

COVER YOUR ASPS

(March 21, 2021)

In this tile placement strategy game, you and other *TOMB RAIDERS* will navigate the newly discovered Egyptian tomb of Quadi Ombi to collect the treasures hidden within its inner chamber. You'll need to overcome quicksand, asps (Egyptian cobras) and scorpions to collect the most treasure points to win.



Lasercut Components:

- 5 interlocking 6X6 game boards comprising 4 antechambers (one per player) and a treasure chamber
- 4 sets of polyomino-shaped planks (31) in four colours (total of 124 tiles)
- 20 pillars
- 20 pit covers
- 27 Action Cards
- 3 treasure vaults (different tower heights)
- 4 scorpions
- 12 treasure cards
- 4 tomb raider meeples
- 2 six-sided dice.



Game Overview

The objective of ***COVER YOUR ASPS*** is to collect the most **treasure points** by traversing the chambers in a tomb filled with **quicksand** and **asps** (Egyptian snakes).

Start by laying **planks** across your **antechamber** and then moving your **raider** to the **vault** inside the **treasure chamber**. Planks must cover all open **snake pits** before you can move your raider. Reaching the **treasure vault** lets you collect one **treasure card** but you must then **escape** back to the entrance of your antechamber, while avoiding a **giant scorpion**, to start your next round.

Configurable Game

You configure the game for two, three or four players, by connecting as many **antechambers** as you have players.




You can place as many **pillars** and open as many **pits** as you like for different challenge levels. The more pillars and the more open pits, the more advanced the game.

You start with the shortest **treasure vault** for an easier game progressing to the tallest vault for a harder game.

Setup

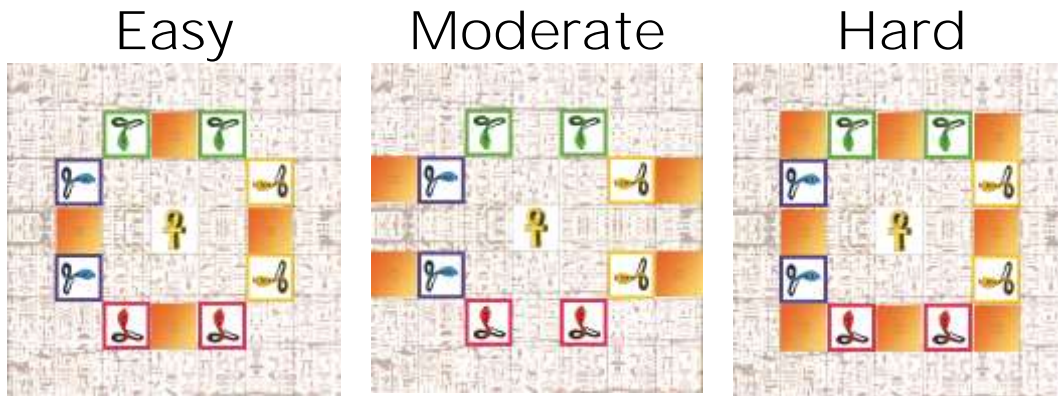
- connect the interlocking game boards to the treasure chamber and grab the necessary components ...

Two players:	Two antechambers, two sets of planks and one raider of the same colour per player, six treasure cards
Three players:	Three antechambers, three sets of planks and one raider of the same colour per player, 9 treasure cards
Four players:	Four antechambers, four sets of planks and one raider of the same colour per player, 12 treasure cards

- insert the shortest treasure vault in the center of the treasure chamber
- cover the pits in the treasure chamber for those colours not in the game
- each player collects five pit covers and covers any five pits within their own antechamber
- place four pillars symmetrically inside the treasure chamber (see Pillar Placement options below)
- shuffle the treasure cards and place them face down in a draw pile
- shuffle the Action Cards and deal two to each player, placing the rest face down in a draw pile
- each player places one of their planks anywhere along the seven grid locations along the entrance of their antechamber marked with asps   
- set the scorpions and pit covers aside in a pile.

