyboard sketches, or having the encounter cards read as screenplay-style action descriptions.

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