



MYSTERY OF THE
TEMPLES

RULEBOOK

English

OVERVIEW

Mysterious and intriguing temples call for brave adventurers to explore them. Powerful arcane runes were hidden in these ancient magical ruins protected by dark and deadly curses. Only the most courageous and adventurous curse breakers can enter the temples, break the dark curses, and bring back the arcane runes for the glorious bounty of the magic academy.

Through teleportation, you can collect crystals of various colors from all over the world and align them on your crystal grid. Only then will the power of the crystals fuse together, becoming powerful enough to break the dark curses inside the temples. Are you able to rise above your peers to be the most reliable curse breaker the magic academy has ever seen?

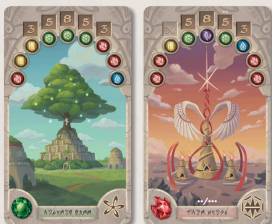
GOAL OF THE GAME

- ◆ In *Mystery of the Temples*, players take on the roles of curse breakers, who travel back and forth between the wilderness and the temples, collecting crystals of various colors.
- ◆ Fusing the colorful crystals on your 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 any player has broken 5 curses, the end of the game is triggered. When that round of play is finished, whoever has the most victory points is the winner!



COMPONENTS

- ◆ 5 Temple Cards (double-sided)



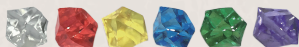
- ◆ 4 Crystal Grids (double-sided)



- ◆ 10 Wilderness Cards



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



- ◆ 20 Rune Cards



- ◆ 4 Curse Breakers
(1 for each player)



- ◆ 6 Objective Cards



- ◆ 24 Player Markers
(6 for each)



- ◆ 1 Scoreboard

0/50	5	10	15	20	25	30	35	40	45
1	6	11	16	21	26	31	36	41	46
2	7	12	17	22	27	32	37	42	47
3	8	13	18	23	28	33	38	43	48
4	9	14	19	24	29	34	39	44	49

GAME ELEMENTS

◆ Temple Cards



Curse Box: When a curse is broken, the player who broke the curse places 1 of their player markers on the corresponding curse box, then scores those victory points.

Arch: When a player stops at a temple, they can spend crystals of the indicated colors, in sequence from the left end or right end of the arch, in order to break the curse.

Rune Tablet: If the symbol of this card's rune tablet matches a rune card of a player who stops here, a rune resonance is triggered.

Crystal Collection: When a player stops at a temple, they may choose to take the matching crystal from the supply instead of breaking the curse.

◆ Wilderness Cards

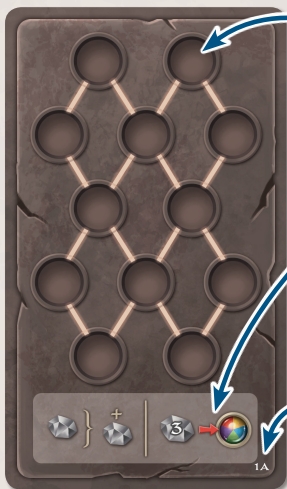


Crystal Collection: When a player stops at the wilderness, they collect crystals as indicated on that wilderness card.

Rune Tablet: If the symbol of this card's rune tablet matches a rune card of a player who stops here, a rune resonance is triggered.

Number: During setup, this number is used to arrange the wilderness cards in ascending numerical order.

◆ Crystal Grids



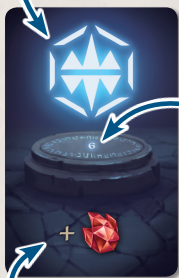
Storage Space: When a player gains a crystal, they must immediately place it on an empty storage space of their crystal grid. Each storage space can hold only 1 crystal. Once a crystal has been placed on a storage space, it cannot be relocated.

Special Effect: In the advanced game, each crystal grid provides its player with a unique and powerful continuous effect.

Number: In the basic game, the crystal grid you are dealt determines your place in turn order (1A > 2A > 3A > 4A). In the advanced game, each player may choose the A or B side.

