


# RULEBOOK

English

# Overview

Mysterious and intriguing temples call for exploration by brave adventurers. Powerful arcane runes were hidden in these ancient magical ruins protected by dark and deadly curses. Only the most courageous and adventurous Curse Breakers may enter the temples, break the dark curses, and bring back the arcane runes for the magic academy for its glorious bounty.

Through teleportation, you can collect crystals of various colors from all over the world, and put them on your very own Crystal Grid in the correct order. Only then will the power of the crystals fuse together, and be powerful enough to break the dark curses inside the temples. Are you able to rise among your peers, and become the most reliable and professional Curse Breaker the magic academy has ever seen?

# Goal of the Game

- In *Mystery of the Temples*, players will take on the role of Curse Breakers, traveling between the wilderness and the temples in order to collect crystals of various colors.
- Fusing the colorful crystals on the Crystal Grid in the correct order will break the curse of the temple, and you will earn the runes and victory points in the process.
- Once a player has broken 5 curses, the game will end. Whoever has the highest amount of victory points will be the winner.



# Components

- **5 Temple Cards** (double-sided)



- **10 Wilderness Cards**



- **20 Rune Cards**



- **6 Objective Cards**



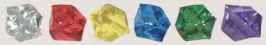
- **4 Reference Cards**



- **4 Crystal Grids** (double-sided)



- **60 Crystals**
(24 in colorless, 8 in red, 8 in yellow, 8 in blue, 6 in green, 6 in purple)



- **4 Curse Breaker Figures**
(1 for each color)



- **24 Broken Curse Markers**
(6 for each color)



- **1 Scoring Board** (box inlay)



# GAME ELEMENTS

## Temple Card




**Curse Box:** Once a curse has been successfully broken, take a Lifted Marker and place it in the Curse Box with the corresponding victory points (*see Page 10*).

**Arch:** When a player stops at a temple, he or she will need to spend crystals of **a certain color** depending on the **left end** or the **right end** of the Arch in order to break the curse (*see Page 10*).

**Rune Tablet:** If the symbol of the Rune Tablet matches the Rune Card possessed by a player, a Rune Resonance is triggered (*see Page 11*).

**Collect Crystals:** When a player stops at a temple, he or she may choose to either break the curse, or take the matching crystal from the supply (*see Page 9*).

## Wilderness Card

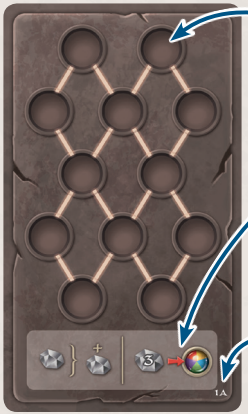


**Collect Crystals:** When a player stops on the wilderness, he or she collects crystals as indicated on the Wilderness Card (*see Page 9*).

**Rune Tablet:** If the symbol of the Rune Tablet matches the Rune Card possessed by a player, a Rune Resonance is triggered (*see Page 11*).

**Number:** At the beginning of the game, set up the Wilderness Cards in increasing order of the number shown here (*see Page 6*).

## Crystal Grid



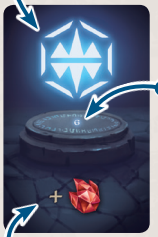
**Storage Space:** When a player gains a crystal, he or she must immediately put them in one of the empty storage spaces on the Crystal Grid. Each space may hold only 1 crystal. Each crystal may not be moved after placing it.

**Special Effect:** In the advanced game, each Crystal Grid will also provide an unique and powerful continuous effect throughout the game (*see Page 14*).

**Number:** For your first game, the person with the 1A Crystal Grid is the starting player. In the advanced game, the A side and B side will provide different effects.

## Rune Card

**Rune Type:** The rune type may trigger Rune Resonance as well as affect the final scoring (*see Page 12*).



**Number:** The total number of Rune Cards of this type in the deck.

**Rune Resonance Effect:** Types of effect. For more information, please refer to *Page 11*.

## SYMBOLS

- Place ... in / Move
- Remove ... back to the supply
- Pay ... to obtain
- Any color of crystals
- Additionally, gain ...
- Whenever...

