

Split the Hoard Rulebook

Game Overview

The dragon is dead! You and your heroic companions look down at a hoard of unimaginable wealth.

Still battered from the epic fight with the dragon, you know an army of scavengers will soon approach. You can't stay long. With gold and silver all around, you sift through the hoard for items of special value before negotiating who should get what.

You will undoubtedly leave with more wealth than you can spend in several lifetimes, but wealth alone is not enough! Bards are sure to give you fantastic titles when they sing of your exploits, but will your haul enable you to claim the most impressive titles?

Split the Hoard is a competitive card game for 2-5 players, and takes around 20 minutes to play. Players take the role of a classic adventuring class in order to win Titles.

The game is played in a series of rounds. Each round players will search the hoard for Treasures, make deals with other players, and add Treasures to their Haul.

The game ends when all the Treasure has been split (when the Hoard Deck is empty). All scoring takes place at the end of the game. The player with the most points is the winner.

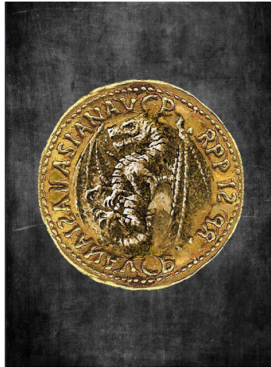


Components

1 First Player Marker



103 Hoard Cards



20 Title Cards



20 Class Cards



The game features five unique character classes: Druid, Warrior, Cleric, Rogue & Wizard.
Each player plays one of these classes.

Each class has four cards which have the same colour background.
One card describes the class ability, the other three are 'Negotiate Cards' which have one, two, and three Coins respectively.



Setup (page 1 of 2 double spread)

- 1 Look through the Title Cards and find the Archmage, Nature's Balance, Saint, Warlord, and Wealthiest. They all have the number 30 in the top left corner. Place these five Titles face up, in the centre of the table, so that all players can see them.



- 2 Shuffle the remaining 15 Title Cards and place to the side to create the Title Deck.
- 3 Each player must draw a Title Card from the top of the Title Deck and place it face down in front of them as a hidden Title. Players are allowed to look at their own hidden Title at any time, but should keep it secret from the other players.
- 4 Shuffle the Class Cards featuring the class ability, and deal one Class Card at random to each player. Then each player takes the three Negotiate Cards that have the same background colour as their Class Card. Players place the three Negotiate Cards upright in front of them in a line. The fourth Class Card must be placed face up in front of the player. Return any unused Class Cards to the box.
- 5 Shuffle the 103 Hoard Cards to create a Hoard Deck and place within reach of all players. Leave space next to this deck for two discard piles. To avoid the discard piles being confused with the Hoard Deck, we recommend you keep the discard piles messy.
- 6 Each player must take 4 cards from the Hoard Deck, and place them face down (Coin showing) below their Class Cards. These 4 Coins are the player's starting Haul.
- 7 Give the First Player Marker to the last player to slay a dragon (or you may choose an alternate random method to decide the first player).

Setup (page 2 of 2 double spread)



How to Play the Game

The game is played in a series of rounds. Each round consists of the following phases, carried out in order.