◆ Rune Cards








Rune Type: The rune type may trigger a rune resonance and also affects final scoring.






Rarity: The total number of rune cards of this type in the deck.

Resonance Effect: Effect that occurs when this card triggers a rune resonance.

SYMBOLS

-  place or move
-  return to the supply
-  spend X to gain Y
-  any colored crystal
-  gain this
-  each time...
-  cannot contain a player marker

GAME SETUP

- 1 Randomly place the 5 temple cards face up in the center of the play area to form a pentagon. *(For 2- or 3-player games, use the back sides of the temple cards, indicated by the ●●/●●● dots.)* 
- 2 Arrange the wilderness cards in numerical order, according to the numbers on the bottom of the cards. Then place 2 of them between each pair of temples, starting with the #1 card and continuing in clockwise order, so that the cards remain in ascending numerical order. *(For 2- or 3-player games, after setting up the wilderness cards as above, remove wilderness cards #4 and #7, indicated by the ●●/●●● dots, from the game.)*  
- 3 Place the 60 crystals in the center as the supply, and sort them by color. Place the crystals of each temple's color next to that temple card.
- 4 Shuffle the 20 rune cards, then place 4 of them face down on 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 select 3 at random. Place these 3 cards, along with the single rune objective card, face up next to the scoreboard. The other 2 temple objective cards will not be used; remove them from game. *(For 2- or 3-player games, select only 2 temple objective cards, removing 3 from the game.)*
- A Each player chooses a color and takes the corresponding curse breaker and 6 player markers. Each player places 1 of their markers on the "0" space of the scoreboard.
- B Randomly determine a start player. Give each player the crystal grid that corresponds to their position in turn order (1A > 2A > 3A > 4A). Each player then takes 2 colorless crystals from the supply and places them on any 2 empty spaces of their crystal grid.

Note: For your first game, use the crystal grids in the designated order. However, in the advanced game, players can draft their crystal grids.



HOW TO PLAY

- ◆ In the game, players take turns in clockwise order, beginning with the start player. This continues until the end of the game is triggered.
- ◆ During your turn, you must perform the following actions, in order:
 - 1 Move Your Curse Breaker
 - 2 Collect Crystals -OR- Break the Curse

MOVE YOUR CURSE BREAKER

- ◆ You must move your curse breaker 1–3 spaces clockwise, following the rules below. (On your first turn, instead of moving simply place your curse breaker on any card of your choice.)
 - 1 Decide whether you are moving on wilderness or on temples. If you choose to move on wilderness, only wilderness cards count as spaces; your curse breaker automatically skips over any temple cards. If you choose to move on temples, only temple cards count as spaces; your curse breaker automatically skips over any wilderness cards.

Wei's curse breaker begins the turn on wilderness card 6. He may move it to wilderness card 7, 8, or 9, or he may move it to the purple 1, yellow 2, or green temple 3.



- 2 Your curse breaker always skips over any cards occupied by other curse breakers. Each wilderness and temple card can only be occupied by 1 curse breaker at a time.
- ◆ **Dexterity Charm:** You may spend colorless crystals to move further than normal. To move 1|2|3 extra spaces, you must spend 1|3|6 extra colorless crystals, respectively.

Spaces	+1	+2	+3
	-1	-3	-6

COLLECT CRYSTALS

- ◆ Based on the card where your curse breaker ended its movement, take crystals from the supply and place them on empty spaces of your crystal grid.
- ◆ There are 3 ways to collect crystals:

1 Direct Collection (wilderness cards #1, #3, #5, #7, and #9 and all 5 temple cards): Take the crystals indicated on the card.



2 Mana Conversion (wilderness cards #6 and #10): Return 3 colorless crystals from your crystal grid to the supply, then take 2 crystals of different colors from the supply.



3 Mana Upgrade (wilderness cards #2, #4, and #8): Take 1 or 2 colorless crystals from your crystal grid and place them on empty spaces on the card. Then, take from the supply the crystals shown on the spaces you covered. After this, if the number of empty spaces is 2 or less, return all crystals on the Mana Upgrade card to the supply.



