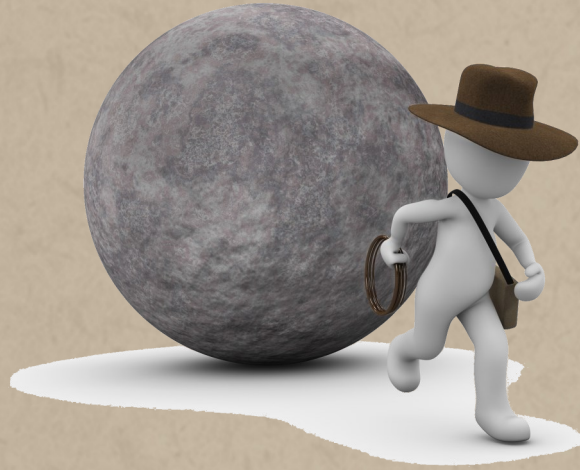


TEMPLE CRUSH

PLAYERS: 1+ TIME: 20MINS PER PLAYER



This is the free version of Temple Crush PDF. It contains both high ink and low ink versions. If you want the high ink version of the rule book print off pages 2-3 of this PDF, for the high ink board and counters print off pages 4-6. If you want the low ink version of the rule book print off pages 7-8 of this PDF, for the low ink board and counters print off pages 9-11.

Did the walls just move? You stuff another handful of coins into your pack. The pedestal before you drops with an audible crunch and a scream echoes from deeper in the temple. Just, one, more, handful ...

Thank you for downloading the free version of Temple Crush from Man O' Kent Games, this version of the game features just its Co-op version. The full version is available in the Man O' Kent Games shop at www.manokentgames.com/shop for just £1 and includes a VS mode with additional rules and a complete new board. Thanks for supporting our efforts and please let us know what you think of Temple Crush. Copyright © Glenn Ford 2019.

OVERVIEW

In Temple Crush players take the part of brave but greedy foolhardy adventurers seeking to plunder the ancient Ugosquish temple of its legendary riches. To do so they will move through the temple collecting coins as masonry blocks drop from above until the entire temple finally collapses in on them.

WINNING AND LOSING

Players win in Co-op mode by collectively securing enough coins from the temple. The game ends when too many blocks have been drawn or when a block cannot be placed.

CONSTRUCTION

Print pages 4-5, if you intend to play with more than 1 player print out page 6 once for each additional player and attach the additional board sections during construction or Set-up. To attach additional board sections remove the right most column of the main board and paste the additional board in its place or place the extension covering the right most column of any other boards during Set-up. Repeat for additional players. Players may choose to replace block tokens with Euro cubes of the relevant colours and the player tokens with meeples or miniatures (These rules will refer to the player tokens as meeples at various points). If using additional player tokens colour the new tokens to avoid accidentally mixing them up. Players will also need a bag or cup to draw tokens/blocks from.

SET UP

Choose a number of players.

Take the board and any extensions (see construction) to build the board. Each player takes a player token and places it on a start space (marked with a blue meeple), one meeple per space. Place 10 blue, green and yellow blocks + 4 of each per player over 1 and 5 red blocks + 2 per player over 1 into a cloth bag. Place the coins in a general pool. Place the "block" point counter on 1.



GAME PLAY RULES

Players take it in turns to perform three of the following actions, starting with the player who looks best in a hat and passing left:

- ♦ Move to an orthogonal space (North, South, East or West)
- ♦ Remove a single block directly to the north or south of their meeple, returning it to the bag.
- ♦ Move a block on the space immediately to the west of their meeple one space west and a block immediately to their east one space east.
- ♦ Pass and remain still.

Each player must then pull 1 block randomly from the bag for each “block” point and place it on an X of the same colour without a block on it. They may choose to move a block covering an X left or right to free one up then place their block on the revealed X. The player may discard a drawn block in return for drawing 2 any number of times. Meeples on Xs do not preclude them from being available for block placement.

BLOCK RULES

- ♦ If a block is moved into a space with another block the other block must be moved a single space East or West (placing player's choice).
- ♦ If a block is moved into or placed onto a space with a meeple the meeple is removed and the player may no longer take actions, but must still pull and place blocks.
- ♦ A block may not be moved past the two outer most edges of the board. If a placement would cause this to occur the block must be placed on another eligible matching X. If there are none the game ends.

