

! Quick game rules : this page is a summary of the game rules, it contains all you need to know to start playing!

★ STAR ★ HUNTERS

Introduction : each player is an adventurer looking for the lost treasure of Yoshikamac. Trick your opponents or create alliances... anything goes when it comes to winning!

Object of the game

You must be the first adventurer to enter Yoshikamac's temple in order to seize his treasure.

For this, you have to go to square 35  (**Temple door**) having :

- a **magic key** that you will have found during your adventure;
- your personal secret code, made of 3 symbols (each adventurer has a different code).

Game start

All players begin the adventure on square 1  (**Plane**).



Manty

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They start with all their **energy points** (15 to 20 points depending on the number of players).

How to play

The game is played in successive days, cut into rounds. A full day is made up of 2 daytime rounds followed by 2 nighttime rounds. Within a round, players take it in turns to play; when they have all played, the round ends and time moves forward.

Playing the game

By default, at the beginning of your turn, you can choose to perform one of the following actions:

- **to move** : roll a dice; you can move your pawn forward any number of squares, within the limit of both the value of the dice and your current number of **energy points**;
- **to pass your turn** to win 8 **energy points**;
- **to try your luck again** on your previous turn's challenge (if it is allowed).

To pass your turn or to retry your previous challenge, display the **turn options menu** by clicking on the corresponding button or on the pawn of the player playing after you.

How to find the magic key

You can collect the **magic key** in 3 ways :



by going to the **Magic key** square (square 5). But beware! For a snake guards it jealously !



by stealing it from one of the adventurers, with the help of the **Toucan** (square 25);



by helping one of your opponents (when proposed by the game).

How to find the secret code

To discover one of your code's symbols, you will have to visit, **by night**, one of the temple's **Stargazing points** (squares 6, 9, 22, 32).



Good to know : before starting the game, the players can decide together if they can note their symbols down along the way or if they must memorize them.

Moving on the board

When you want to move, roll a dice: if you do not have any particular bonus (see *Events* and *Bonus objects*), you can move your pawn any number of squares, within the limit of both the value of the dice and your **energy points**.

You can only go from one square to another if they are adjacent (see *Map of the temple*).

At the end of your turn, if you don't have the **strength bracelet**, you lose as many **energy points** as the number of squares you travelled.

Exemple 1: You get a 4 on the dice and you have 8 energy points left; you can move your pawn by 1 to 4 squares on the board.

Exemple 2: You get a 4 on the dice but you only have 3 energy points left; you can move your pawn by 1 to 3 squares on the board.

If you complete your move on a special square (see *Special squares*), the square's effet will automatically be applied at the end of your turn... all you have to do is to follow the in-game instructions!

 There can only be one adventurer per square. If you do not find any available square to move to, you have to pass your turn.

Energy points

Being an adventurer is not easy! During your journey, you will need to carefully manage your energy. You lose **energy points** in the following cases:

- when you choose to move while not having the **strength bracelet**;
- when you undergo an attack while not having the **protecting necklace**.

Good news! You can also gain energy:

 by passing your turn, either because you got a penalty or because you have chosen to rest at the beginning of your turn; **you then gain 5 and 8 energy points respectively**.

 by going to a **Strength bonus** square, **you gain 10 energy points**.

If at the end of your turn you have no energy left, you will have to rest and pass your next turn; **this will give you 5 energy points back** to continue the adventure.

Day/night cycles

A game spans several days and several nights.

A daytime phase lasts 2 rounds; that is, the time it takes for all adventurers to play twice.

Then comes a nighttime phase, which also lasts 2 rounds.

 Nighttime is the only moment when you can, by going to one of the **Stargazing points**, explore the sky to discover one of the symbols of your final code!



Good to know: to be an efficient star hunter, you have to think your moves carefully to be ready when comes the night! Make daytime your first choice for collecting objects, hindering your opponents or taking some rest...



Good to know: by going at nighttime on the Toucan square, you can ask it to go to a stargazing point for you. That's very handy to limit your moves and save time!

Events

During the game, random events affecting all players can occur (they are triggered automatically):



Energy wave: adventurers do not roll the dice for the duration of the wave: they can move their pawns by the number of squares they want within the limit of their **energy points**.



Invigorating rain: all adventurers get a bonus of 10 **energy points**.

Levels of difficulty

This game is aimed at all adventurers, regardless of their age! According to the levels of difficulty chosen at the start of the game, Yoshikamac adapts the type and complexity of his riddles to each player.

Bonus objects



Protecting necklace: it protects you from all penalties, except theft. As long as you wear it, neither the Snake nor the Monkey (see *Special squares*) can harm you.

If the Toucan attacks you, it will steal the protecting necklace from you, but your other objects will be safe.



Strength bracelet: As long as it is on your wrist, you cannot lose **energy points**, no matter how far you move or what attacks you undergo.



There is only one protecting necklace and one strength bracelet for all the adventurers. If you win a bonus object that is already owned by a player, you will steal the object from him.

You can win a bonus object in 2 ways:



by going to the **Toucan** square to ask it to steal the object from the adventurer who owns it;



by going to one of the **Mystery** squares... with a bit of luck, you can win one of the bonus objects!



Good to know : bonus objects are real assets for winning the game. Do not hesitate to steal them from your opponents by paying visits to the Toucan!