Blocking Pillar Placement

By adding blocking pillars, you can make the game more challenging to play. Your raider cannot travel over a pillar, so pillars limit where planks can be placed. Pillars also help route planks to the treasure. Here are some suggested symmetric layouts for the treasure chamber.



You may also add pillars to your antechambers.

Game Phases

All players will play at least **three rounds**. In each round, players will individually be in one of the following phases at any time:

- **Build:** roll two dice to connect planks to build platforms and/or play Action Cards
- **Collect:** roll one die to move your raider and/or play Action Cards to collect the next treasure
- **Escape:** roll one die to move your raider back towards your antechamber's entrance for a safe escape.

Game Play

Build Phase: In the Build Phase, players may play an Action Card, add planks to the board or move existing planks to make a platform that allows them to reach the treasure vault. Planks allow raiders to traverse the quicksand and cover the dangerous snake pits.

Players may perform one of these actions per turn:

1. Play an Action Card

- Reveal one of your Action Cards and follow its instruction.

2. Lay a Plank:

- roll both dice
- select one of your planks that has the same number as one of the results on the dice
- lay the plank next to any existing plank (yours or opponent's) with the other die result such that both numbers are adjacent (or above)
- if doubles roll, see double roll rules below
- keep placing planks until all pits of your colour are covered and a plank is adjacent to the treasure vault.

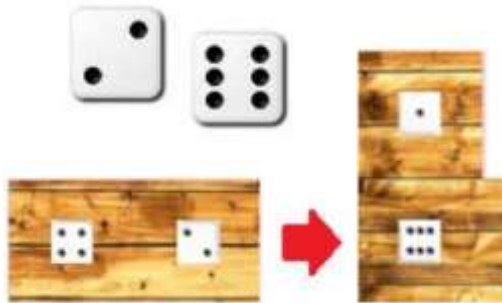
3. Move a Plank:

- you may move a matching (to die roll) plank instead of adding a new plank following the same rules and restrictions for adding a plank.

Once you have completed both planking and pit covering, move to the “collect” phase.

Notes:

1. To connect a plank you match the numbers rolled:



2. When using taller treasure vaults (after round one), your planks must be stepped up to be at the same level as the top of the vault.

Round one. Planks and Vault are at the same level: No step required.



Round two. Middle Vault requires one stepped plank



Round three+. Tallest Vault requires two steps to the top.



3. When stacking planks, you can bridge a gap using a three-unit plank.

Collect Phase:

In the Collect Phase, players move their raider in an attempt to collect a treasure. A player must first have their raider enter their antechamber:

- Roll two dice and place your raider on any matching numbered plank immediately at your entrance. If you roll doubles, place your raider on any plank at the entrance. If no match, try again on your next turn.

Once inside their antechamber, a player performs one of these actions per turn:

1. Move your raider

- roll a single die and move your tomb raider that many spaces in any orthogonal direction (not diagonally) towards the treasure vault. Note that you cannot move if there is an open snake pit – cover it with a plank first using the “Lay a Plank” rule above.

2. Play an Action Card

- Reveal one of your Action Cards and follow its instruction.

Once your tomb raider is on the treasure vault, you will be in the “**escape**” phase.

Note: An exact die roll is not required to land on the treasure vault.

Escape Phase:

In the Escape Phase, players move their raider back towards their antechamber's entrance. Immediately upon your raider landing on the treasure vault, perform the following:

1. Move your raider back one space to vacate the vault.
2. Collect one treasure card in secret.
3. Your opponent on the right will place a scorpion on one of your antechamber's planks, but not in the deepest (last two rows) of your antechamber.

On subsequent turns, perform one of these actions:

1. Move

- roll one die and move your tomb raider back towards the antechamber entrance, avoiding the scorpion. Note that you cannot move if there is an open snake pit – cover it with a plank first using the “Add a Plank” rules above.

2. Add a Plank

- Using the previously described “Lay a Plank” rule, add a plank to build a pathway around the scorpion or to cover an open snake pit (if necessary).

3. Play an Action Card

- Reveal one of your Action Cards and follow its instruction.

