



THE HUNT IS ON!

Mysterious treasures have been discovered hidden in the ruins of a lost civilization in the distant Khryson galaxy. The fabulous bounty is there for the taking but the competition is fierce! Only the bravest, cleverest and toughest treasure hunters in the galaxy have what it takes to compete for the fortune of a lifetime. These rogues, heroes, thieves and pirates are known as the Khryson Hunters. They will need to team up and give it all they've got if they plan to beat the other contenders to the Khryson treasure. Let the hunt begin!

GAME PREMISE

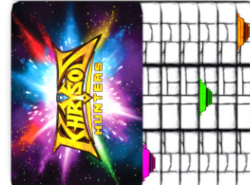
Each game takes place in a map showing a location where treasures have been discovered. You will build a team of hunters and use their unique skills to move around the map, collect treasure and steal treasure from your opponents. The team with the most treasures at the end of the game wins.



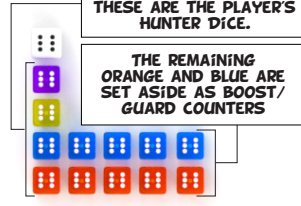
x4 SCORE CARDS



x24 HUNTER CARDS



x21 MAP/FOCUS CARDS



x13 DICE



x12 TREASURE MARKERS

PLAYER STARTING SETUP

TREASURE MARKER STARTS ON THE 0



1 HUNTER SETUP (3-4 PLAYER GAME)

- 1 HUNTER DIE
- 1 SCORE CARD
- 1 TREASURE MARKER
- 6 HUNTER CARDS

Each player chooses one Hunter from their hands to be their Starting Hunter and places it next to their score card.



2 HUNTER SETUP (2 PLAYER GAME)

- 2 HUNTER DIE
- 2 SCORE CARD
- 1 TREASURE MARKER
- 6 HUNTER CARDS

Each player chooses two Hunters from their hands to be their Starting Hunters and places one next to each of their score cards.

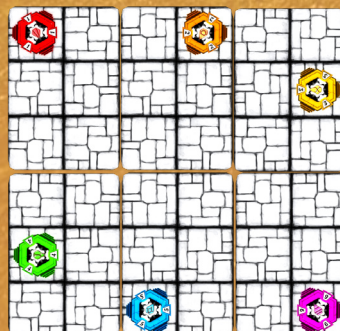
1. BUILD THE MAP

The map is arena that the hunters will compete in for treasure. The map for each game is constructed using the map cards.

The Treasure Zones (numbered 1-6) show where a treasure will appear whenever that number is rolled at the start of a player's turn. You can build a map in any configuration, but a map must have all 6 treasure zones on it.

If this is your first game, try a basic map like the one shown.

Take the unused map cards and set them aside facedown to form the Focus Deck.



2. ROLL THE DICE

Next all players roll their Hunter Dice. The player who rolled the highest total is the starting player. All other players receive a Focus Card.

All hunter dice are then placed on the map according to the number of the dice. This determines the starting position for the hunters. Hunters may occupy the same space as other hunters on the map.

If a treasure zone appears more than once on the map, the player chooses which one they start on.

The number on the die indicates the HP of the hunter. All hunters begin the game at full health, so turn all the hunter dice to 6.

Finally, place a treasure token on each unoccupied treasure zone.



NOW YOU ARE READY FOR ACTION!

The starting player takes the first turn and activates their hunter. Play continues clockwise.

In a 2 player game, since each player has 2 Hunters, each player alternate which hunters activate.

ON YOUR TURN

A turn is broken into 3 phases: The Energizing Phase (getting your Energy); the Activation Phase (spending your Energy); and the Ending Phase.

1. THE ENERGIZE PHASE

1. ROLL THE DIE The Energize Phase starts by rolling the white Energy Die. The number on the die determines the amount of Energy the active hunter can spend during their turn.

2. PLACE TREASURE Place a treasure on the map on each treasure zone matching the number rolled.

There can only ever be 1 treasure on a treasure zone, do not place a treasure on a zone that already has treasure.

3. COLLECT/SPEND FOCUS CARDS

If you roll a 1, 2 or 3, take a Focus card and place it in front of you. You can't have more than 3 focus cards in front of you at one time.

