

RULE BOOK



INTRODUCTION

The tradition is as old as the rivalry between the Four Temple Kingdoms. Every summer solstice, the kingdoms' best builders are sent on a quest to rebuild the region's ancient temples with a limited supply of building stones. The stakes are high, the challenges intense, and only the smartest builder will return with the precious Temple Diamond.

As temple builders, you must roll the dice and strategically place your building stones in the build zones on your

player boards. Keep building the temples as the game progresses, and snatch the matching temple cards before your rivals as soon as any of your temple builds is complete.

Oh, and don't forget to use your tokens in the heat of the battle. Whether you're sitting on a bomb, a shield or a bag of borrowed bricks, playing your secret power at the right time will give the other builders a run for their money.



CONTENTS:

- 52** building stones (A)
- 31** temple cards (B)
- 4** player boards (C)
- 8** player tokens (D)
- 6** power tokens (E)
- 8** point tokens (F)
- 4** dice (G)
- 3** card holders (H)
- 1** plastic diamond (I)



EXAMPLE: 4 PLAYERS

- 2** Select the following number of temple cards and place them in a pile on the table. Discard any remaining cards.
 - 2 players: 9 cards
 - 3 players: 11 cards
 - 4 players: 13 cards
- 3** From the pile, place the below number of cards in the cardholders.
 - 2-3 players: 2 cards
 - 4 players: 3 cards
 Place the cards in the cardholders parallel to the player boards.
- 4** Place the diamond next to the pile of cards and the point tokens anywhere within easy reach of the players.
- 5** Shuffle the six black power tokens (bomb, bag, shield, lightning) with the question mark facing up, and place **one** token on the designated area (question mark) of each player board. Keep the symbol hidden from the other players until you decide to use the token. In a two-player game, each player exchanges one player token (the token with the two dice) with an additional power token. Discard any remaining tokens.

PURPOSE OF THE GAME

In Temple Rush you compete to build the temples on the temple cards and win the most points. The first player to complete a temple, wins the matching temple card and the points written on it. The game ends when there are no more cards left to build.

Depending on the number of players, you have 2-3 cards standing between you that you can build simultaneously.

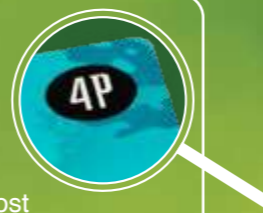
You earn points by:

- 1** Building the complete temple on a temple card before the other players; and
- 2** Placing a building stone in your bonus area.



The score for each temple card are written in the upper right corner.

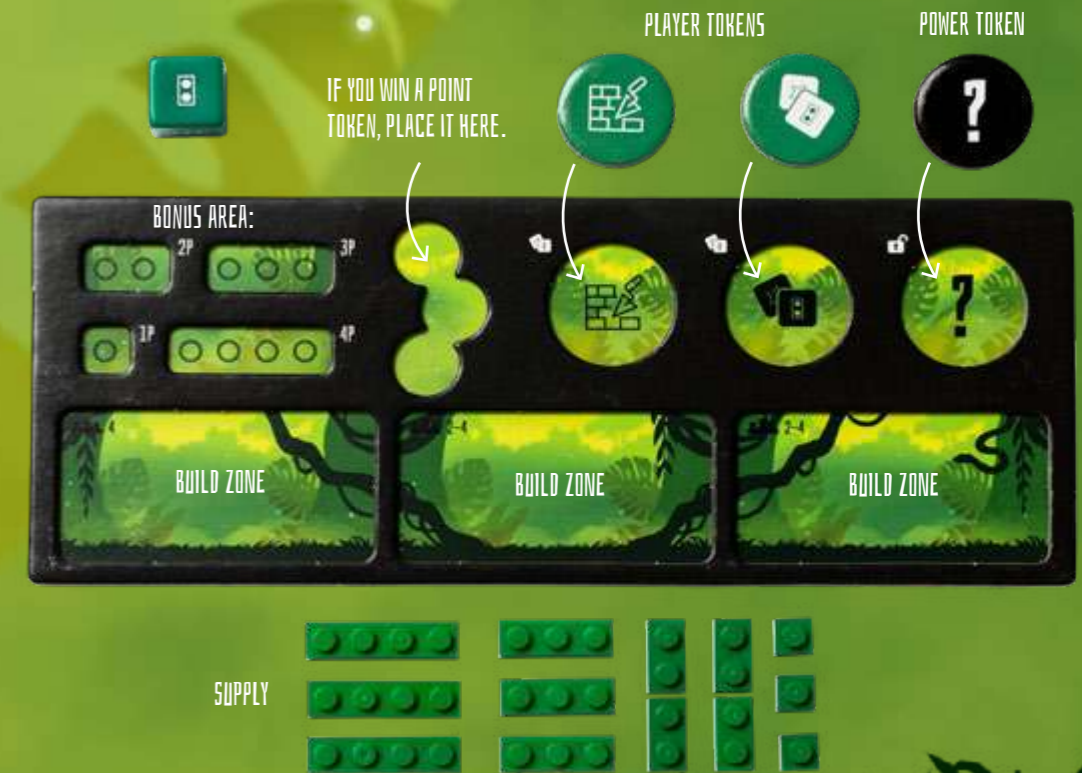
Build the temples as fast you can to win the most temple cards and earn important bonus points. The player with the highest score when the last temple has been built, wins the game and receives the diamond.