- ◆ **Colorless Crystals:** Any crystal may be used as a colorless crystal instead.
- ◆ **Storage Limit:** Each crystal grid can hold a maximum of 12 crystals at a time. If you ever exceed that limit, you must return the excess to the supply.
- ◆ **Supply Limit:** If you would gain a colored crystal, but there are none of that color in the supply, take it from the player with the most of that color. (In the event of a tie, you choose which tied player to take from.) If you would gain a colorless crystal and there are none in the supply, take it from a Mana Upgrade card, if possible; otherwise, from the player with the most colorless crystals.

BREAK THE CURSE

- ◆ If your curse breaker ends its movement on a temple card, you may choose to break the curse instead of collecting crystals.
- ◆ To break the curse, you must have on your crystal grid an unbroken chain of 3 to 5 crystals. The crystals in the chain must match both the color and the sequence indicated by an empty curse box on the temple card (starting from either end of the arch). Return the chain of crystals to the supply.

Note: If a curse box already has a player marker, you cannot break the curse with that specific chain of crystals.



To break this curse, Mai could start from the right end of the arch and break the “blue-red-red” curse ① to gain 3 points. She could also start from the left end of the arch and break the “red-yellow-yellow” curse ②, which is also worth 3 points. However, she cannot break either of the 5-point curses, as her green crystal ③ is not connected to the main chain of crystals.

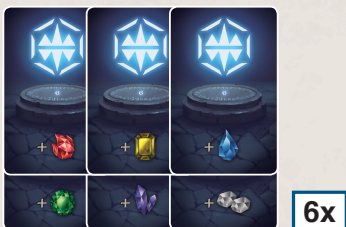
- ◆ **Switcheroo Charm:** By spending 1 colorless crystal, you may swap the locations of any 2 crystals on your crystal grid. You may do this any number of times during your turn, paying the cost each time.
- ◆ **Exchange Charm:** By spending 4 colorless crystals, you may take 1 crystal of any color from the supply and put it on your crystal grid. You may do this any number of times during your turn, paying the cost each time.
- ◆ After you have returned the chain of crystals to the supply, place 1 of your player markers on the corresponding curse box on the temple card. Then, gain the indicated victory points, adjusting your position on the scoreboard accordingly.
- ◆ Finally, take the revealed card from that temple's rune pile and place it face up in front of you. After you have done so, reveal the next card of that rune pile.



RUNE RESONANCE

- When you are collecting crystals, if the rune tablet of the card where your curse breaker ended its movement matches 1 or more of your rune cards, a rune resonance is triggered. Carry out the rune resonance effect of each matching rune card. (See the list of rune resonance effects below.)

Note: A rune resonance can only be triggered when you are collecting crystals, not when you are breaking the curse.



Take the indicated crystal(s).



Take the indicated crystal(s).



Take the indicated crystal AND you may clear all crystals from the wilderness card before you perform Mana Upgrade.

Take the indicated crystals.



When you perform Mana Conversion, take 1 additional crystal of any color.

Take the indicated crystals.



Continuous Effect:
When you use the Exchange Charm, spend only 3 crystals (instead of 4).

END OF THE GAME

- ◆ When any player has placed their fifth player marker, the end of the game is triggered. Play continues until the end of the current round, so that all players have an equal number of turns.
- ◆ For final scoring, each player scores points according to the objective cards that are in play, adjusting their position on the scoreboard accordingly.

1 Rune Objective Card: Score points according to the number of different types of runes you have collected (see chart at right). The maximum is 11 points for 5 different types of runes.



The chart shows five types of runes (1, 2, 4, 7, 11) and their corresponding point values. Below the chart, four examples of rune icons are shown in a 2x2 grid. A text box states: "Wei has collected 3 different types of runes, so he scores 4 points."

2 Temple Objective Cards: Each temple objective card indicates a certain temple. The player who has the most player markers placed on that temple scores 4 points, and the player who has the second most scores 2 points.