You may discard 1 Focus Card into the Focus Deck to increase your Energy by 1.

If you have 3 focus cards you may discard them back to the focus deck and increase your Energy to 6.

This can be a chance to spring a comeback if you have been rolling low!



2. THE ACTIVATION PHASE

A hunter can spend energy points during their turn in two ways:

MOVING and PERFORMING ACTIONS

You do not have to spend all your EP during your turn.

EP that is not used is lost and does not carry over to the next turn.

MOVING

A hunter can move around the map, one space per energy.

You may move in any direction, but you cannot move through walls or wall edges.

Multiple Hunters may occupy the same space at a time. (this is considered "range 0")

PERFORM ACTIONS

(See Actions)

COLLECTING TREASURE

It's all about the treasure! Treasure is how you win the game!

A hunter can ONLY collect treasures during their activation phase.

If your hunter is on the same space as a Treasure Token during their activation phase, remove the treasure token from the map, and move their treasure score up 1.

You can collect treasure either during MOVEMENT or ACTIONS.

A hunter can collect multiple treasures in a single turn so youse your energy wisely to get as much as you can!



3. ENDING PHASE

CHECK FOR VICTORY

Once a player reaches 12 treasure, each player gets one more turn, including that player. Player with the most treasures wins the game!

MANAGE YOUR GUARD/BOOST POINTS

(See Guard/Boost)

Your turn is now finished and play proceeds clockwise.

HEALTH AND KNOCK OUTS

A hunter's health points (HP) are tracked by their Hunter Die on the board.

If a hunter's health is reduced to 0, that hunter is "knocked out".

If you knock out an opponent's Hunter, you steal up to 2 of that opponent's Treasure.

NOTE: If a hunter knocks themselves out or they are knocked out by a team mate, they lose 2 treasure, but nobody collects it.

When a hunter is knocked out, their Hunter Die is removed from the board and returned to their player and their Hunter card is shuffled into the Hunter deck.

REPLACING A HUNTER AFTER A KNOCK OUT

When your hunter's turn comes up but they've been knocked out, do the following steps before the Energizing Phase:

Select another hunter from your hand to replace them and place it next to the knocked out hunter's treasure track. (If you have no more hunters in your hand, you must draw the top hunter from the deck and use them)

NOTE: Sometimes a hunter that started on one team may get recruited by an opponent if they were knocked out. Hunters are in it for the treasure and their loyalty can be shaken if you let them get knocked out!

To determine where the new hunter starts on the map, roll the hunter die, and place it on a treasure zone matching the number rolled.

Turn the hunter die to full HP (6) and continue to the Energizing Phase as normal.

ACTIONS

Each Hunter has 6 actions they can take during their turn to attack, defend, steal treasure and more! The die symbol on the left shows the Energy each action costs.

Actions are described by a series of icons that take effect from left to right.

Icons that are part of a Targeting Icon affect other Hunters. Icons NOT part of a Targeting Icon affect the active Hunter. When using an Action, you must perform every part of that Action if possible.

THE HUNTER CARDS

Your hand of Hunter Cards forms your team of KHRYSON HUNTERS.

Each one is unique so they will have different play styles and strategies, but they are all very good treasure hunters. Trust in your team and they will lead you to victory!

PICTURE

NAME

TITLE

NUMBER

ACTIONS

GO TO PAGE 4 FOR AN EXAMPLE ON HOW TO READ ELIA ROSE'S ACTIONS!

TARGETING ICONS (RANGE, BURST, TRAMPLE)

A targeting icon shows how actions affect other hunters.

Each targeting icon is followed by a coloured box that shows all of the effects on the target.

The three targeting icons (Range, Burst or Trample) each use different methods to target other hunters.