SET UP

START BY SETTING UP THE GAME AS FOLLOWS:

- 1** Each player receives: 1 player board, 13 building blocks, 1 die and 2 player tokens, all of the **same colour**. Place the tokens on the player board with the symbols facing upwards. Below the player board, organize the building blocks by size. This is your supply.



GAME PLAY

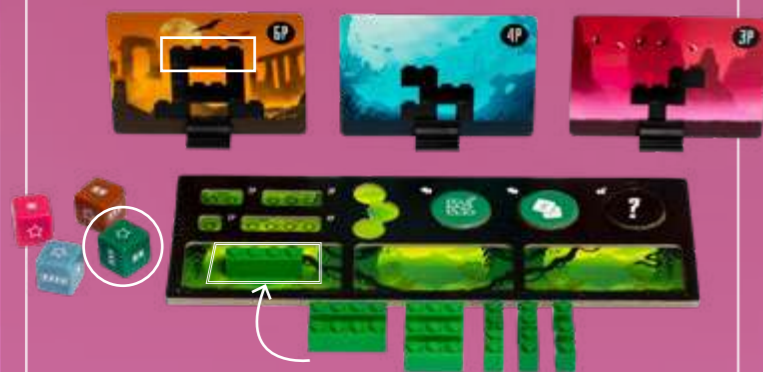
Temple Rush is played in rounds. Each round always consists of these two actions:

- 1 One player rolls all the dice simultaneously and everyone draws the building stone shown on the die in their colour from their supply.
- 2 All players use their building stone to start (or continue!) building one of the temples on the cards by placing it in one of their build zones.



EXAMPLE 1:

The die belonging to the player with the green building blocks shows a **star**. This means that the player may draw any building stone from his/her supply. The player wants to use the building stone to build the temple furthest on the player's left. The player decides to draw a 1x4 building stone from the supply and places it in the build zone furthest on the player's **left**.



STARTING THE GAME

Pass your die to the youngest player and start the first round. Then take turns throwing all the dice in clockwise order and continue to build the temples by adding more building stones to your build zones.

Players must use their building stones to build any of the temples on the erect temple cards. Each turn, refer to the temple cards, select the building stone on your die and place the stone in the build zone on your player board, matching the temple you want to build in that round (**see example 1+ 2**). Note: in a game with 2-3 players, the build zone furthest to the right on the player board **isn't** used.

When all players have applied their building stone, a new round can begin. *Remember to ask all players if they are done, before throwing the dice.*

In the race to complete each temple first and win the temple cards, continue to build the temples by adding more building stones to the build zones.

EXAMPLE 2

In the following round, the die belonging to the green player shows a 1x3 building stone. The player decides to use this stone to build the temple on the blue card in the middle. The player draws a 1x3 building stone and places it in the build zone in the **middle** of the player board.



A TEMPLE IS COMPLETE

As soon as one of your temple builds match the temple on a card, do as follows:

- 1 Shout "Temple Complete" and immediately place the completed figure next to the card. *Take no further action until the other players have finished building.*
- 2 Remove the card and ensure that your figure matches the temple. Then place the card next to you. If the two figures match, keep the temple card next to your player board. If they don't match, return one building stone of your choice to your supply as a penalty. Then return the temple card to the cardholder and your remaining temple figure to the build zone.
- 3 Pull the figure apart and transfer one building stone to your bonus area to earn additional points if you so desire. Note: you can only place one building stone of each size in your bonus area. Then return the remaining stones to your supply.



