



## THE CURSED TREASURE

Collect as much Treasure as possible, but beware the Curse that befalls the greediest player. This variant may also be combined with Clash of Houses.

Follow all the normal game rules with these exceptions:

### GAME END

Before calculating scores, each player adds up the number of Curses from their collected Treasure.

- Each 4-Coin Treasure = 2 Curses
- Each 3-Coin Treasure = 1 Curse
- 1 & 2-Coin Treasures = 0 Curses

The player with the most Curses loses 5 points. If tied, each tied player loses 5 points.

# CRYPT

THE BOOK OF VARIANTS

2-8 14+ 25-60

3 GAME MODES: Cursed Treasure, Clash of Houses (requires 2 copies of Crypt), Conspiring Twins

Requires Crypt base game

## CLASH OF HOUSES

(6 OR 8 PLAYERS, 45-60 MINUTES)

! This variant requires two copies of Crypt.

Team up to collect more Treasure than your other relatives. The lower score between you and your teammate is your final score.

Follow all the 4-player rules with these exceptions:

### SETUP

For a 6-player game, take the six 2-Coin Treasure cards with the III icon from one deck and shuffle them into the other full deck. For an 8-player game, take all the III & IV cards from one deck and shuffle them into the other full deck. Remove the leftover cards.

Players divide into teams of two and sit next to each other. Each takes a matching Player card. The teammate seated on the left will use the Duke side of the Player card and the teammate on the right will use the Duchess side.

Each team takes all 6 Servant dice matching their Player card color. This is your team's shared dice pool.

Choose a Duchess to start with the Leader card. Their teammate (Duke) starts with the Lights Out card.

### I. REVEAL

First, lay the Treasure cards as you would in a 4-player game. Then stack one additional face-up card on top of each of the last three drawn cards. The Coin value and Treasure type on the bottom cards should still be visible.



## II. CLAIM

Starting with the Leader, the Duchess from each team will take a turn. After all the Duchesses have played, the Duke from each team will take a turn. **The Dukes will all play with the Lights Out rule:** when claiming, only place Servant dice on one Treasure card. *(After each Duchess has been Leader, the roles reverse. See phase IV. PASS THE TORCH.)*

On your turn perform one of the following actions:

- **Claim** Treasure by placing up to three Servants from your team's shared dice pool.
- **Recover** up to three exhausted Servants from the box.

**When placing Servants on stacked cards, you are claiming both cards.**

You may add Servants to a Treasure card that your teammate's Servants occupy. *(The effort value must still match.)* This means your team may have more than three Servants on a Treasure card.

## III. COLLECT

Either teammate may roll the Servant dice.

**Before looking at any face-down Treasure cards,** divvy up your team's claimed Treasure between you and your teammate. You may distribute them in any manner that you choose, however, **Treasure cards that were stacked together in the Crypt must both go to the same player.**

You may not exchange cards that you received during previous rounds.



**If all your team's placed Servants were pushed out, recover all your team's exhausted Servants from the box.**

## IV. PASS THE TORCH

Pass both Torch cards to the team on the left. The Duchess again takes the Leader card.

**When the Torch cards return to the starting team,** the Duke takes the Leader card and the Duchess takes the Lights Out card. For the remainder of the game the Dukes will play first while the Duchesses will play with the Lights Out rule.

### OTHER RULES

Do not discuss the Coin values of your Treasure with your teammate during the game.

Collector requirements and rewards are attained individually.

#### MANUSCRIPT COLLECTOR

**B.** You may show the face-down cards from the Crypt to your teammate.

#### POTTERY COLLECTOR

**B.** Only take the face-down card from a stack. You may not give this card to your teammate.

## GAME END

Begin calculating your individual score by adding the following:

- Coins on your Treasure cards
- Your bonus Coins from Collectors

Next, discuss your score with your teammate and divvy the unexhausted Servants between you and your teammate so that your scores are as close as possible. *(Each unexhausted Servant die is worth 1 Coin.)*

**The lower score between you and your teammate is your team's final score.** The team with the highest score wins.

In case of a tie, each tied team rolls all unexhausted Servant dice and adds them together. Re-roll ties. The player with the higher result wins.

## CONSPIRING TWINS

(2-PLAYER COOPERATIVE VARIANT)

Work with your twin to collect as much Treasure as you can before the Ghosts of your parents reclaim it. The lower score between you and your twin is your final score.

Follow all the normal 4-player rules with these exceptions:

### SETUP

Choose two sets of Servant dice, one for each of the two Ghosts (automated players).

Position the Ghosts between the players so the turn order alternates between player and Ghost.

Choose a player to start with the Leader card. The Ghost to their right starts with the Lights Out card.

### I. REVEAL

First, lay the Treasure cards as you would in a 4-player game. Then rearrange the Treasure from highest to lowest Coin value. Rank face-down cards as if they were 2.5 Coins. When cards have the same value, the card drawn first is ranked higher.



In this example, the Treasure cards were rearranged so that the highest valued Treasure (4) is ranked first. The face-down Remains is placed ahead of the face-down Manuscript because it was revealed first.

### II. CLAIM

On a Ghost's turn, roll their three Servant dice. **Dice that rolled the same value are joined;** add their values together. A joined pair is always placed before a single die of the same value. (For example, a pair of 3s are placed before a single 6.)

Starting with the highest valued die/dice, check the highest ranked Treasure card and place dice there if:

- the Treasure is unclaimed.
- the Ghost's dice have a higher total value than a player's dice. (A Ghost will not push out another Ghost's dice.)

Otherwise, check the next highest ranked Treasure and follow the above steps. Do this for each of the Ghost's dice, setting aside any dice that cannot be placed.

If a Ghost has the Lights Out card, only place its highest valued die/dice following the same rules.

### GHOST'S ROLL:



In this example, the Ghost's 3s are joined and push out your 5. The Ghost's 4 cannot push out your 4, so it pushes out your 2.

### III. COLLECT

Do not roll the Ghosts' Servant dice for exhaustion. The Ghosts will always play with all three dice.

Before looking at any face-down Treasure cards, divvy up any cards that you and your twin claimed in any manner that you choose.

Any cards that you do not collect are discarded. You may sort or look through discarded Treasure at any time, but if the Treasure was face-down in the Crypt, do not reveal it.

## OTHER RULES

Do not discuss the Coin values of your Treasure with your twin.

Collector requirements and rewards are attained individually.

### MANUSCRIPT COLLECTOR

**B.** You may show the face-down cards from the Crypt to your twin.

### POTTERY COLLECTOR

**B.** You may not give the face-down card from the Crypt to your twin.

## GAME END

Calculate your score individually.

**The lower score between you and your twin is your final score.**

Compare your score to the results below.

### < 30 Coins - The Fools

*Your father's ghost scolds you and demands you return his treasures.*

### 30 Coins - The Petty

*You leave the crypt with a handful of trinkets and a sense of guilt.*

### 40 Coins - The Affluent

*You make a small fortune selling your family heirlooms.*

### 50 Coins - The Magnificent

*Adorned in your father's treasures, you earn the reputation as the most extravagant monarchs in the land.*

## SCORE LOG

Name(s)	Score

Name(s)	Score

### GAME DESIGN

Andrew Nerger & Jeffrey Chin

### ILLUSTRATION & GRAPHIC DESIGN

Jeffrey Chin