

HOUSE OF THE ANCIENTS

GAME INTRODUCTION

Sits 2-4 Players

“Dear Researchers, you are being sent to map out the House of the Ancients. All research teams we have sent in so far have gone mad- it seems the statues within have power to influence the mind, but we have high hopes for you!”

Objectives: Discover the most rooms and overcome the most trials and challenges in the house before making it out alive.

To escape, make it through one of the four open exits in the corners of the map before losing all your sanity.

The winner is the one with the most victory points at the end of the game.

SETUP:

- All players must pick a character
- Set your sanity (using a die) to 6.
- All players start at the center of the board.
- Roll dice to determine first player.
- Start the game!

MADDNESS:

If a player's sanity is reduced to 0, they have gone mad. The player may no longer do challenges or trials, and may no longer escape. Their objective is now to protect the house. If a maddened player ends their turn on the same tile as a sane researcher, they deal the researcher 1 damage and may steal 1 of their cards at random.

ESCAPE:

When the first researcher escapes, all other players (including mad ones) gain 1 speed. All sane researchers now have 5 turns to escape or else all doors close to them and the game ends.

END GAME:

- The Game ends when all players have either gone mad, escaped, or once 5 turns have passed after the first player to exit has escaped.

Game Modes:

Normal: Play as indicated

Hard: All challenges and Trials have +1 difficulty (recommended)

Unnesessary: All challenges have +2 Difficlutly

Special Rules:

- You can spend 1 movement to move from 1 dead end to another
- If all exit paths become blocked off, players may escape through the center Faun spaces.

Each player takes turn in Clockwise Order

Turn Actions:

- you may move up to 3 spaces OR move up to 2 spaces and Discover a new room.

- Resolve Challenges as you move

- Whether you succeed or fail a challenge, take the corresponding stat card to your hand

- Discover: take a Room from the Room Bag and place it in any empty adjacent space. Then move into the discovered Room (And move no further). Resolve any trial or challenge in the newly discovered room.

- When placing a tile, you must connect a path to the tile you have just moved from.

Calculating Victory Points:

1st player to Exit: 6 VP

2nd player to Exit: 4 VP

3rd and 4th: 2VP

1 VP point per room you discovered

Challenges:

0 VP for overcoming a challenge of your highest stat

1 VP for overcoming a challenge of your Mid Stat

2 VP for Overcoming a challnge of your Lowest Stat

Trials:

1 VP for overcoming a challenge of your highest stat

2 VP for overcoming a challenge of your Mid Stat


3 VP for Overcoming a challnge of your Lowest Stat

TRIAL CARD EXAMPLE

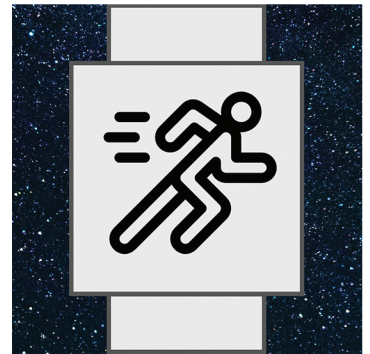
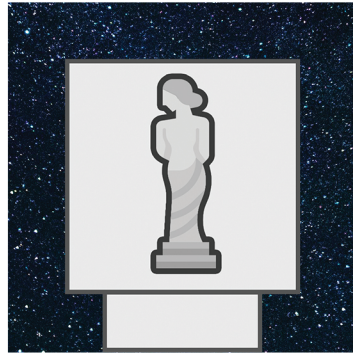
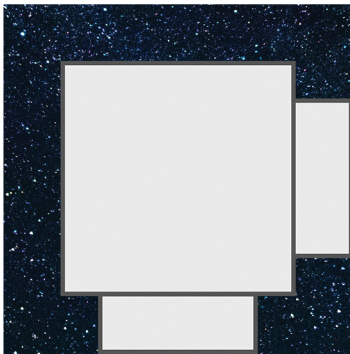


THE STATUE OF
THE BEEKEEPER

REVERE IT AT
YOUR OWN RISK.

(ROLL 11+  TO
GAIN A BONUS
CARD)

ROOM TILES EXAMPLES



CHARACTERS

EZRA

GEORGE

STR: 2
AGI: 4
CRE: 3



BIFF

TANNEN

STR: 4
AGI: 3
CRE: 2



SHORTROUND

STR: 2
AGI: 3
CRE: 4



MOONSHINE

STR: 2
AGI: 3
CRE: 4



NIKOLAJ

PETROV

STR: 3
AGI: 4
CRE: 2



NICHOLAS


NAGE


STR: 4
AGI: 2
CRE: 3





BOARD EXAMPLE

TRIALS

 : DRAW A TRIAL CARD

 : STRENGTH CHALLENGE

 : CREATIVITY CHALLENGE

 : AGILITY CHALLENGE

CHALLENGES: MUST BE COMPLETED EVERY TIME A PLAYER ENTERS A CHALLENGE SPACE. ROLL DICE EQUAL TO CORRESPONDING STAT AND SUCCEED IF YOU ROLL 9 OR HIGHER.

FAILURE: TAKE 1 DAMAGE AND MOVE NO FURTHER.

TRIALS: MUST BE COMPLETED WHEN A PLAYER ENDS THEIR TURN ON A SPACE WITH A STATUE. ROLL DICE EQUAL TO THE CORRESPONDING STAT AND SUCCEED IF YOU ROLL 11 OR HIGHER.

SUCCESS: GAIN 1 HEALTH AND KEEP THE CARD
FAILURE: LOSE 1 HEALTH