RICHES


If a meeple moves onto a numbered space and there are matching coins remaining the meeple picks up one of the matching coins and raises the “block” point counter by 1. If a meeple is removed discard all coins it is carrying, to the supply. If a meeple moves onto a start space all coins it is carrying are banked and cannot be lost.

GAME END

If no blocks remain when a block must be drawn or a drawn block cannot be placed the game ends and all players lose. Otherwise, play ends when all players with have their tokens on their starting space and they agree to stop. When the game ends divide the total value of coins banked by all players by the number of players, to win the result should be 5+ for easy mode, 10+ for standard mode and 15+ for hard mode.

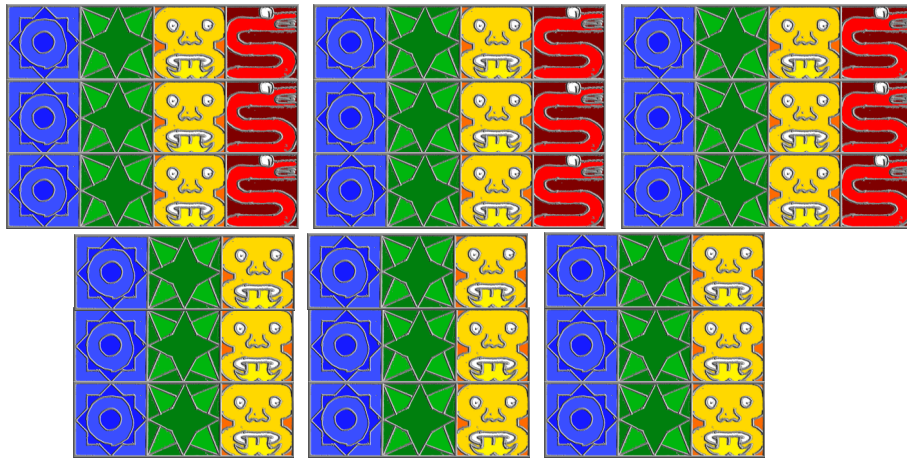


Board

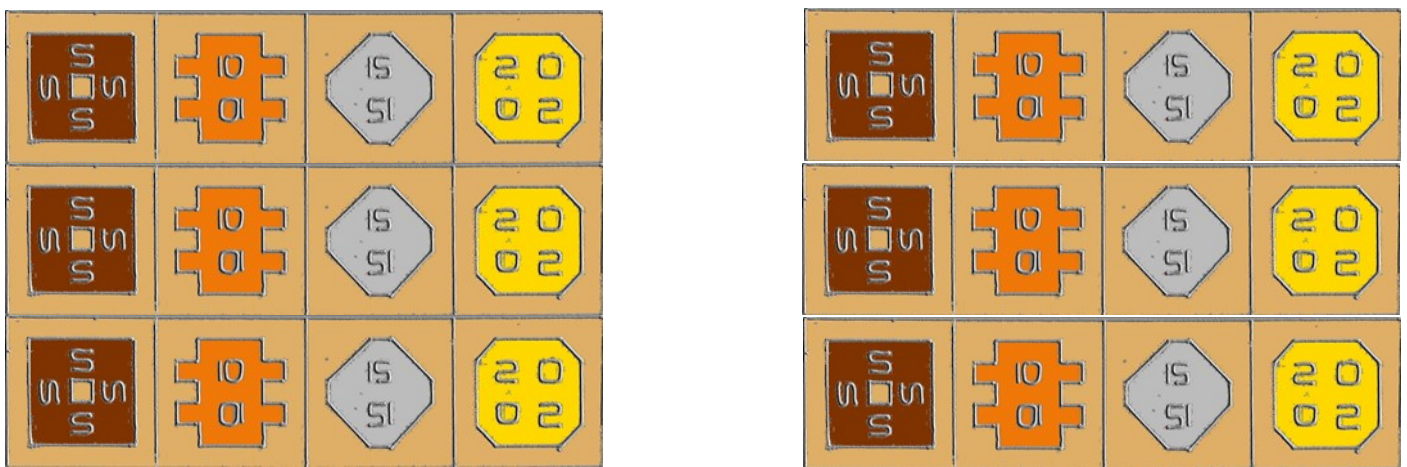
			20		
N W E S		X	X	X	
		15		15	
Block Count		X		X	
5			X		
4	X		10		X
3					
2			X		
1		X		X	
	X	5		5	X
			X		
		X		X	
					

Counters for 1 player

Block Counters



Coin Counters




Meeple Counter



Block Count Counter



Co-op Board extension and counters for 2+ players

	20		
X	X	X	
15		15	
X		X	
	X		
	10		
	X		
X		X	
5		5	
	X		
X		X	
			



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SET UP

Choose a number of players.

