

# Pyramid Raiders

## Introduction

In the past 20 years, rumors of a mysterious pyramid in the desert had become extremely popular and widespread, but nobody had ever found it, nor returned to tell their tales. Yet numerous treasure hunters keep flocking towards the heart of the desert, disregarding the warnings of local guides who never dare try.

Today, few lucky adventurers who have been blessed by the sands, overcome great perils and enter the pyramid separately. Albeit the ancient trap doors that have never been opened, a long forgotten being awakes to follow his last order……

Even with the aid of their special equipments, the pyramid raiders must be cunning and witty to avoid dangers after dangers, for the yearning of the fortune within.

## Characters

### Bounty Hunter — Thomas Jones

A renowned bounty hunter throughout the States, who holds a perfect record of always fetching any desired treasures, Thomas has repeatedly thwarted the conspiracies of some secret agency single-handedly around the globe. This time he received an old cipher, telling of a mysterious artifact with powers that endangers the world. Lured by the legendary treasures lying within the ruins, the bounty hunter's journey will continue.



### Old Archaeologist — Prof. Harvison



Once a well-respected researcher from Britain, Prof. Harvison had led countless excavations in his early days, until when he was dismissed from the Royal Academy by spreading his theories of supernatural powers. Decades of research finally paid off on an ancient scroll passed on by a wealthy sponsor, and he decided to take on an expedition in search of the pyramid. With the desire to bring back solid evidence of the mystic forces within, Prof. Harvison is going to prove the world that he has always been correct.

### The Tourist — Konga Bomba

An overnight billionaire by stumbling upon a diamond mine in Africa, Konga was on a journey around the world when his plane was hijacked at Hawaii, and was force landed near the pyramid. Guided by his fortune-seeking instincts, the only person who has absolutely nothing to do with the damned mystery enters the pyramid recklessly for an adventure of a lifetime.



### Tomb Keeper — Osiris Sakage



An infamous robber well known to the underworlds of Ginzia, his true identity is the lone survivor of a long line of Tomb Keepers. With no respect to the old teachings of his ancestors, he is responsible for most of the maps and rumors around the pyramid. His old dirty trick is to lure people to the core of desert, and relief them from the burden of carrying money. Little did he know, that this time the adventurers will eventually unravel the riddle to the existence of the pyramid, and there is something even the elders never know inside……

### Secret Agent — Comrade Polavsky

Trained by secret service and dedicated to the research facility of mysticism within the KGB, Polavsky acts on the will of The Order around the globe for decades, even before the dissolution of Soviet Union. Nevertheless his recent attempts had been hindered by some notorious bounty hunter. As his fame, reputation and existence is being questioned by his superiors, the agent bears a map borrowed from a leader of the underworld market, and starts on his solitary journey in search of the ruin hoping to restore his prominence in The Order. But first, he must stock some more Vodka to bring along the way.



### The Mafia — Papa Pengino

Being The Father of one of the family on Sicily Island. As long as facing the fact that the Family is under unresolved hardship, Papa Pengino unexpectedly attained a secret treasure map. With his forceful resolution, the Father take on his faithful brethren reaching the depth of abyss by hijacking an airplane. For the future of the Family and the the glorious title he hold. He enter the ruin with his massive and formidable gathering.



# Component List

- 1 rulebook
- 1 folding mapboard
- 6 player pawns
- 1 guardian pawn
- 1 decoy pawn
- 8 token stands
- 30 actions card (5 cards in 6 colors)
- 10 item cards
- 42 treasures token (7 tokens in 6 colors)
- 7 Ancient Book tokens
- 24 curse tokens
- 12 obstacles (6 tokens in 2 types)
- 1 cloth bag
- 1 dice
- 1T
- 1 Start player / Rotation marker

actions card



item card



treasures token



Ancient Book tokens



guardian pawn



player pawns



Start player / Rotation marker



folding mapboard



decoy pawn



obstacles



curse tokens



round marker





# Goal of the Game

## Endgame Condition

The game will continue for a fixed number of rounds determined by the number of players in each game, as listed in the chart below:

## Winning the Game

After the rounds have all finished, players count their VPs and the player with the highest total is the winner. In case of a tie, the player with less amount of curse token wins. If there is still a tie, they share a common victory.