Quest object: the magic key



The **magic key** allows you to activate the mechanism of the **Temple door**. **You must get it** (see *How to find the magic key*) to have a chance to open this door and get your hands on the treasure!

Unlike bonus objects, there exists several copies of the key, so all adventurers can have a magic key at the same time.



Good to know : helping an adventurer is a very effective way to get the key.

Special squares



Plane (1): it is the starting point of the game. It is also where you end up when you fall from the **Broken bridge** or when you are attacked by the **Monkey**.



Temple door (35): it's the final square. Remember : you need to have both the **magic key** and the **secret code** to open it and discover Yoshikamac's treasure...



Play again (30): roll the dice again and continue your journey.



Strength bonus (4, 20): you gain 10 **energy points**.



Monkey (19): **pay a visit to the monkey, guardian of temple, to hinder you opponents!**

Anytime, you can send the monkey to one of the adventurers to force her back to square 1 (if she does not have the **protecting necklace**).



Toucan (25): **pay a visit to the toucan to speed up your quest !**

When on its square, you can send the Toucan:

- to one of your opponents **to steal an object from her** (in the following order of priorities: the **protecting necklace**, the **magic key**, the **strength bracelet**) or, if she has none, for making her **lose 5 energy points**;
- on a **Stargazing point** (except square 6). **If it's nighttime**, the toucan will discover for you the final code's symbol hidden there.



After being used by an adventurer, the Toucan is unavailable for 2 to 3 rounds. As soon as the opposite symbol disappears, it is ready to help out again!



Mystery (10, 15, 34): answer a riddle to gain an advantage (a bonus object, some energy...); but be careful, if you have no luck, you may also receive a penalty...



Stargazing points (6, 9, 22, 32): by visiting these squares **at night**, you will be able to discover in the stars the code of the temple door (you can also go there by daytime, but it has no effect).

Each vantage point allows you to discover a different symbol, so you will have to explore at least three!

Be careful, one of the stargazing points (apart from square 6), is a decoy: you won't find any sign there!



Good to know : if a stargazing point is a decoy, it is for all the players.



The vantage point of **square 6** is special! **You will have to go there** : it always provides one of the final code's symbols (it is never a decoy) and it can not be revealed by the Toucan.



Broken bridge (14): jumping over this old ruined bridge is perilous, but **you will have to cross it at least once!**

You have two options to do this:

- **ask the other adventurers for help.** If one of them accepts, you will be **sure to succeed** and whoever chooses to help you will earn a copy of the **magic key** (or a bonus, if he already has the key). Beware! Your opponents may all refuse to help you, which may rush your downfall!
- **trust yourself** (if your energy is high) and take your chance: the more **energy points** you have, the higher your chances of success will be.

If you fail to cross the bridge, you fall into the river, which will take you back to square one (**Plane**).



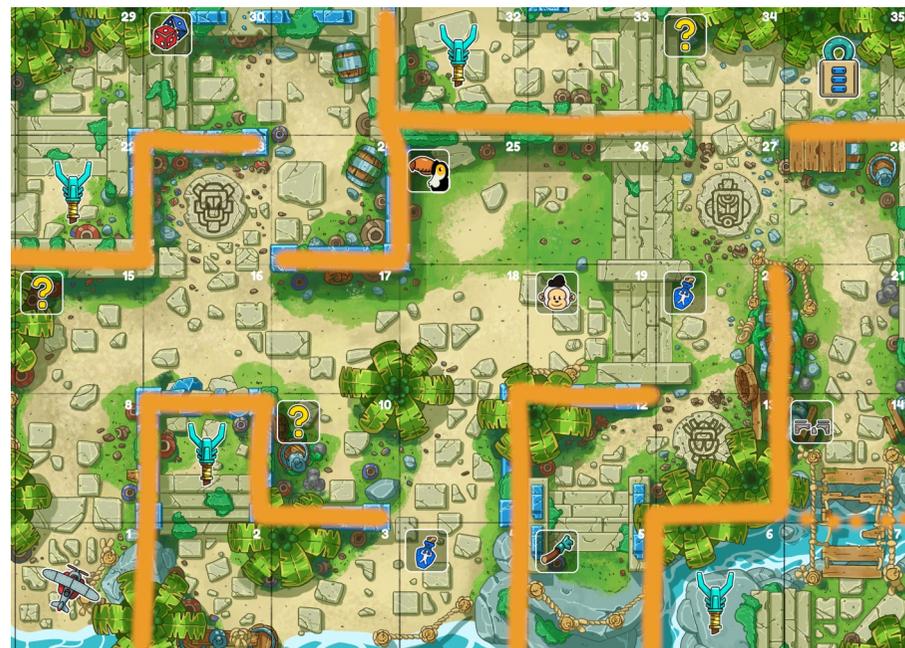
Magic key (5): on this square, you will find the **magic key** that is required to open the door of Yoshikamac's temple !

But watch out for the **snake** that guards it : if you do not have the **protecting necklace**, it will make you **pass two turns** and **lose almost all your energy points!**

You don't need to go to this square if you managed to get the magic key by some other means (see *How to find the magic key!*)

Map of the temple

When you move, you can only go from one square to another if they are adjacent. Two squares separated by a wall, an obstacle or a water stream (orange lines below) are not adjacent.



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