

The Curse of Butkintuch's Tomb

Play as one of four Archaeologists as they work together to overcome obstacles. However, be wary, for greed overcomes all. Only one person can make it out of the tomb with the treasure alive, will you be the winner or will you be the stepping stone to someone else's success?

Game Start

Have everyone roll the die, and whoever rolls the highest goes first. From there, turns go clockwise around the group. **Any type of combat or healing must be done on the player's turn**, so use your turn wisely.

How to win

First to reach the treasure tile on floor 3 and make it back to the start alive **with the treasure** is the winner, any other game ending is a loss.

Game Pieces



: Use this piece to cover up caved in or impassable tiles



: To keep track of stats, use these to cover up lost health/sanity

Movement

The map is a "build as you go" style board on top a fixed board. Players will build the tiles from start tile to the stair tile in order to advance to the next floor. A single die is used to determine how far they will travel per turn. **However, if they are going to the tile for the first time (requiring you to place down a new floor tile) then the turn is ended upon reaching the new room. Despite how much movement they may have left on their roll, if the player reaches a new room and places down a new tile, they must end their turn and deal with the item/hazard.** Players can travel back through tiles that have already been placed and can pass through/land on another player's location. **Players cannot move diagonally.**

Stairs: The stairs between floors (1 to take you to the next floor and the one you land on) count as one tile. If a player ends their turn on the stair tile, they must move their piece to the stairs on the next floor. Players must not count moving from one floor to the other as 2 moves, as **both stair tiles (between a floor) count as one connected tile.**

Tiles: The tiles either contain an item or hazard symbol, in which the player will take a card that matches the respective symbol. Once the player deals with item or hazard in the room, the room now becomes an empty room and can be passed

through **without requiring players to stop**. Tiles contain hallways that the player has to connect in order to make a pathway. **If there is no pathway between any two tiles, then you cannot traverse between the tiles.**

Restrictions: Players are not allowed to place down a tile in such a way that it makes it impossible to access the stairs. In the event this does occur due to running out of cards, it is assumed that all cards surrounding the stairs now give access to it despite what the shape on the tile may show. In the event that players make a hallway that leads nowhere near the stairs and it is impossible to correct the pattern, the players lose because they cannot proceed.

Combat and Items

Any card can be traded with any other players at any time so long as both players are on the same tile (with both players permission) and is highly recommended if players plan to work together to achieve a goal, as weapon and healing cards are limited. However, players must be careful of the alliances they make, as the game can only have one winner. Note: That trading can be done at any point in a turn and is not limited to a specific time. For Example: if a player rolls a 4 they can move two spaces (provided they do not create a new room) trade an item and the move two more spaces.

Depending on the symbol in the tile, you have the potential to get either an item or hazard.



Hazards: Hazard cards have a chance to injure the person's health or sanity that enters the room. Some rooms with have an instant effect while others require you to roll to determine the outcome (the card will explain which). **Once the hazard is dealt with (with or without taking damage from it), the room has no effects on it and is treated as an empty room.**



Items: all items can be dropped unless their card says otherwise. If you drop an Item it stays in the room that you dropped it in and can be picked up by you or other players.

- **Weapons** — **The Base damage for every character is 1** and they can use items to replace their main weapon or boost their damage. Weapon cards have a set damage on them; this is the number that is subtracted from the opponent's health on attack. To use a weapon, **players must be on the same tile, or passing over the player's tile, unless the card says otherwise. You may only equip one weapon at a time. Equipped items must be placed face up in front of you.**

Once a player attacks, even if they have more spaces to travel left on their roll, **they must come to a stop** on the tile they attacked on. The player who has been attacked can choose to use their turn to move away, or can retaliate with a weapon of their own, **ending their turn**.

Ranged weapons can only be used on a player if there is a clear line of site (open hallway) and **cannot be used if the player is behind a wall or diagonal to them**.

- **Boosts & Healing Wares** - Other items in the game include items that allow the player to **heal themselves and teammates**. Players may also receive items that can affect them negatively, so players should find ways to either trade them away, or force an opponent to take it.

Health and Sanity

Health: Everyone starts with 15 health when your health is gone your game is over. health can be depleted by hazards and combat with other players. If a player loses all health and they have the treasure, **they drop it in the room they died in**. Any player who passes over this tile can pick it up and claim it for themselves. **A player cannot heal themselves (back from the dead) on their turn if they have already died**; all healing should be done when they are alive on their turn.

Sanity: Everyone starts with a sanity level of 10 and while you move through the tomb, some hazards will lower your sanity and some items will raise/lower it. **if your sanity reaches 0, you can still move around but you must attack any player you come across**. While you suffer from lack of sanity you can still explore the tomb looking for items to increase sanity, but while insane you cannot claim the treasure. **If you are holding the treasure and lose your final sanity point the treasure is dropped in that room**.