Players	Rounds
3	15
4	11
5	9
6	7

## Game Setup

### Guardian Setup

Attach the Line of Sight marker to the Guardian token as shown above. The red arrow points to the direction the Guardian will move and have Line of Sight straight forward, the 2 blue arrows points to the directions the Guardian have extra Line of



Sight.

For your first game, it is recommended to use LoS marker #1

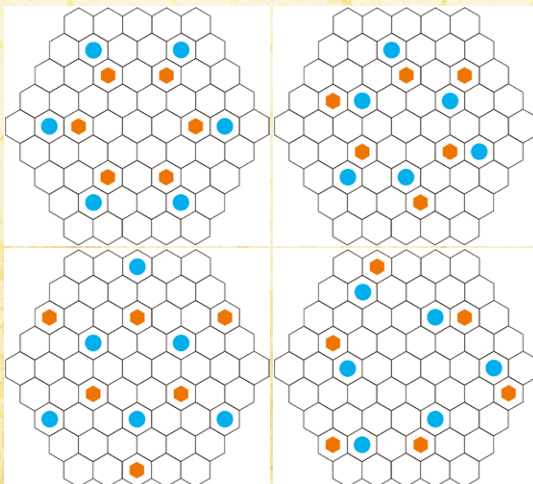


## Map Setup

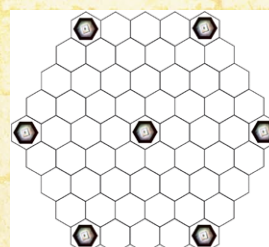
1. Place the Ancient Book tokens on the 6 corners and the center.
2. Place the 12 obstacle tokens on the map. It is recommended to use the suggested maps below before trying your own custom maps.
3. Place the rest of the treasure tokens randomly on the map. **There can only be one resource token in each space.**
4. Place the Guardian on the center of the map, and roll the dice to determine the direction it is facing.
5. Place the round marker on the "1" space of the round track.

## Suggested map placements

suggested obstacle placements



ancient book placement





## Obstacles



Stone Pillar: Both players and Guardian can not enter, blocks Line of Sight.

Water Fountain: Only players can not enter, **DOES NOT** block Line of Sight.

Decoy Doll: Count as a player during Guardian's Movement. Can be pushed by other players.

## Player Setup

1. Players choose any character they like, and take the character's pawn and set of 5 action cards. Every player draws an Item Card randomly and place it **face up** in front of him or her.
2. Pass the start player marker to the person who has most recently been to a Monument or historical site, he or she will be the start player, and shall determine which side to place face up.
3. Players enter the board in reverse order. Beginning from the player to the right of the starting player, and continues to the next player on the right, all players place their player pawns on a hex on the outer rim of the map. **ONLY ONE** player may stand on each space. Players **DO NOT** take the treasure token they are standing on. You can now start playing!

## Game Round Phases

A game of Pyramid Raiders will consist of a fixed number of rounds, and each round has these 5 phases: Round Start, Player Movement, Guardian Movement, Player Re-Entrance, Round End.

### Round Start

At the start of each round, if players do not have any Action Cards in hand, they shall return all used Action Cards and put them in their hands.

### Player Movement

All players place an Action Card **FACE DOWN** in front of them, you can not change after all players have placed their Action Cards. From the starting player and proceeding **Clockwise** to the next player on his left, players take turns revealing their Action Card and move the number of spaces indicated. Each Action Card may also have an effect that will be resolved before the next player's turn. **DO NOT reveal your action card until the previous player has finished.**

### Player movement is subjected to these restrictions

1. Players must move exactly the number of spaces indicated on their action card.
2. Players can not move into the last space they were in, but may move in circles.
3. Players can not move into the same space as the Guardian or obstacles.