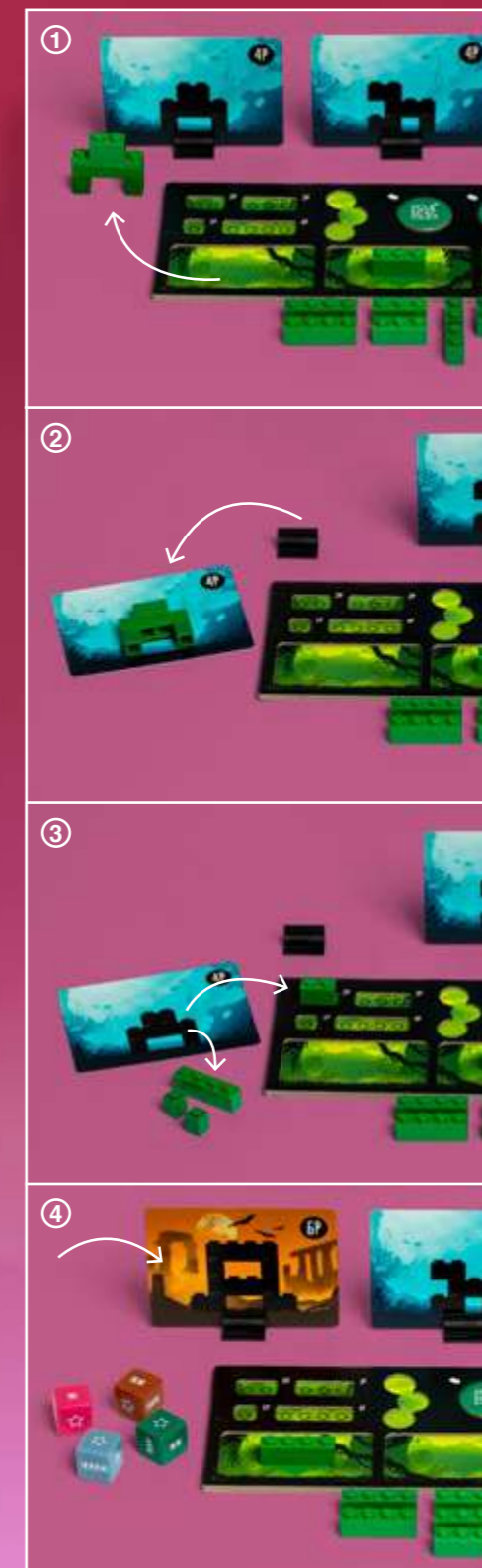
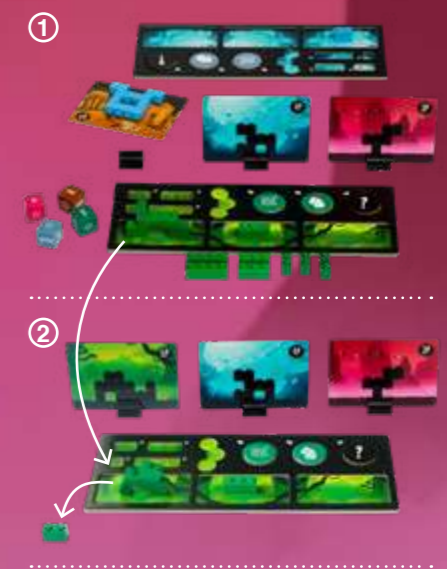
If two players or more complete the same temple in the same round do as follows; the first player to complete the temple gets the card while the other player places a point token of the same value on his player board to claim the points.

- 4 Take a new temple card from the deck, place it in the empty card holder and say, "New card". All players with building stones placed in the same build zone, may now **rebuild their figure** to match the temple on the new card — or return the building stones to their supply. Any building stones that don't match the new temple or cannot be connected right away, should also be returned to the supply (**see example, rebuild**).

Note: Your temple figure must be rebuilt in the same round that the temple card is replaced. Then a new round can begin.

EXAMPLE, REBUILD

Later in the game, the player with the green player board has used four buildings stones for the temple furthest on the left, when the card is won by the blue player 1. A new temple card is placed in the card holder, and the player reuses three building stones from the old figure to build a part of the new figure 2. In the example, the player chooses to return the 1x2 building to the supply.



END OF THE GAME

When only one temple card remains, all players remove all building stones from their build zones and return them to their supply. Then, continue the game as usual to determine who wins the last card and finish the game. After, count your total score (cards + bonus points + bonus tokens). The player with the most points wins the game and receives the Temple Diamond.

If two players have an equal number of points, victory goes to the player who has the most cards/point tokens with the highest value.

8
+
5
+
10
= 23

BUILDING RULES

- 1 Every turn, you may add one building stone to any of your building zones upon the roll of the dice.
- 2 You can start building a temple with a building block from anywhere in the temple. You're not required to build temples from the bottom up.
- 3 After you have placed the first building stone in a build zone, each subsequent stone **must** connect to an existing one. You're not allowed to have loose building stones lying next to each other in your build zones and/or build a temple in separate pieces (unless you use your mortar token – see 'Using Your Tokens').