Upon reaching any plank at the entrance to your antechamber (exact die roll not required):

1. remove the scorpion
2. collect an additional Action Card
3. uncover one snake pit
4. add a pillar to the antechamber of the player on your right
5. continue with a new “build” phase to cover any open snake pits and step up planks to access the treasure vault.

Ending a Round

Once all players have “escaped” in the current round, replace the treasure vault with the next taller vault.

Ending the Game

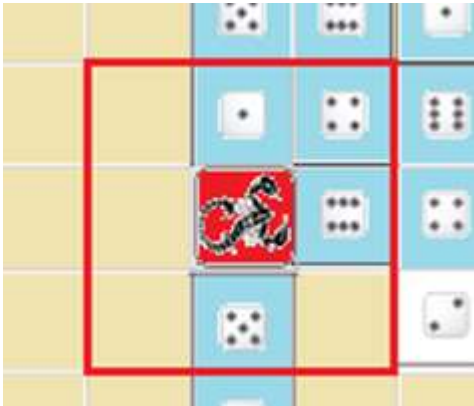
Upon the last treasure card being obtained, everyone reveals their treasure cards and counts their treasure points. The person with the most treasure points wins. In a family, the youngest wins any tie, otherwise the player with least planks left over wins.

Action Cards

Instead of planking or moving, you may play one of your Action Cards. After following its instruction, place the card in the discard pile. Always maintain at least one Action Card.

Giant Scorpions

A giant scorpion will block a raider's movement by controlling eight adjacent spaces. A raider cannot move within its area of control, as indicated in red below. Use scorpions to strategically delay your opponent's movement primarily during their escape phase. Use the Lay a Plank rule to build a platform around the area.



Game Play Progression with Taller Treasure Vaults

Once all players have completed their escape phase in any round, replace the current treasure vault with next taller vault. In order to access the treasure, the raider must stack several planks in steps to be level with the top level of the treasure tower. Your raider can then step up and across to the top of the treasure vault to collect the treasure.

To stack: using the two numbers rolled, match the top plank's number with the number on the plank beneath it.

The tallest treasure tower needs two staggered steps to be level at top. You are allowed to stack your plank on top of another player's plank.

Alternate Way of Planking

For a slightly quicker game, each player flips all their planks upside down as a hidden draw pile. Instead of rolling dice, pick a random platform and try to connect it to an existing pair of matching numbers, eg 4-4 or 1-1. If you cannot connect planks, leave the plank face up and pass your turn.

Rolling Doubles:

Upon rolling doubles, you can perform one of these actions:

- Lay any plank adjacent to or above any existing plank (ignore number match) ***OR***
- Remove a plank from an opponent's antechamber (but not in the treasure chamber)

In addition, these double roll actions are available:

1-1	2-2	3-3	4-4
expose an opponent's covered pit or move a scorpion	cover one of your exposed pits with a pit cover	add or remove a pillar to your benefit	remove two planks from your opponent(s) or remove one and add one of yours
5-5 (3-4 players)		6-6 (4-4 players)	
Remove a plank from each of two opponents		Remove a plank from all opponents	

Solo Mode for a Single Player

Play like a game of Tetris™! Challenge yourself to completely fill your antechamber with planks.

Using a single antechamber board, place a random plank near the middle, then:

- Roll both dice
- Place a plank with one number adjacent to a matching plank with the other number
- Repeat rolling and planking until completely filled.

If you cannot place a plank, roll again.

Lose if there are no more planks that will fit.

Win by filling the chamber.

Important Notes

- you cannot move your tomb raider if any of your pits becomes uncovered (continue planking)
- to stack a plank, place one number above the other
- always maintain one Action Card
- planks are connected orthogonally (flat), not diagonally
- you can use an opponent's platform to reach the treasure
- you cannot move adjacent to a scorpion – build a path around it using a two dice roll
- your raider cannot move diagonally.

Strategy Tips

- Plan on having two escape paths to avoid the scorpion
- Try to have several planks with different numbers at the entrance for quicker (re)entry.
- Use Action Cards to thwart your opponent.



COVER YOUR ASPS

Copyright © 2021 Knowledge Probe Inc
dba Brainy Games