When players finish their move, they will **ONLY** receive the treasure token they are standing on.

**Previously played Action Cards will stay on table and is open for inspection by all players. Do not retrieve them before you have played all cards from hand.**



## Action Card effect icons



– After you finished moving, you may immediately change the direction the Guardian is facing.



– After you finished moving, you may immediately flip the Start Player marker over, and change the Guardian' s rotation.



– For this round' s Guardian Movement phase, the Guardian will move an extra 1 or 2 spaces. This will be accumulated across all Action Cards played in this round.

## Pushing

When a player moves into the same space as another player, the **“Pushing”** player can **“Push”** the other player into an adjacent space of their own choice, except into the space you came from. You can not exchange places by pushing.

You may push the same player any number of times. You may also push a player to push another player. He will decide where the third player will go.

## Example: Moving and Pushing



1. All players have chosen their action cards for this round, and will reveal them beginning from the start player - Osiris.
2. Osiris reveals a **“4”**, moves 4 spaces
3. Polovsky reveals a **“2”**, moves 2 spaces, and changes the rotation.
4. Konga reveals a **“5”**, moves 5 spaces, and pushes Osiris 1 space.
5. Prof. Harvison reveals a **“1”**, moves 1 space, and turns the Guardian.

## Guardian Movement

When all players have finished moving, it is time for the Guardian to move. The start player rolls the dice, then add the dice result with the extra movement point provided by Action Cards played this round, to get the total number of spaces the Guardian will move this round.

### Line of Sight :

The Guardian can **ONLY** see in a **STRAIGHT** line pointed by the red & blue arrows on his pawn. The distance the Guardian can see is unlimited, and is only blocked by pillars.

The Guardian' s movement path will be decided by following a set of rules described below.

1. The Guardian will move forward in the direction pointed by the red arrow on his pawn.
2. If the Guardian can see a player in his LoS, turn him immediately so that the red arrow towards that player.
3. If there are multiple players in his LoS, turn him to face the **NEAREST** player. If those player have the same distance then the guardian will not turn.
4. When the Guardian can not move forward due to a pillar or reaches the map edge, he will turn according to the rotation on the start player marker until he can move forward.



5. Turning the Guardian does not count as moving a space, and he may turn multiple times within the same space according to the rules above.
6. When the Guardian finishes his movement, if he stops on a space with a treasure token, remove the token from the map. Put it aside for all players to see.

### \*\*Knock-out a player

When the guardian moves into the same space of a player, that player is “Knocked-Out” and will be removed from the board and receives a curse token.

### Example: Moving the Guardian

(continued from last example)



1. The Guardian gains  $1 + 2 = 3$  extra movement this round.
2. Osiris rolls the dice, and rolled a “6”. The Guardian will move 9 spaces this round!
3. Move the Guardian’s 1-3rd steps.
4. He has hit an obstacle, rotates right and move his 4th step.
5. Move the Guardian’s 5th step.
6. He see Prof. Harvison, rotates right towards him and moves the 6th step.
7. He finds that Osiris is closer, rotates right towards him and moves the 7th step.
8. He sees Konga & Polovsky at the same time, but since they are both distance 1 from the Guardian, he doesn’t turn and move his 8th step forward.
9. The Guardian moves the 9th step, knocks-out Osiris.

### Player Re-Entrance

All players that are Knocked-out will re-enter the board in reverse order. Beginning from the player closest to the start player, proceed **Counter-clockwise** to place their player pawns on any space on the outer rim of the map that are not occupied by other players. Players **DO NOT** take the treasure token they are standing on when they re-enter.

