



DEFAULT MODE RULES

Version 1.4

GAME MODES

Relic Rush is a complex, moving game board that can support many types of games. This rules document represents the default way to play (it's what I imagined when brainstorming the project) but it's not the only way!

I encourage anyone to come up with their own rules, game modes & expansions to share with the community - I'll be posting at least one more game mode myself in the next few months.

Check back on the model page on MakerWorld where I'll be sharing both templates for rules documents along with tools and models to help you build out your own customizations and expansions.

This will be a living document & it will be updated with any feedback or improvements received through additional testing or feedback from users.

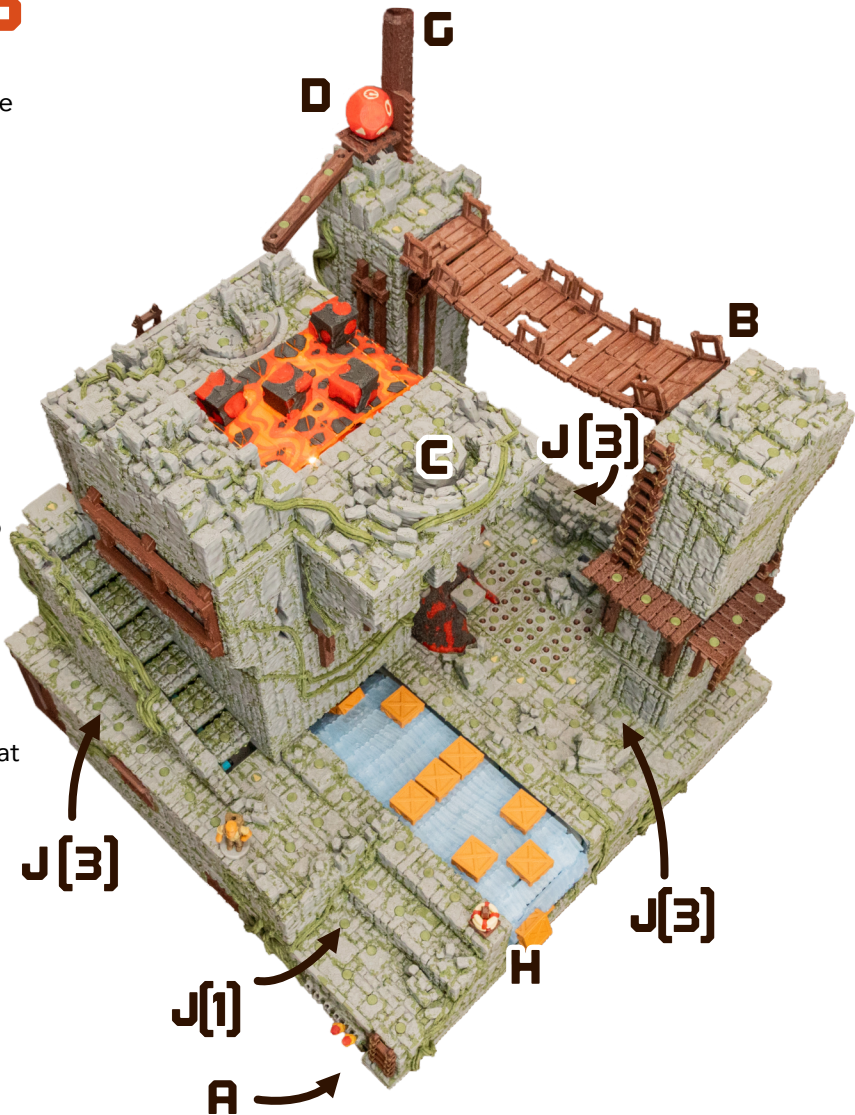
PLAYER PAWNS & ABILITIES

Each player can chooses a figure to play with and draws a card for a special ability. You can choose these by rolling dice or any other method you'd like. It's recommended to keep the choice random so that players have to change up their strategies from game to game. In the appendix, there are cards you can print or laser process for these abilities.