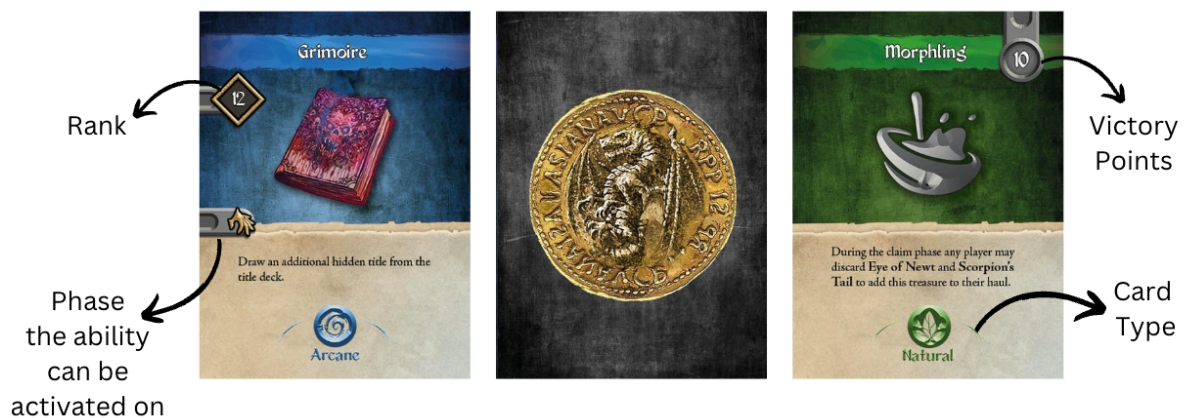
1. Reveal - Search the hoard for Treasures.
2. Negotiate - Take turns to make deals with other players.
3. Claim - Add Treasures to your Haul.

The game ends immediately when a player needs to draw a card from the Hoard Deck and there are none remaining. All points are scored at the end of the game.

The Hoard Deck

The Hoard Deck is the heart of the game and each card can contain a lot of information.

Face up cards represent a specific Treasure, but when face down they count as a Coin.



Callout Box: *Players cannot flip a Coin card and look at the Treasure face unless an ability specifically gives them the right to do so.*

Some Treasures have Rank and can be used to score specific Titles by adding them together or creating a run of consecutive cards. Rank is located on the left side of the Treasure card in a diamond icon.

Victory points are located on the right side of the Treasure card in a circular icon. All scoring takes place at the end of the game.

Players are permitted to see the Treasures and the exact count of Coins in any other player's Haul or on their class cards.



Reveal Phase

Each player simultaneously draws 3 cards from the top of the Hoard Deck and looks at the front of those cards, which represent the Treasures picked up this round.

Players must place one Treasure face down on each of their Negotiate Cards, ready to negotiate in the next phase. Players may also add any number of Coins from their Haul to one or more of these Treasures, increasing its value.

Most Treasures have an ability that players choose to activate by discarding them from their own Haul into the Treasures discard pile. Any number of abilities may be activated, as long as the Treasure card specifies that it can be used during the current phase.

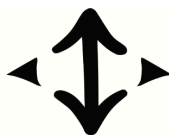
Callout Box: Note that abilities can only be activated by discarding the Treasure from a player's Haul into the Treasures discard pile. Treasures cannot be discarded whilst on a player's Negotiate Cards.

Callout Box Title: Abilities Without a Phase Icon

Some Treasures have an ability that is activated as a reaction to something. These abilities can be triggered in any phase and so do not feature a phase icon.

For example the 'Deal' card ability is triggered when a player adds the Treasure to their Haul. The ability effect happens immediately.





Negotiate Phase

In the negotiate phase players each take one turn, starting with the player holding the First Player Card and proceed clockwise.

During their turn, the player must do one of two actions listed below.

1. Take two cards from the Hoard Deck and place them face down in their Haul as Coins
2. Negotiate for one Treasure from another players Negotiate Cards

Once a player has completed one of the above actions, it is the end of their turn. Play then proceeds clockwise until all players have had one turn.

How To Negotiate

To negotiate for a Treasure, a player must select one Treasure on another player's Negotiate Card. The negotiation cannot be refused, unless an ability specifically gives the right to do so.

A player must use Coins from their Haul to pay for the other player's Treasure. The cost of the Treasure is equal to the number of Coins shown on the Negotiate Card the Treasure is on (1, 2 or 3), plus any additional Coins placed on that Treasure card.

Coins are moved from the negotiating players Haul, to the Haul of the player whose Treasure was selected.