# SETUP (A 4 PLAYER GAME EXAMPLE)

1. Randomly place the 5 **Temple Cards** face up on the center of the table, forming a pentagon.
2. Place 2 **Wilderness Cards** between each temple. Starting between any 2 temples, going clockwise **in increasing order according to the number** on the bottom of the cards.
3. Place the 60 **Crystals** in the center of the table and separate them by colors. Place them under the temples with the corresponding colors, forming a supply.
4. Shuffle the 20 **Rune Cards** face down, and place 4 of them on the top of each Temple Card, forming a Rune Pile. Reveal the top card of each Rune Pile.
5. Shuffle the 5 **Temple Objective Cards** face down, and randomly reveal 3 of them face up. Place the revealed cards along with the single **Rune Objective Card** besides the **Scoring Board**, and put the remaining Temple Objective Cards back in the box. They will not be used this game.

A. Each player chooses a color and takes the corresponding **Curse Breaker Figure** and 6 **Broken Curse Markers**. Place 1 Broken Curse Marker on the "50/0" spot on the scoring board.

B. Randomly determine a starting player, who will take the 1A **Crystal Grid**. In clockwise order from that player, each player takes the next Crystal Grid in order (2A > 3A > 4A). Everyone will then take **2 colorless crystals** from the supply and place them on their Crystal Grids in any empty spaces.

**Note:** For your first game, please use the Crystal Grids in the designated order. In the advanced game, players will take turn drafting their Crystal Grids (*see Page 14 for their effects*).

## SETUP CHANGES FOR 3 AND 2 PLAYERS

1. Use the back side of the Temple Cards for 3 and 2 players as indicated.



2. After the Wilderness Cards are set up, put Wilderness Card number 4 and number 7 back into the box as indicated.



5. Reveal only 2 Temple Objective Cards.

**The rest of the rules remain unchanged, except for the 2 player variant rules (*see Page 13*).**



# GAMEPLAY

- Games will last several rounds, with the starting player taking the first turn, and play proceeds clockwise.
- During a turn, the player must perform the following actions in order:
  1. **Move the Curse Breaker**
  2. **Collect crystals or attempt to break the curse (choose 1)**

## MOVE THE CURSE BREAKER

- During each player's first turn, instead of moving, the player places his or her Curse Breakers on any unoccupied Wilderness or Temple Cards, and proceed directly to the next step.
- During the following turns, the player must move his or her Curse Breaker **1~3 spaces clockwise**, following the rules below:
  1. Each movement must be **on wilderness** or **on temples**. If choosing to move on wilderness, the player "**skip**" any temple cards in between, and vice versa.

*Wei is standing on the Wilderness Card 6. He may move to Wilderness Card 7, 8, 9 or to the 1 purple, 2 yellow, or 3 green temples. But he may not move to Wilderness Card 10.*




  2. If there are any Curse Breakers in between, the player must **skip over** the spaces they are on.
  3. Each Wilderness or Temple Cards may **only have 1** Curse Breaker on them.

**Dexterity Charm:** The player may spend extra colorless crystals to move further. For each colorless crystal spent this way, he or she may move 1 additional space clockwise.

| Spaces | +1 | +2 | +3 | ⋯ |
|---|---|---|---|---|
| | -1 | -3 | -6 | ⋯ |



## COLLECT CRYSTALS

- Depending on the destination, take the indicated crystals from the supply and place them on the spaces in the Crystal Grid.
- There are 3 ways to collect crystals:
  1. **Direct Collection** (Wilderness Cards number 1, 3, 5, 7, and 9 and the 5 Temple Cards): Take the indicated crystals as shown on the cards.

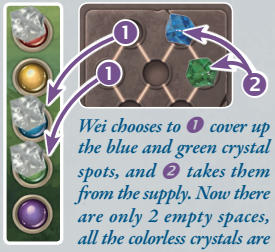


  2. **Mana Conversion** (Wilderness Cards number 6 and 10): Remove 3 colorless crystals from the Crystal Grid, and take 2 crystals of different colors from the supply.



