

TEMPLE TROUBLE

Designed by Marc Gurwitz

In this lively social game, players will be working with and against their friends to recover as much treasure and relics as they can from ancient temples before they collapse!

FEATURES

- Minimal downtime, with **quick straightforward gameplay**, even with many players, similar play time and structure for all player counts
- Plenty of opportunities to **make and break alliances**, affect your opponents, and change what is available each round
- Actions which encourage **negotiation** between players
- Item and **set collection** for points

A ROUND OF PLAY

- Choose event cards
- Load up both temples with treasure
- Each player selects a temple from which they will try to recover relics
- Players play their chosen event card, helping or hindering other players, changing what's in temples, or stealing relics
- They collect treasure from their selected temple, avoiding crumbling walls

When a temple collapses, the player with the most points in relics wins the game!

3-10

Archaeologists

45

Minutes

Ages

10+

COMPONENTS

- 150 Item cards
+ 1 Leader card
+ 1 Collapse card
- 26 Event cards
- 11 Goal cards
- 2 Temple boards
- 15 player markers
- 10 player boards
- 1 First-Player marker



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