Co-op Mode:

Take the board and any extensions (see construction) to build the board. Each player takes a player token and places it on a start space (marked with a white meeple), one meeple per space. Place 10 sunburst  star  and face  blocks + 4 of each per player over 1 and 5 snake  blocks + 2 per player over 1 into a cloth bag. Place the coins in a general pool. Place the "block" point counter on 1.

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
















RICHES

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GAME END

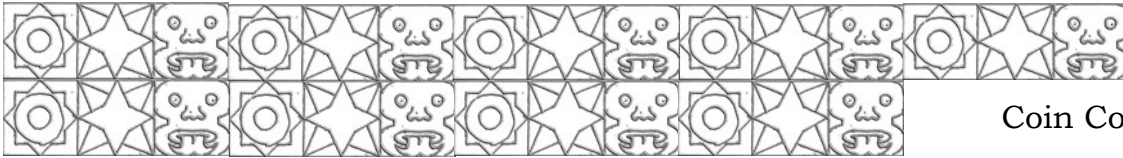
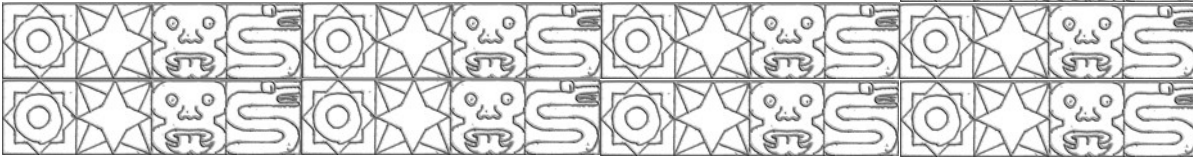
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Board

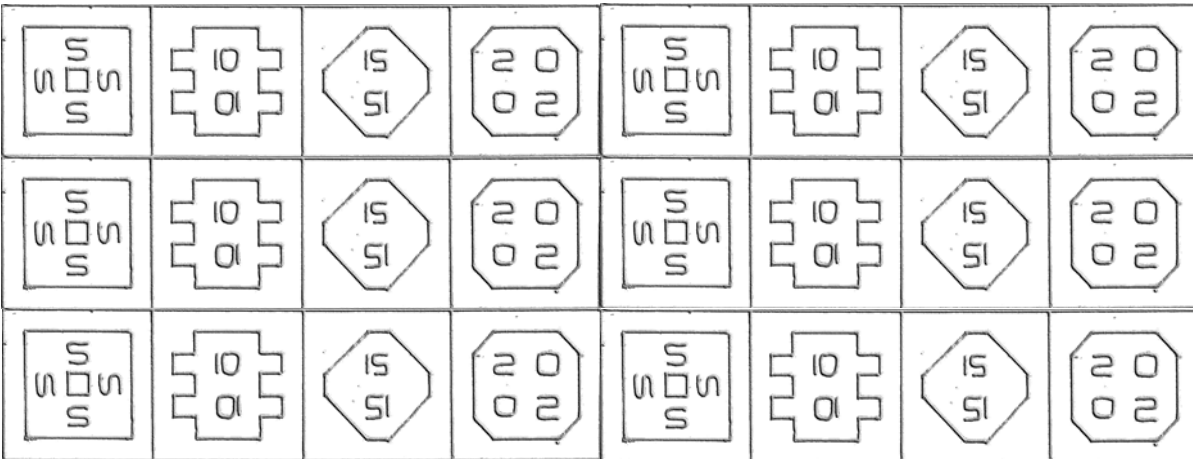
			20		
N W E S					
		15		15	
Block Count					
5					
4			10		
3					
2					
1					
		5		5	
					
					
					

Counters for 1 player

Block Counters



Coin Counters













Meeple Counter



Block Count Counter



Co-op Board extension and counters for 2+ players

	20		
			
15		15	
			
			
	10		
			
			
5		5	