- 4 The temple is correctly built if the **outline** matches the image on the temple card and **all** the building stones are assembled. **Note:** the building stones do not all have to be parallel with one another (as illustrated below).



- 5 You are not allowed to move building stones from one build zone to another.
- 6 If you're unable to add a stone to any of the temples in a given round, pass and wait for the next round. Return the building stone to your supply.

USING YOUR TOKENS

You each receive three tokens at the start of the game that can be used to either boost the building of your own temples or upset the building of the other players. Each token can be used **once** during the game.

Activate the token by placing it next to the temple card or player you want to apply it to and immediately carry out the action.

Note: you can only activate the token when it's your turn to roll the dice (before the roll), except for the mortar token which can be activated at any time during the game.

After your token has been used, flip it and return it to its designated area on the player board.

PLAYER TOKENS:



SOLO TURN

Use this token to exclude the other players from a round while you get to draw two building stones. For the solo round you only throw two dice, and you get to build with the building stones shown on both dice. Then continue the game as usual.



MORTAR

Allows you to place loose building stones in one build zone. The token lasts until you have completed one figure in the building zone it activates.

MORTAR TOKEN EXAMPLE 1:

You draw a 1x3 building stone and would like to use it to build the temple on the blue card but you are unable to connect the stone with the other building stone and still complete the temple in one piece. Use the mortar token to be allowed to place the building stones *next to each other*.



MORTAR TOKEN EXAMPLE 2:

You have already built a part of the figure on the blue card but then discover that you will not be able to build the temple in one piece. Use the mortar token to be allowed to complete the temple in *two separate pieces*.



POWER TOKENS



BAG

Borrow the building stones from a build zone belonging to another player and use them to immediately complete one of your temple builds. You **must** be able to complete the temple right away in that same round.

Return the borrowed building stones to the other player's build zone before you begin the next round. The player may reuse the stones to build the temple on the new card.



SHIELD

Exclude all other players from building a specific temple and freeze their builds for that build for the next three rounds (this round included).

Note: you can no longer use the shield when there is only one temple card left on the table.



BOMB

Blow up another player's figure. The player returns the building stones to the supply.



LIGHTNING BUILD

Complete a temple as fast as you can in direct competition with the other players without using any of the dice.

You must announce which card you want to "speed build" and count down from three before the building begins. Now all players compete to build the temple as fast as they can.

If you have one or more building stones placed in that build zone already, simply continue building that same figure. Else, build the temple from scratch.

If you place the lightning token by a temple card you only have one or zero building stones attached to, you may connect the first two stones as a head start (applies only to the player with the lightning token).

If another player completes the card before you, you still get to place a building stone in your bonus area (the other player only wins the card).

The lightning build replaces the normal round. At the end of the round, all players return their building stones from that build zone to their supply. Then pass the dice to the next player to start the next round.

WHAT HAPPENS IF...?



Two or more players complete the same figure in the same round?

Answer: The players share the points. The player with the lowest card score wins the card while the other player(s) earns a point token of the same value.

Two or more players complete different figures in the same round?

Answer: they each follow the procedure for winning a card in the same order that the figures were completed.

Two players or more complete the same figure in the same round, but then one player realizes that the temple is built incorrectly?

Answer: the player who built the temple wrong scores no points but gets to reuse the building stones in that build zone for the next temple card.

My die shows a building stone no longer available in my supply?

Answer: You may move a stone from one build zone to another if so desired.

I don't have enough building stones in my supply to build the temple chosen for a lightning session?

Answer: you may use building stones from your other build zones. At the end of the session, return all the building stones you have used to your supply.



HAVE FUN WITH CITY BLOX

City Blox is a fun build-and-match game for the entire family. Players need to think logically and creatively to construct their neighbourhoods using specific building blocks. At the beginning of the game, each player gets three landscape cards and three empty lots with the intention of matching the cut-outs in your landscape cards. You then take turns selecting blocks from the supply and placing them on one of your lots. As soon as a building fits the cut-out, you've got a match —immediately place a landscape card on the lot and draw an event card. The first player to construct all three lots wins the game.

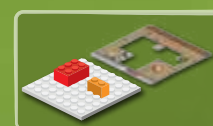
But watch out! The road to victory is fraught with challenges. From turn to turn, you never know what size of brick you'll use, and building mistakes are easy to make. And anything can happen when you turn over the event cards!



1 Plan.



2 Build.



3 Match.