Discard any Coins that were added to the Treasure whilst it was on the negotiate card. *Note there are two discard piles, one for Coins, one for Treasures.*

Then add the Treasure to the negotiating player's Haul.

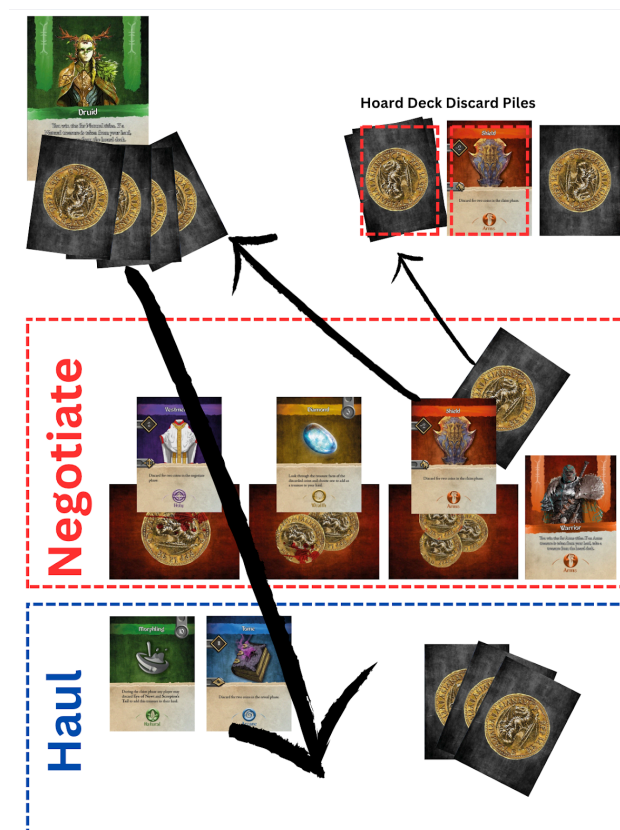


Image Example

*On their turn in the negotiate phase, the Druid negotiated with the Warrior for the **Shield**.*

The Druid moved 4 Coin cards from their Haul, into the Warriors Haul.

The extra Coin card added to the Shield card was discarded to the Hoard Deck Coin discard pile.

*The **Shield** moved to the Druids Haul.*

Callout Box Title: Abilities Out of Turn

Some Treasures allow players to activate abilities when it is not their turn during the negotiate phase. Any number of abilities may be activated during the negotiate phase, as long as the Treasure card specifies that it can be used during this phase, and the correct trigger has taken place.



Claim Phase

Once all players have had one turn in the negotiate phase, the claim phase begins.

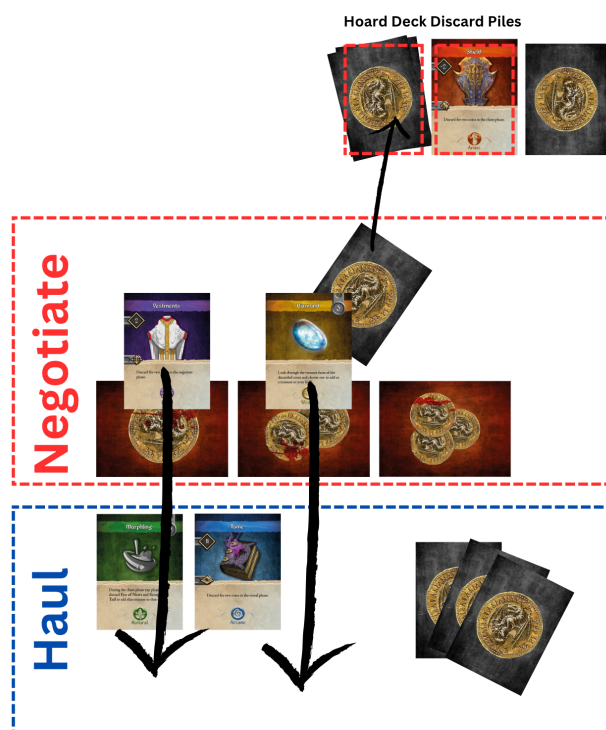
Players must discard any Coins into the Treasures discard pile that were added to the Treasure whilst it was on the negotiate card. *Note there are two discard piles, one for Coins, one for Treasures.*

Then players must move any remaining Treasures from their Negotiate Cards into their Haul.