Ability	Effect
 Cancel Disaster	Once per game can cancel a disaster
 Revive Teammate	Once per game can revive a teammate
 Extra Movement	Moves 1 extra space per roll
 Swimmer	Cannot be eliminated by river trap - returns to start if caught
 Arrow Immunity	Does not have to move when landing on an arrow space
 Crate Protection	Once per game, can avoid a negative effect from a crate
 Helping Hand (Save)	Rolls a 'Helping Hand' dice each turn - can save a player from disaster for each hand rolled
 Helping Hand (Move)	Rolls a 'Helping Hand' dice each turn - can move a teammate 1 space for each hand rolled

GAME BOARD SETUP

- A. Give 1 green movement die to each player and place their pawns just off the board by the small ladder
- B. Attach the bridge.
- C. Place the 7 relics in the slots up by the lava.
- D. Place a disaster dice on the platform by the timer rod.
- E. Place the Disaster Dice in the center of the table so that all players can reach it.
- F. Give a Helping Hand Die (black with white hands) to any player with an ability that requires it.
- G. Reset the timer by pressing it down.
- H. Stack the life preservers on the pole.
- I. Turn on the power for the remote and base. note that lights won't turn on until a trap is triggered.
- J. Mix up the crates (with the symbols down) and pick 10 of them. Add them to the board where shown.
 - Add 3 beside the stairs
 - Add 3 behind the bridge tower
 - Add 3 next to the bridge tower
 - Add 1 in the starting area



REMOTE SETUP

- A. Set the speed of the "Flow" trap to the lowest level. You may need to move it back-and-forth if the river and lava aren't moving.
- B. Set the speed of the "Timer" trap to the lowest level
- C. Set the Game Over Dial based on the number of players
 - 2 players - set dial to 7
 - 3 players - set dial to 8
 - 4 players - set dial to 9
 - 5 players - set dial to 10



If playing with the **Wired Version**, you won't have a remote. Instead, track your count for the Game Over dial on paper. To manage the countdown timer, set a timer on your phone: the initial turn time is 2 minutes, when a trap speeds it up, change it to 1:30 and then finally 1 minute.

WINNING & LOSING

To **win** the game, retrieve the required number relics and return them to the receptacles at the start before the Game Over timer reaches 0. Want a more difficult game? Just require an additional relict to be retrieved!

The game is **lost** if the Game Over timer reaches 0 or if all players are eliminated.

- Players are eliminated when their pawn is no longer upright and on a valid movement tile.
- Players can retrieve multiple relicts over the course of a game. As soon as you drop one off at the receptacle, you can start back to grab another.

Players	Relics to win
2 players	2 relics
3 players	4 relics
4 players	6 relics
5 players	7 relics

If playing with the **Wired Version**, just manually roll a disaster die whenever the timer runs out. Then, reset the timer.

THE DISASTER TIMER

At the start of your first turn, press down the plunger to reset the timer and place a disaster die on the small platform beside it.

The disaster timer constantly counts down. When it reaches the end, it will roll a disaster die. When this happens

- Each player stops any movement that's in progress and places their pawn down on the nearest space.
- Trigger the disaster that was rolled from the device.
- Rotate the Game Over Timer to reduce it by 1.
- After the disaster, reset the timer by pressing it down.



Tip: press the rod straight down at 90°. The rod can get stuck when pressing at an angle.

TURNS

All players take a turn at the same time. The next turn cannot begin until all players have completed this turn. You're only as fast as your slowest player!

There are no limits to the number of turns that you can take in a game.

In each turn all players must roll their movement dice of their choice along with any dice for their special ability.

If any player rolls a disaster icon, get the special disaster dice and

- Roll the dice then **trigger the corresponding disaster**.
- **Reduce the Game Over timer** by 1. If it reaches zero, the game is over and the players lose.
- If multiple disaster icons are rolled, roll the disaster dice for each.

All players must complete their movement and actions before the whole group can begin the next turn.

TAKING ACTIONS

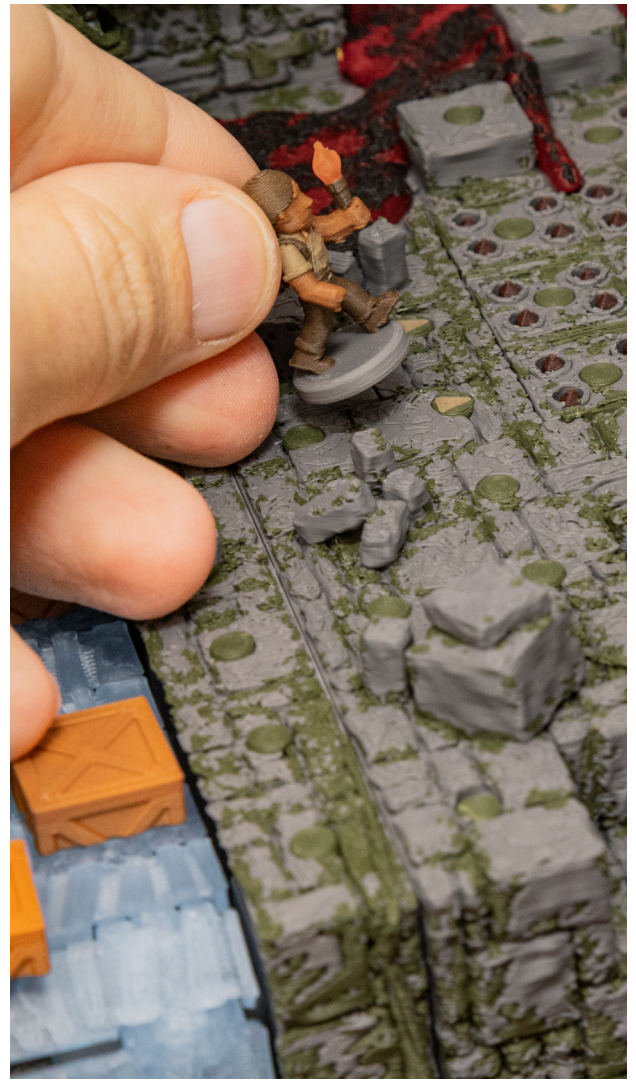
Before, during or after your move, you can take one of these actions (if available):

