

Minnesota Jones Rules:

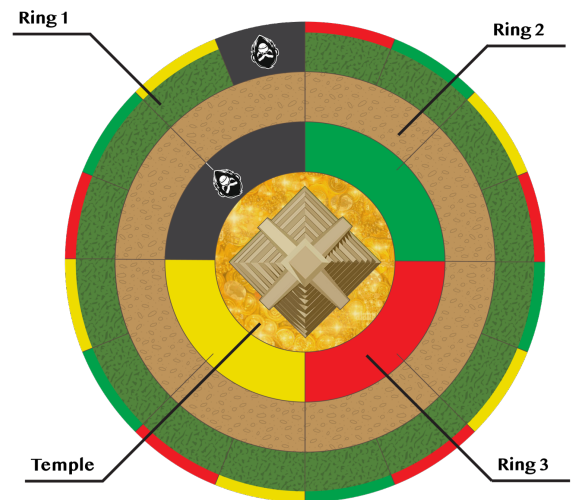
Theme: Players are traversing through jungle terrain to reach the hidden temple

Premise: Rumors say that a newly deciphered ancient scripture documented a temple with unfathomable riches contained within the rainforest. This discovery has gathered 4 groups of adventurers to the rainforest, seeking to find the treasures.

Board Components:

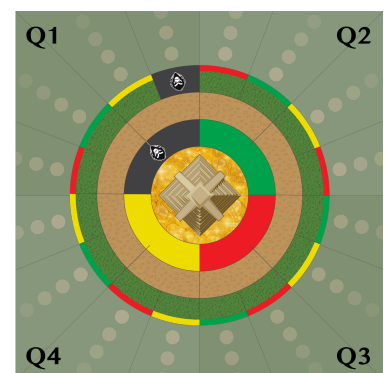
(continue reading 'Gameplay' for rules on board progression)

1. Temple - At the center of the board. The goal of this adventure is to get as many of your pieces to the Temple within the given time (10 min).
2. Ring 3 (Gates) - The four gates to enter the temple. A player's piece must be the **same color** as the space on the ring to enter. Can only have **1 piece on each space at a time** and **NO adjacent movement**.
3. Ring 2 (Canyon) - a great crack in the ground that requires a collaborative effort between two pieces of the same team to build a bridge across. Players can only have **1 piece on each space at a time** and **NO adjacent movement**.
4. Ring 1 (Rainforest) - Where the pieces enter after passing through a space with their corresponding color (*guardian's trials*). Can hold **multiple pieces per space** and **ALLOWS adjacent movement**.



Setup:

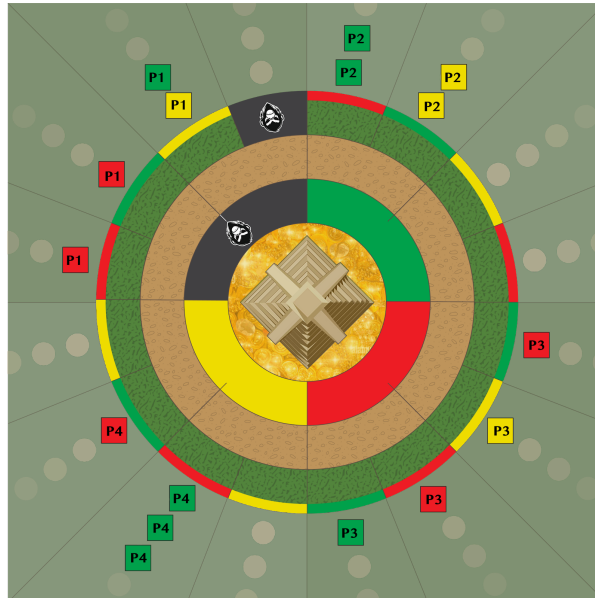
- Put together the board in random rotation (with the notches on the board lining up.) Ensure the Rings decrease in size as they are placed on top of one another.
- Starting with the youngest player, then going clockwise, each player gets to choose a quarter of the board as their starting corner.
- Then in reverse order, each player takes turns choosing 1 of the pieces from the pool of pieces. The players may decide on the color of the pieces themselves. Each player receives **4 pieces total**. *If a color runs out, too bad, you need to choose another.*
- Each player must mark all of their pieces with their team's symbol (on their shoulder) to distinguish what pieces are theirs. *Design your own mark or just write your initials if you're boring.*



- Each player must line their 4 pieces along the outside of Ring 1 in front of one of the four spaces in their quarter of the board (*can use the circles as guides for placement*).
- Prepare a **10-minute timer** for gameplay. Whoever has the most pieces in the Temple at the end of 10 minutes wins (ties are allowed).

Example Setup:

P1 Denotes Player 1's pieces, P2 denotes Player 2's pieces, etc.



Exploration Objective:

Get as many of your crew to the temple in the given time frame!

Before departing, the explorers commissioned scholars to research the mythologies related to this temple and organized the legends surrounding this temple. It is said that the temple is guarded by 4 guardian spirits.

*The red serpent that reside within the lake.
The golden eagle that circles around the cliffs.
The green crocodile that lurks beneath the swamp.
And the black gorilla that lives inside the caves.*

Without the recognition of one of the guardians, no one could enter the temple. In fact, the scholars suspect that the explorers would be unable to enter the rainforest without completing a trial and receiving the boon of a guardian.