### Round End

If the round marker is on the yellow space corresponding to the number of players, then the game ends and all players score their VPs. If the game has not ended, then move the round marker to the next space, and pass the start player marker **Clockwise** to the next player on the left.

### Item Cards

Each player will receive 1 Item Card at the start of the game, which represents the equipment players have brought with them to the pyramid. Item Cards will grant rule-bending special powers to help players plunder efficiently. Item Cards must be placed face up in front of its owner. Item Cards will stay in play for the entire duration of the game, and players will not lose its effect in any way.



Lucky Charm

On a dice roll of 6 in the Guardian’s Movement phase, you will not receive a curse token if you are knock-out.





### Big Magnets

When you play Action Cards 1, 2, or 3, **Instead** of receiving the treasure token in the space you ended on, you may choose to take one from an adjacent space.



### Spring Boots

You may pass through pillars, and will not count as a move. You can not jump over water fountains, nor end your turn on a pillar.



### Diving Helmet

You may enter water fountains, and move between two fountains for 1 move. Entering fountains cost 1 move, and you may end your turn on them.



### Rocket Shoes

You can move 1 extra space in your turn. But when the Guardian sees you, he will move 2 extra spaces this round. (Only applied once)



### Snaking Box

The Guardian will not see you when you are 4 or more spaces away from him.



### Teleport Door

When you play Action Card 5, you may place your player pawn on any space on the map instead of moving normally. You will receive the treasure token on the space you landed on.



### Power Gloves

When you push another player, you can push them 2 spaces away from you.

## Item Card Description



### Decoy Doll

When you play Action Card 4, you may place/replace the Decoy Doll on your path of movement



### Magic Hands

You may choose not to move this round, and take one treasure token within the distance indicated on your Action Card.



## Scoring

Victory Points are awarded in 4 ways: Quantity Points, Variety Points, Ancient Book Points, and finally curse tokens will make you lose points.

### Quantity Points

Points will be awarded for the amount of tokens you have in every color:

Amount	1	2	3	4	5	6
Points	0	2	4	7	11	16

Points are not awarded for the amount of Ancient Book tokens.

### Variety Points

Colors	1Color	2Colors	3Colors	4Colors	5Colors	6Colors
Points	0	1	2	3	4	5

Points will be awarded for the number of colors you have:

Do not count Ancient Book tokens as a color.

### Ancient Book Points

Colors	1Color	2Colors	3Colors	4Colors	5Colors	6Colors
Points	0	1	2	3	4	5

The points awarded by EVERY Ancient Book token will also depend on the number of colors you have:

Do not count Ancient Book tokens as a color.

### Curses

For every time you are knocked-out by the Guardian, you will receive a curse token. Each curse token is worth **-2 points**. If a player does not have any curse tokens at the end of the game, he will receive an **extra +3 points**.

### Example: End Game Scoring

At the end of the game, Pengino has the following tokens: 5 Yellow Coins, 2 Red Pots, 1 Orange Goblet, 1 Purple Totem, 2 Ancient Books, 2 Curses.

Score by type:

Quantity:  $11(\text{Coins}) + 2(\text{Pots}) + 0(\text{Goblet}) + 0(\text{Totem}) = 13 \text{ Points}$

Variety:  $3(4 \text{ colors}) + 6(2 \text{ books}) = 9 \text{ Points}$

Curses:  $-4(2 \text{ curses})$

**Total Score: 18 Points**



Publisher : Moaideas Game Design

Game Designer : AFONG

Developers : LWT, Desnet

Art Design : LWT / Game box & Map design, Desnet / Card Templates, Kyoujin / 3D modeling

Backstory & Concept Design : Totoro man

Illustrations : hitsukirei / Box Cover & Character, General / Items & Treasures

Rulebook layout : AFONG, General, Desnet

Special Thanks : 200, YOYO, Ryou, Boardgame Designers in Taiwan Guild, Da' an Boardgame Group, And all other who have given advice

Copyright : Moaideas Game Design