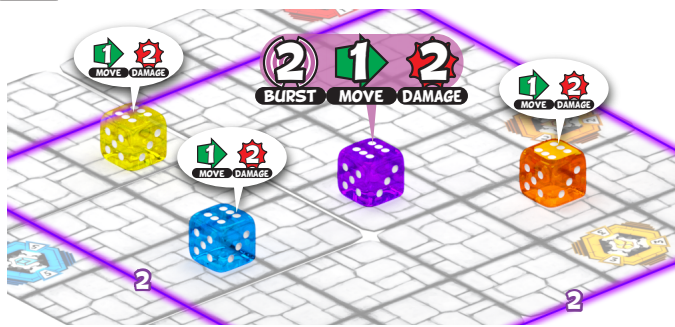
RANGE

Target another Hunter within (#) spaces



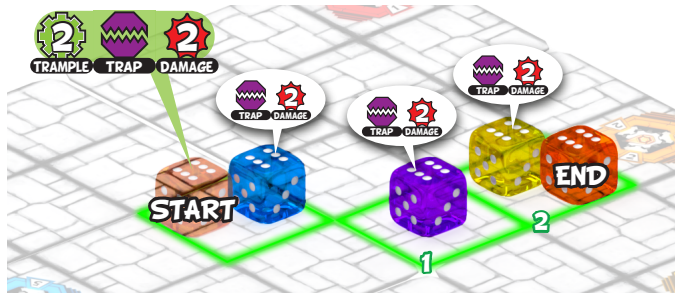
BURST

Target ALL other Hunters within (#) of spaces.



TRAMPLE

Move the active Hunter (#) spaces and target all Hunters whose space you move through (including your starting space).



TARGETING MODIFIERS (SPLASH, REPEAT)

Some icons affect the whole Targeting Icon.



SPLASH

In addition to the Target, a Targeting Icon with the Blast icon ALSO targets any Hunter within the number of spaces from the Target equal to the (#) EXCEPT the Active hunter.



REPEAT

A Targeting Icon with the Repeat icon will repeat the whole set of effects additional times equal to the (#).

The following icons describe how the actions affect the target....

DAMAGE DEALING, HEALING AND STEALING (DAMAGE, HEAL, STEAL)



DAMAGE

The target loses (#) HP (see "Health And Knock Outs").



HEAL

The target recovers (#) HP (to a maximum of 6).



STEAL

The active Hunter steals (#) of Treasure from the target. If the target has less than the (#), take all of them.

MOVEMENT ICONS (MOVE, JUMP, SWAP)

The following icons allow the active player to move the target around the board in different ways.



MOVE

Move the Target Hunter (#) of spaces. If the Target is the active Hunter, they can also pick up Treasure this way.



JUMP

The Active Hunter is placed on the same space as the Target



SWAP

The Active Hunter swaps places with the Target

MEAN TRICKS (STUN, TRAP)



STUN

A hunter hit with a Stun effect cannot spend points on Actions until the END of their next turn. Turn the Hunter card counter-clockwise to indicate they are stunned.



TRAP

A hunter hit with a Trap effect cannot spend points on Movement until the END of their next turn. Turn the Hunter card clockwise to indicate they are trapped.

CHARGING UP (GUARD, BOOST)

Guard, Boost grant points to the target hunter. These points are tracked using the corresponding coloured status dice, turning the die to the number of points they have. All status points last until the END of the Target's next turn after the status points are acquired.



GUARD

Guard points will cancel out incoming Damage.

EXAMPLE: Blinker has 2 Guard points. She gets hit by Damage (3). The 2 Guard points block 2 points of Damage so Blinker only takes 1 Damage.



BOOST

Each Hunter has actions that can be Boosted. The icons that Boost can alter are indicated by the white ☆ Boost symbol.

A Hunter may spend their Boost points on their turn to increase the number on that icon by 1 for each Boost point spent. The effect of the Boost only lasts for that turn.

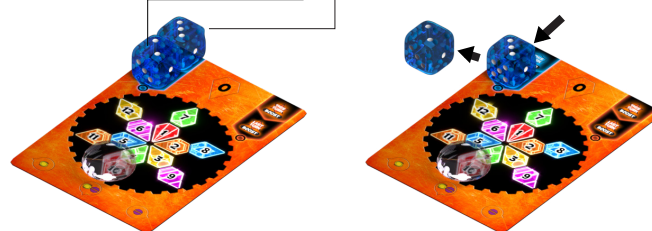


TRACKING GUARD/BOOST POINTS

Use the orange and blue dice to track your Boost and Guard points respectively. When you collect points, place them in the THIS TURN space on the corner of your score card. During the Ending Phase of your turn, move all points from the THIS TURN space to the LAST TURN space. All points that were already in the LAST TURN space are discarded. Example:

