



KHRISO HUNTERS

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VERSION 1.1



INTRODUCTION

The best treasure Hunters in the galaxy compete to retrieve the mysterious Khrysos treasure. Each Hunter brings their unique set of skills to form the best team, claim the treasure and become the greatest Khrysos Hunters!



QUICK START

1. Each player chooses a matching die and Scoring card. In a 2 player game, each player gets 2 sets.
2. Build a map using a minimum of 6 tile cards. (Map must include Treasure Zones 1-6)
3. Shuffle the Hunter cards and deal 4 Hunters to each player. If there are 4 players, deal only 3 Hunters.
4. Each player rolls their die (or dice in a 2 player game) to see who goes first.

5. They then place their dice on the Treasure Zone with the matching number. The die represents their Hunter's position on the map and the number on the die represents the Hunter's Endurance. Turn the die to 6 to start and count it down whenever they take Damage.
6. Starting with the player who rolled highest and proceeding clockwise, each player plays a Hunter card from their hand face up on top of their Scoring Card, covering all the numbers but zero. As the player collects treasure, they move the top card to track how much treasure they have.
7. After each player has played their starting Hunter(s), place a Treasure Marker on all unoccupied Treasure Zones.
8. The player who rolled highest then goes first by rolling the white die. Place a Treasure Marker on all Treasure Zones that match the number rolled, if they do not already have a treasure on them.
9. The player spends the points rolled on either moving around the map, using the Actions on their Hunter card, or both in combination, in order to collect treasure. Turn order then proceeds clockwise.
10. The first player to collect 12 treasures wins the game.

THE MAP

Construct the map by arranging the map tiles in any configuration. A map must have at least the 6 Treasure Zones. You may add additional tiles or duplicates but the 1-6 zones must be included.

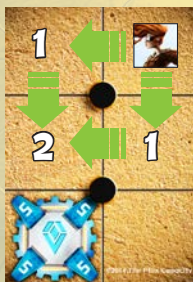


SPECIAL TILES

While normally you can move horizontally, vertically, and diagonally, special times can restrict your movement.

Pillars can not be moved or attacked through diagonally.

Stairs tiles can not be moved through diagonally and solid lines can not be moved through at all.



SAMPLE MAPS

Try out these maps or make your own! Any combination works as long as the tiles connect.

ALPHA ROOM



THE TOWER



THE PILLAR ROOM



THE CROSSROAD



THE DOUBLE PYRAMID



DURING YOUR TURN

Each turn follows the following steps:

1. **Roll the Die.** A turn starts by rolling the white 6 sided die.
2. **Place Treasure.** Start by placing a treasure marker on all Treasure Zones with that number. A treasure Zone can't hold more than one treasure. If a Zone already has treasure, no new treasure is placed on it.
3. **Activate Hunter.** The roll indicates the Hunter's energy. The active Hunter spends their energy and finishes their turn.

ACTIVATING YOUR HUNTER

A Hunter can spend their energy in two ways; Moving and Actions.

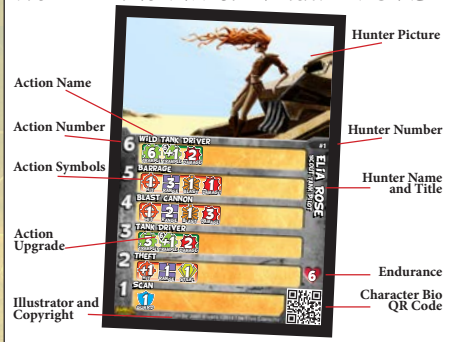
The player may choose to divide the Hunter's Energy in any way they choose but a Hunter can't use the same action twice in one turn.

MOVING

Each square a Hunter moves requires 1 energy. A Hunter may move horizontally, vertically or diagonally. Hunters may move into and through squares occupied by other Hunters.



FIG. 1 - DIAGRAM OF A HUNTER CARD



ACTIONS

Each Hunter has 6 actions numbered 1-6. The number is how much energy is required to use that action.

For example, if you roll a 6, you may buy your #6 Action, OR your #5 and #1, OR your #4 and #2, OR your #1, #2 and #3.

What the Action does, is described by the Action symbols. Actions are read left-to-right.



TARGETING

Actions can have various effects that happen to either the active Hunter or other Hunters.

There are three (3) different ways to target other Hunters: Hit, Burst, and Trample.

These targeting actions are followed by a coloured box containing symbols that describe all the effects on those targets.

Symbols outside the box affect the active Hunter.



In this example, the active Hunter gets affected by the Guard while the Target takes the damage.

FIG. 2 - RANGE GUIDE





HIT

Hit allows you to Target any Hunter within the given Range (see Range).

If the Hit number is *more* than 1, you may hit the same Target multiple times *or* Target multiple Hunters up to that number. A Hunter may not target themselves. All Targets are affected by all the symbols in the orange Hit box.



BURST

A Burst action Targets all Hunters (allies and opponents) within a radius of squares counting outward from the acting Hunter. The acting Hunter is not affected by the Burst. All Targets are affected by all the symbols in the purple Burst box.



