     

**Treasure Looters**

# Story

## A new Mayan temple has been found in the deep jungles of Central America. Race to the Treasure Room and back before anyone else gets the riches from within the lost temple.

# Game Objective

## Race towards the treasure room and back while collecting treasure pieces along the way. The game is finished when all of the players make it back to the start/finish space from the Treasure Room. The player who has the most coins at the end, wins.

# Contents of Game

# Board map

* 6-sided Dice
* 6 player piece (red, yellow, green, blue, white, purple)
* 70 Treasure pieces (tokens)
* 35 “Adventure” Cards
* 35 “Danger” Cards

# How to Play

* Each player will roll the dice. Whoever roles the highest number will get to move first and players will move in order from highest to whoever rolled the lowest.
* The players start from the starting space and move in the path indicated on the board. There will be different routes to take when moving forward, so take caution as to which routes to take! Every road contains rewards for the players, but also comes with risks.
* If the player lands on a card space, they must draw a card from either the Adventure card or the Danger card and follow the instructions as read.
* When a player makes it to the Treasure Room, that person must now make their way back to the Start/Finish space to finish.

**Types of Spaces on Map**

Every space will have a different tile on the spot they land on, whether it allows them to move to a different spot or to draw the specific card in which the spot tells you to pick.

Check Points- There are certain scenic spots that have a Stop sign. Players who makes it to this spot must stop at this space (regardless of the dice roll).

Treasure Space- These spots contain a treasure piece on the tile. When a player lands on a treasure space, that player will obtain a number of pieces indicated on the board and end their turn. They do not collect the treasure piece if they pass the space.

Adventure Space- When a player lands on an adventure space, they will draw one card from the Adventure stack and follow the instructions written. Dispose of the card in the recycle pile and the player will end their turn.

Danger Space- these space contain a Caution symbol that lets the player who lands on the space to draw one card from the Danger stack and follow the instructions written. After the action is completed, the player will dispose of the card in the recycle pile and then end their turn.

Treasure Room- Players that make it to this spot will stop at this point and collect treasure pieces regarding the order. They will have to travel back to the exit. The prizes are earned as follow:

1st: earns 15 pieces

2nd: earns 10 pieces

3rd & after: earns 5 pieces

**Purposes of the Items**

Treasure Pieces- A coin that players need to collect along the way for them to win the game. These coins can be earned from any card’s instructions or by stealing from other players under the conditions that goes by the cards instructions. Some pieces are also lying on top of a few spaces.

Adventure Card- This card contains certain instructions of progressing through the board. It can either help you advance even further ahead or it could set you back to a few numbers of spaces. After the players finishes playing the card and lands on the spot, the player’s turn ends without drawing another card, but they are allowed to collect a treasure piece if they land on the spot.

Danger Card- This is one of those risks you have to take when drawing this card. These particular cards may either benefit the players with favorable outcomes like collecting treasure pieces or escaping from danger with the cards help, or it may contain certain dooming cards that could make the players lose a turn or a treasure piece. It all depends on your luck of the draw; you’ve been warned.

# Player’s Actions

1. The first player will roll and move to the number indicated from the dice and land on the spot, players are not allowed to backtrack after rolling.
2. If the spot has a specific symbol to the space, the player must follow in action of what the space indicates.
3. After following the actions of the instructions the player’s turn ends and will be passed to the next player in order. If a player is moved to another Adventure/Danger space after drawing one, they may not draw again and end their turn.
4. Stealing- The players are allowed to interfere with another’s progress either by drawing out a card that challenges the other players for their treasure pieces or by simply overlapping their current position on the board