*Mai wants 2 red crystals. However, she can only convert 3 colorless crystals into 1 red and 1 yellow crystal.*

  3. **Mana Upgrade** (Wilderness Cards number 2, 4, and 8): Take 1 to 2 colorless crystals from the Crystal Grid and place them on the empty spots on the card to gain the indicated crystals on the covered spots from the supply. Then, if the number of empty spots is less than or equal to 2, return all crystals on the card back to the supply.




*Wei chooses to 1 cover up the blue and green crystal spots, and 2 takes them from the supply. Now there are only 2 empty spaces, all the colorless crystals are returned to the supply.*

**Colorless Crystals:** Any crystal may be used as colorless crystals instead.

**Crystal Grid Storage Limit:** The Crystal Grid can hold at most 12 crystals at a time. If a player ever has more than that, he or she has to return the excess back to the supply.

**Supply Limit:** When a player has to take a crystal, but that particular color has run out, he or she takes it from the Mana Upgrade Wilderness Card. If none available, then the player takes the crystal from another player who owns the most number of that crystal (he or she may choose which player to take from in the event of a tie).

## BREAK THE CURSE

- If a player stops on a Temple Card, he or she may choose to break the curse instead of collecting crystals.
- To break the curse, the player returns **a chain of 3 to 5 (max)** crystals from his or her Crystal Grid back to the supply. A chain is defined as a **continuous path** of crystals that is connected via the lines on the Crystal Grid. This chain must match **both the color and the order** on the Arch shown, starting from **either end**, on the Temple Card.

  **Note:** The chain may not contain any empty spaces.







*Mai wants to break the curse. She can choose to start from the right end of the Arch by breaking the ❶ "blue-red-red" curse and gain 3 points; she may also start from the left end of the Arch by breaking the ❷ "red-yellow-yellow" curse, which is also 3 points; however, she may not break the 5-point curse as ❸ the green crystal is not connected with the other chain of crystals.*

**Switcheroo Charm:** On your turn, you may switch the location of 2 crystals on the Crystal Grid by spending 1 colorless crystal. This may be done any number of times.

**Exchange Charm:** On your turn, you may take 1 crystal of any color from the supply by spending 4 colorless crystals. This may be done any number of times.

- After the player returns the chain of crystals back to the supply, he or she takes a Broken Curse Marker and places it on the corresponding Curse Box, gaining the indicated victory points and advancing his or her Marker on the Scoring Board accordingly.

  **Note:** Each Curse Box may only contain 1 Marker.
- The player then takes the revealed Rune Card from that Temple Card and places it in front of him or her, revealing the next card of the Rune Pile. The player may be able to trigger Rune Resonance next time he or she collects crystals.






## RUNE RESONANCE

- When collecting crystals (*see Page 9*), if the **Rune Tablet** of the card (**indicated on the bottom right corner**) where the player's Curse Breaker is located matches his or her Rune Cards, a Rune Resonance is triggered.





**Note 1:** If the Rune Tablet matches **several** of the Rune Cards, the effects will all be triggered simultaneously.

**Note 2:** A Rune Resonance is only triggered when collecting crystals, **not** when breaking curse.



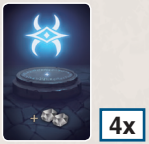

Take the indicated crystal from the supply.




Take the indicated crystal from the supply.



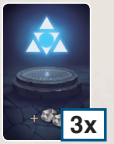
❶ Take the indicated crystal from the supply.
❷ Clear all the crystals from the Wilderness Card before you perform Mana Upgrade.



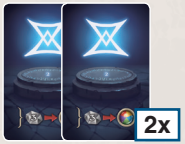

Take the indicated crystal from the supply.



When you perform Mana Conversion, you may take 1 extra crystal, and it may be the same color as the other 2, if you have 2 of this card you may take 4 crystals total.




Take the indicated crystal from the supply.