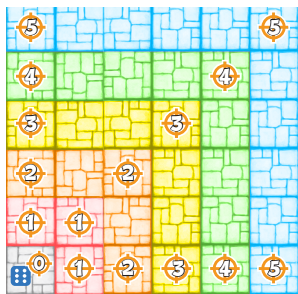
EXAMPLE Blinker collected 3 Guard points this turn and has 2 points left from last turn giving her 5 Guard during her turn

At the end of her turn, she loses the two points from last turn and the 3 points she just collected move to the LAST TURN space



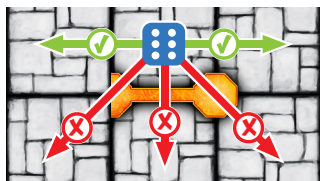
TARGETING DISTANCE

Movement and targeting distance are counted in spaces from the active hunter, in any direction (including diagonal). Range, Burst, Trample, Splash, all count distance the same way.



WALLS

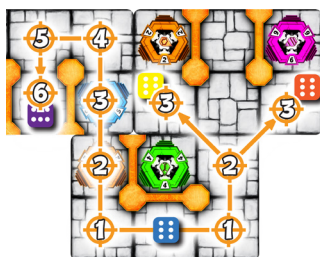
Some of the map cards have walls on them. Walls obstruct both movement and targeting. You cannot move or target through a wall or diagonally through a wall edge.



DISTANCE AROUND CORNERS

Targeting does NOT need to be in a straight line, as long as the distance can be counted.

In this example, Blue can target Yellow and Orange at range 3, but Purple is at range 6.



HOW TO READ ACTIONS EXAMPLE (ELIA ROSE)

WILD TANK DRIVER



For 6 Energy, Elia can move 3 spaces (Trample) and each Hunter she moves through takes 2 Damage. She can then do that again once more (Repeat) to move another 3 spaces and deal more damage.

☆ BOOSTABLE. The Trample icon has a Boost symbol on it so Elia can spend Boost Points to increase the number of the Trample.

BARRAGE



For 5 Energy, Elia can target another Hunter up to 4 spaces away (Range) AND ALSO target all Hunters 1 space around them (Splash) and deal them all 1 Damage. She can then do this all again twice more (Repeat), targeting the same Hunter or choosing to change targets each time.

BLAST CANNON



For 4 Energy, Elia can target another Hunter up to 2 spaces away (Range) AND ALSO target all Hunters 1 space around them (Splash), making them unable to move on their next turn (Trap) and dealing them all 3 Damage.

TANK DRIVER



For 3 Energy, Elia can move 3 spaces (Trample) and each Hunter she moves through takes 2 Damage.

☆ BOOSTABLE. The Damage icon has a Boost symbol on it so Elia can spend Boost Points to increase the number of the Damage.

ARTIFACT ACQUISITION

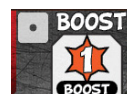


For 2 Energy, Elia can target another hunter up to 1 space away (Range) and take up to 1 Treasure from them (Steal)

SCAN



For 1 Energy Elia can gain 1 Guard Point (Because the icon is not part of a Targeting Icon, the icon targets Elia herself).



All Hunters have the Boost action which allows them to collect 1 Boost point for 1 Energy.

AUTHOR'S NOTE:

THANK YOU SO MUCH FOR PLAYING KHRYSOS HUNTERS!

WHILE I HAVE WORKED VERY HARD ON THIS, I KNOW IT IS STILL ROUGH AROUND THE EDGES. THAT'S WHY I'M RELEASING THIS AS A BETA SO FEEL FREE TO SEND ME ANY QUESTIONS, FEEDBACK OR SUGGESTIONS TO JOSH@JOSHRIVERS.COM! I'D LOVE TO HEAR FROM YOU!

I'LL BE RELEASING NEW UPDATES AND EXPANSIONS REGULARLY SO BE SURE TO FOLLOW THE ADVENTURE AT KHRYSOS.NET

HAVE FUN AND HAPPY HUNTING!
JOSH