- Destroy an adjacent crate. Check the symbol on the bottom of the crate, take the action & remove the crate from the game board. Potential actions include:
 -  — Upgrade your movement die to a red die - it has twice the movement! This might not seem huge but **it can win you the game**.
 -  — Take the golden movement die - it has the greatest movement by far but there's only one in the game.
 -  — You can save this crate and use it in the future to prevent a single disaster
 -  — Revive a fallen teammate - place them within 3 spaces of where they were eliminated. Any player can use this immediately or later in the game. You can use this on yourself.
 -  — Trigger an immediate disaster
- Move an adjacent moveable block up to 1 square to a valid movement location.
- Put an adjacent relic in your backpack by sliding it into the slot.
- Put a relic from your backpack into an adjacent relic slot.
- Sacrifice a relic from the receptacle at the start of the board and reduce the timer speed to the minimum value. Be sure you leave enough relics to be able to win the game! This is a risky maneuver but a fast-running timer can spell disaster.

MOVEMENT

Players move their pawn up to the number of spaces shown on their movement dice. Players can choose to move their pawns at the same time or in any order they'd like.

- If your turn starts on top of a trap, you get +3 to your movement. This small risk can be a huge help by increasing your movement through a game.
- If your final move is on a space with an arrow, you must move one space in that direction if it is not blocked. This could mean that you end up on a trap!
- Movement can include a single change in elevation space if it's not taller than the pawn.
- Two pawns cannot occupy the same space. If this is unavoidable, the second pawn to move should be placed one space behind the first.
- Each section of the bridge counts as a single space
- Pawns cannot move past each other or hop over themselves or crates. If you're on a path that's only one space wide, one player will have to turn around and choose another path.
- Some spaces on the board may be moving. In these cases, use your best judgement to determine if they are aligned at the moment your piece is moving.
- If your movement ends on a river or lava space - you'll want your team to take the next turn quickly! If you get eliminated on the river, any player can discard one of the life preservers to reset your pawn on any space bordering the river.



TIPS

You may be tempted to skip movement to avoid the trap spaces. Although this provides some safety, it causes additional rolls and losing time. This can cost you the game! Since you get +3 movement from starting your turn on a trap, it can be the difference to help you win the game.

NOTES ABOUT TRAPS

- For the Stair, Spike & Bridge traps, you will need to briefly hold the button before releasing it so that it can fully cycle
- When the bridge falls, you will note that it also blocks the path back behind the lava tower.
- If something odd happens (like the wall trap not rotating perfectly) it is recommended to proceed in the spirit of the game. This means, just act like it happened the way it was supposed to!

APPENDIX: PLAYER ABILITY CARDS

If you have access to a laser cutter, you can output these cards (and cut them out) using the profile [under that model page](#). Otherwise, just print this sheet and cut them out.

	Once per game can cancel a disaster		Once per game can revive a teammate
	Moves 1 extra space per roll		Cannot be eliminated by river trap - returns to start if caught
	Does not have to move when landing on an arrow space		Once per game, can avoid a negative effect from a crate
	Roll a 'Helping Hand' dice each turn. You can save a player for each hand rolled		Roll a 'Helping Hand' dice each turn. Move a teammate 1 space for each hand rolled

APPENDIX: HOUSE RULES

This section will be updated to include optional house rules recommended by users. Choose to apply these rules if they make the game easier or more accessible for your group:

REDUCED SPEED

The motors for the lava belts and timers move fairly quickly by default. If this is too fast for your group you can:

- A. Increase the number of life preservers available.
- B. Only trigger a disaster every other time the timer is triggered (or even every third time if your group is struggling with this).