If a player has no Treasures left on their Negotiate Cards, they draw 3 cards from the Hoard Deck and place them into their Haul face up as a Treasure.

Players may then activate any abilities from Treasures in their Haul. Then it is the end of the claim phase.

The player with the First Player Card passes it to the next player clockwise, and a new round begins.



Callout Box Title: Whose Ability Happens First?

Who is able to use a Treasure ability first can be important. Any time a player contests the order in which an ability happens, the player with the Dragon Card should first resolve a single ability in full or pass, then the next player clockwise may do the same until you return to the first player. The first player with the Dragon Card may then activate a second ability or pass followed by the next player clockwise and so on. This pattern continues until all players have passed consecutively.

End Game and Scoring

Ending the Game

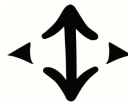
The game ends immediately when a player needs to draw a Treasure or Coin from the Hoard Deck and there are none remaining.

If a player needs to draw a card for ability during any phase, but cannot, they must complete as much as possible, then end the game. For example if a player discards an Emerald to gain four Coins, but only three are left in the Hoard Deck, they gain three Coins in their Haul.



Drawing the Last Card in the Reveal Phase

If there are not enough cards in the Hoard Deck to draw and give each player the cards they need, the game ends immediately. Any cards already drawn in this phase are discarded.



Drawing the Last Card in the Negotiate Phase

If the Hoard Deck runs out during the negotiate phase, players must discard all Treasures still on their Class Cards. Players may place any additional Coins placed on the Treasures back into their Haul.



Drawing the Last Card in the Claim Phase

If the Hoard Deck runs out during the claim phase, players may activate any number of abilities from Treasures in their Haul. Once all players have agreed they have completed any actions, the game ends

Scoring

All scoring takes place at the end of the game.

First, choose a Starting Title to evaluate and give it to the player who best meets its criteria. A tie between multiple players can be resolved via the ability on a player's Class Card, otherwise it is placed on the title deck. Repeat this for all five Starting Titles.



Next, each player reveals their Hidden Titles. Players must place the card back on the title deck if they do not meet the criteria.

Then each player checks their Treasure cards, and see if they meet the criteria to earn points. Players must place the card back on the Treasure discard pile if they do not meet the criteria. Check if the card is needed to score another Treasure card's victory points prior to discarding.

Players sum the points they've scored between the starting titles, hidden titles, and Treasure cards they have. The player with the highest points total wins. In the event of a tie, the player with the most Coins in their Haul is the winner. If two players have the same number of points and Coins, it is a joint victory.

Callout Example: Treasures Used For Multiple Titles

Many Titles require you to have specific Treasures in your Haul. Each Treasure may be used to meet the criteria of multiple Titles.

For example, you have the Hidden Titles of Smith and Healer. Your Healing Herbs can count towards both of these.



Callout Example: Rank

Some Treasures have Ranks and can be used to score specific Titles by adding them together or creating a run of consecutive cards.

When scoring Titles players must use all rank Treasures with a fixed number, but may choose to use Rank modifiers (Treasures with + or - on them). Rank modifiers must be attached to another Treasure. Multiple rank modifiers can be attached to a Treasure.

Alone the **Prophecy** static rank is 4. The **Shield** and **Enchantment** are modifier ranks currently unattached to another Treasure.



Attaching the **Enchantment** to the **Prophecy**, makes the **Prophecy** rank now 8

Attaching the **Shield** to the **Prophecy**, makes the **Prophecy** rank now 2