In case of a tie for most, 6 points are distributed evenly among the tied players (rounded down) and the 2 points for second most are not awarded. In case of a tie for second most, 2 points are distributed evenly among the tied players (rounded down).




Three temple objective cards are shown, each with a set of colored player markers and their corresponding VP values. Below each card is a row of six colored crystals (yellow, green, blue, purple, red, brown) representing player markers.

- Temple 1: 4VP (light blue), 1VP (dark blue), 1VP (brown)
- Temple 2: 3VP (light blue), 3VP (brown), 0VP (black)
- Temple 3: 4VP (dark blue), 0VP (light blue), 0VP (brown), 0VP (black)

- ◆ After all objective cards have been scored, the player with the most points is the winner! In case of a tie for final score, use the following tiebreakers, in order: (1) most remaining colored crystals, (2) most remaining colorless crystals, (3) later in turn order.

VARIANT FOR 2 PLAYERS

- ◆  Take the 5 markers of an unchosen color and place 1 on the indicated 5-point curse box on each temple card. These spaces are occupied, and players cannot place their markers there. When scoring the temple objective cards, score as if these markers belong to a virtual player (NPC).



- ◆ Take a curse breaker of an unchosen color and place it on a random temple card. This neutral curse breaker prevents other curse breakers from entering its location; if a player's curse breaker encounters the neutral curse breaker while moving, they must skip over that space.
- ◆ After each player's turn, move the neutral curse breaker 1 space counter-clockwise, skipping any spaces with other curse breakers, until it is located on an empty space once again.

Wei's curse breaker is on wilderness card ⑤ and he wishes to move it to wilderness card ⑧. However, that card is occupied by the neutral curse breaker, so Wei must skip it, and he moves ① to wilderness card ⑨ instead. The neutral curse breaker is then moved 1 space counter-clockwise ② to the purple temple card.



ADVANCED RULES

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

DRAFTING ORDER

- ◆ During setup, do not give out the crystal grids according to turn order. Instead, lay them all out in the center. They may be A sides, B sides, or any combination of them.
- ◆ Starting with the player who will be last in turn order and continuing counter-clockwise (i.e., the start player will choose last), each player takes a crystal grid of their choice.

CRYSTAL GRID EFFECTS

- ◆ Each crystal grid provides a unique and powerful continuous effect.
- ◆ If the special effect of a crystal grid ever contradicts the basic rules of the game, the special effect takes precedence.



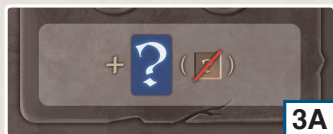
Each time you gain a colorless crystal, gain 1 more.

When you use the Exchange Charm, spend only 3 crystals (instead of 4).



When you choose this card during setup, immediately place 3 colorless crystals on these spaces.

On your turn, you may remove any number of colorless crystals from these spaces. Gain 1 crystal of any color from the supply for each crystal removed in this way.



3A

When you choose this card during setup, take any 1 revealed rune card (reveal the next card in that rune pile). You start the game with that card.

At the end of the game, you do not score points for that rune card or any other rune cards of that type.



4A

Each time you break a curse and therefore place a marker, gain the corresponding reward, indicated on this crystal grid (e.g., when you place your fourth marker, immediately score 1 extra point.)



1B

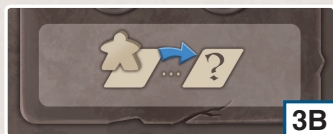
Each time your curse breaker stops at a temple, you may collect crystals and break the curse in the same turn, in any order you choose.



2B

Each time you break a curse, you may spend 2|3 colorless crystals to break a curse that is 1|2 levels higher.

Note: You still must spend at least 3 colored crystals to break a curse.



3B

Each time you move your curse breaker, you may move onto any unoccupied temple card or wilderness card, instead of normal movement.

Note: Your curse breaker cannot remain in place on a card; you must move elsewhere.



4B

Each time you gain a rune card from a temple, you may choose the top card of the rune pile from either adjacent temple instead.

At the end of the game, score as if you had 1 extra type of rune. If this gives you 6 different types of runes, you will score 16 points.



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