TRAMPLE

Trample is a combination of movement and attack. The acting Hunter may move the number of squares indicated on the icon. Every Hunter they move through becomes a Target including the square the acting Hunter starts on. A Hunter using Trample may still collect treasure. **Trample can not hit the same target twice** and is not affected by Trap (see page 11). All Targets are affected by all the symbols in the green Trample box.

ACTION SYMBOLS



RANGE

Indicates the effective range of squares (counted from the acting Hunter) that particular action can reach.
(See Fig. 2)



BLAST

Blast acts similar to Burst except instead of radiating from the acting Hunter, the area is counted from the target.



DAMAGE

This indicates how much damage a target will receive.



HEAL

A simple recovery. Heal restores lost endurance to the Target or acting Hunter. Heal can not restore to more than their max endurance and can not be used to revive a retired Hunter.



GUARD

For every Guard, place 1 Guard marker on the Target's card. Each Guard marker can be spent to block 1 Damage. Guard lasts until the end of the Target's next turn. The owner of the Target chooses when they spend the Guard.



STEAL

Steal the number of treasures from the target as indicated on the icon and add it to the acting Hunter's treasure count. If the target does not have enough treasures, take all the treasure they do have. You cannot steal from a target with no treasure.



SWAP

Swap allows the acting Hunter to swap locations with the target. This can be combined with movement and is not affected by Trap.



TRAP

A Hunter affected by Trap can not spend any energy on movement. They may only use actions. If an action enables them to move, Trap does not stop that movement. Turn the Hunter card to the left sideways to indicate Trap.



STUN

A Hunter affected by Stun can move and collect treasure but can not use any actions. Turn the Hunter card to the right sideways to indicate Trap.



MOVE

Indicates the number of squares the current player may move the acting Hunter and/or Target. This movement is not affected by Trap.

UPGRADES AND BOOSTS

Certain actions can get better as the game progresses or help improve other abilities.



BOOST

Boost symbols are indicated by a red outline and the word “BOOST”.

When a Hunter gets a Boost, they put a red Boost Marker on their Hunter card. That player may choose to spend the Boost to increase the value of that symbol on one of their actions by that amount.

A boost can only increase a symbol that is already on the action. A boost cannot add a symbol to an action.

A Boost Marker stays on the Hunter until the end of their next turn.



UPGRADES

Upgrades are indicated with a white number in a black diamond. These effects are ignored until that player gains that number of treasure. Once the Hunter accumulates that number of Treasure, the effect is unlocked. If the player's treasure count drops below that number, the action loses that effect.

DAMAGE AND ENDURANCE

Every time a Hunter takes damage, the number of damage received is subtracted from their endurance. If a Hunter's endurance reaches 0, that Hunter is **retired** from the match and their token is removed. (Hunter's don't die in Khrysos. They simply withdraw from the match to recover until next time.)

The Hunter that reduces another Hunter's endurance to 0 immediately steals up to 2 treasure from that player (if the retired Hunter has no treasure, no treasure is stolen).

If a Hunter is retired by an ally or themselves, they still lose 2 treasure but no other treasure is gained or stolen.

A retired Hunter can not be used for the rest of the game but retains their treasure count for final scoring.

Once a Hunter has been retired, the game continues normally until the retired Hunter's turn in the turn order. At that time the player must replace the retired Hunter and bring in a new Hunter from their hand.

If a player loses all their Hunters before the end of the game, the player may draw randomly from the Hunter cards not delt at the beginning of the game. If all the Hunters have been drawn, that player may use any of their previously retired Hunters.

REPLACING A HUNTER

When bringing in a new Hunter, the player first places their chosen Hunter face up in front of them. They then roll 1 die. The roll indicates the starting zone the new Hunter starts on. The player places the Hunter's marker on that space. They then roll that Hunter's turn normally.



WITHDRAW

If, at the start of a Hunter's turn, they have only 1 endurance remaining, instead of rolling the dice, the player may choose to retire the Hunter before an opposing player can finish them (therefore keeping them from gaining the treasure). That player loses 2 treasure normally but an opponent does not claim them. The player may then play a new Hunter and continue normally.

TREASURE

Treasure on the map can be collected by moving on or through them. Treasure can also be collected by Stealing or Retiring other Hunters. A player's treasure count is tracked on their Scoring card.

The first side of the Scoring card has numbers 0-6. Cover the numbers with your Hunter card and move the Scoring card as your Hunter collects or loses Treasure. When your Treasure count exceeds 6, flip the Scoring card over for numbers 6-12.



VICTORY

The game ends when a player reaches 12 treasures. That player is the victor.

MISCELLANEOUS RULES

If a player asks to look at another player's card, the other player cannot refuse.

EXAMPLE TURN

Elia Rose rolls a 6.

First a treasure appears on Treasure Zone 6.

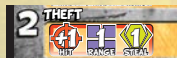
She spends 3 point of Energy to use her Tank Driver Ability.



Which lets her Trample 3

squares, dealing 2 Damage to every Hunter she moves through. (Because she doesn't have 6 Treasure, she doesn't get the extra +1 Trample)

She then spends 1 point of Energy to move 1 square, picking up a Treasure from the map and putting her 1 square away from Bento Rush.



She then spends her last 2 points to use her Theft ability. Allowing her to Hit 1 target

at a Range of 1 square and Steal 1 treasure from Bento Rush.

Elia Rose has now spent all her points and finished her turn.