Among the four guardians, the gorilla is the weakest, but it's the most empathetic to the humans. If an explorer encounters the Gorilla Spirit, it may grant its boon immediately, or even

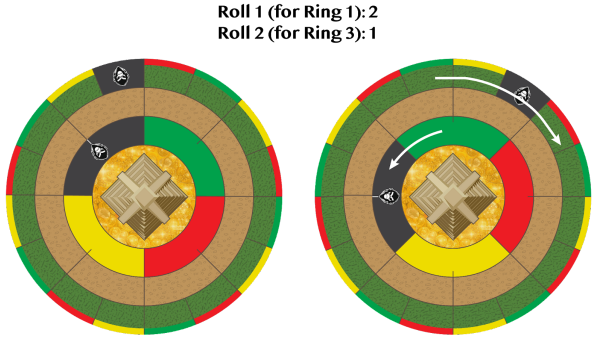
provide the explorers with some help. For the other three, the scholars suspect that these “trials” will require different skills, traits, or even greater numbers to overcome.

*Your crew members **color-coded themselves based on the trials they prepared for.** Red for the Serpent, Yellow for the Eagle, and Green for the crocodile. They will enter the rainforest once they complete their trial, and head towards the temple.*

Some scholars also claimed that the temple would crumble after someone has invoked the trials of the guardians, so time is of the essence. Hurry up and make it to the temple!

Gameplay:

To begin, AND after each game turn (a game turn is after each player goes):

1. Begin first by rolling the die twice to determine how many notches Ring 1 and Ring 3 will rotate. The first roll is for Ring 1 (*Rainforest*), and the second is for Ring 3 (*Gates*). Rotate Ring 1 **clockwise** and Ring 2 **counterclockwise** the number of notches that each die shows. Any pieces on the board rotate along with these two rings.

Roll 1 (for Ring 1): 2
Roll 2 (for Ring 3): 1
2. Once the board rotation is complete, **each player** takes turns moving their pieces **in turn order** (same order that you selected quarters of the board). **See NEXT PAGE** for how to move pieces within/onto the board for **EACH** player.
3. The game turn is over when everyone takes a turn moving their pieces. Then Ring 1 and Ring 3 rotate again using the die, and this process is repeated.

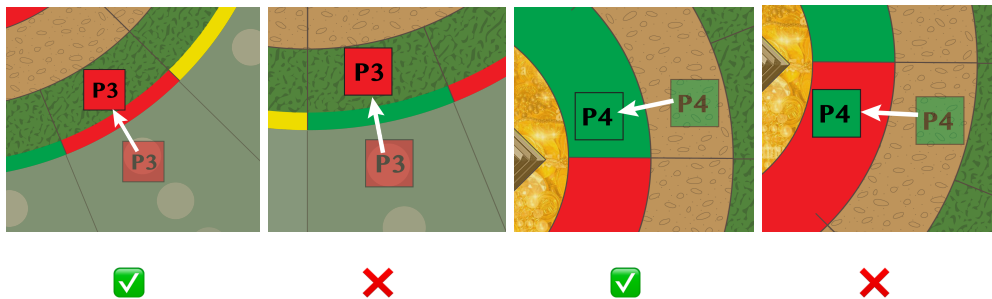
Goal: Try to get as many pieces into the Temple as possible within the **10-minute time limit**. Utilize the help of the gorilla, or collaborate with your other pieces to progress.

Piece Progression:

If a player has a piece already on Ring 3 (gates): The piece may progress into the Temple, but if the player chooses to do so, they may **NOT** move **ANY** other piece for this turn. *But do you want to do this? Your piece could block others of this color from entering the temple.*

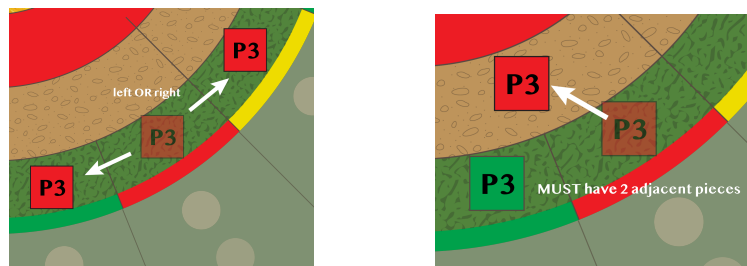
Every player's pieces may move 1 space EACH according to the rules below, unless a player chose to have a piece enter the temple.

For a piece outside Ring 1 or standing on Ring 2 (Canyon): They may only progress if the color of the space in front of them matches with the color of the piece.



For a piece already on Ring 1 (rainforest):

- They may move **1 space left or right** along the ring.
- If a player has two of **THEIR** adjacent pieces waiting before an **EMPTY** ring 2 (canyon) space, **one of the pieces may progress** forward with the help of the other. The **other remains in Ring 1 (rainforest)**.



When a piece lands on the Gorilla space: They will receive the help of the Gorilla, and be transported to the Gorilla space on Ring 3 (*gates*) **as long as no one is present on the Ring 3 Gorilla space**. If the Ring 3 Gorilla space is occupied, the piece must wait on the Ring 1 Gorilla space until the Ring 3 Gorilla space is empty to 'teleport' when it is that player's turn again. Only one piece may 'teleport' through the Gorilla space at a time. The ordering is FIFO (First in, first out) if there are multiple pieces in queue.