**Continuous Effect:** When you perform Exchange Charm, you only need to pay 3 colorless crystals.

# End of the Game

- When a player uses all 5 of his or her Broken Curse Markers, play continues until the end of the round, and the game will end (each player will have the same number of turns).
- All players check the Objective Cards and record any amount of victory points they gain on the Scoring Board:

  ❶ **Rune Objective Card:** Players will earn extra points according to the chart below by collecting runes of different types (The maximum is 11 points for 5 different types).




  ❷ **Temple Objective Card:** Check each Temple Card that matches the Temple Objective Card. The player who has the most Broken Curse Markers on it will earn 4 points; the player who has the second most will earn 2 points. In case of a tie for most Broken Curse Markers, 4+2 points will be distributed evenly among the tied players (rounded down) and the 2 points for second most are not rewarded. In case of a tie for second most, 2 points will be distributed evenly among the tied players (rounded down).




- **After the Objective Cards are scored, the player who has the highest amount of victory points is the winner.**

  Note: The remaining crystals on the Crystal Grid are not worth any points.
- In case of a tie, the player with the most number of colored crystals remaining among the tied players is the winner; in case of another tie, the player with the most number of colorless crystals among the tied players is the winner. If still tied, the player among the tied players whose turn order is later is the winner.



# Variants for 2 Players

- Take the 5 Broken Curse Markers of an unchosen color and place them on the indicated 5 points Curse Box on each of the Temple Card.

  Note: Throughout the game, these spots will continue to be occupied. When scoring points for the Temple Objective Cards, scores normally as if these markers belong to a virtual player.




- Take a Curse Breaker of an unchosen color and place it on a random Temple Card. Throughout the game, treat this Curse Breaker as if it belongs to a virtual player, and the other players may not enter its location. If a player encounters the neutral Curse Breaker, he or she must skip that spot and completes the movement.
- After a player moving, move the neutral Curse Breaker **1 space counterclockwise**, skipping any players' Curse Breakers in between until it is located on an empty space once again.




- The rest of the rules remain unchanged.

# ADVANCED RULE

- After the players are familiar with the basic game, we recommend implementing these advanced rules.

## PICKING ORDER

- During Game Setup (*see Page 5*), after step A, players may freely choose to use the A side, the B side, or a mix of both sides for the Crystal Grids.
- The Crystal Grids are then laid out face up in the center of the table. Starting with the player going last in turn order, and going counterclockwise, each player chooses a Crystal Grid until all players have one in front of him or her.
- The rest of the rules remain unchanged.

## CRYSTAL GRID EFFECTS

- Crystal Grids provide unique and powerful **continuous effects throughout the game.**
- These special effects often change part of the game rules. Should contradictions ever arise, the special effects take precedence.




❶ Each time you gain a colorless crystal, gain 1 more.

❷ When performing Exchange Charm, only pay 3 colorless crystals (effect does not add on to runes)(*see Page 11*).




❶ After taking this card, immediately takes 3 colorless crystals and place them on the empty spots.

❷ On your turn, you may remove any number of colorless crystals from the spots to gain 1 crystal of any color from the supply for each removed colorless crystal.






❶ After taking this card, immediately takes 1 of the 5 revealed Rune Cards and place it under this card.

❷ You start the game with that Rune Card, this card and any cards you own of the same TYPE does not score points at the end of the game.




Each time you place a Broken Curse Marker, gain the corresponding rewards depending on how many times you have placed the Broken Curse Markers.




When stopping on a Temple Card, you may collect crystals and break the curse during the same turn, choosing which action to do first.




When placing Broken Curse Markers, additionally you may spend 2/3 colorless crystals to break a curse that is 1/2 level higher.

**Note:** You must spend at least 3 crystals to break the curse to use this effect.




During movement, you may move your Curse Breaker to any unoccupied Wilderness or Temple Card instead of your regular movement.

**Note:** You may not choose to make the Curse Breaker stay on the same card it started on.




❶ When you gain a Rune Card, you may choose to take the Rune Card from the top of the Rune Piles of the adjacent Temple Cards instead.

❷ At the end of the game, you are treated as if you have an additional type of runes during Objective scoring. If you collect 6 different types of runes, you will earn 16 points.



# CREDITS

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