



[1-99 players, age 10+, 20-30 min]  
Version v22

In 1940, the eccentric explorer Theodore Morde returned from the Honduras rainforest with **three peculiar medallions** and an electrifying story of having found the site referred to in legends as the **"White City of the Monkey God"**: the mystical capital of an ancient civilization whose location was lost since the days of the conquistadores.

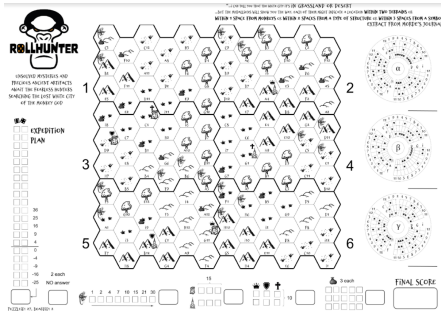
Theodore refused to divulge its exact location out of fear, he said, that the site would be looted.

When Theodore died years later, the discovery of his **expedition journal** revealed how Morde had found the lost city's entrance: **the three medallions were encrypted clues pointing to the White City location!**

You're going on a **new expedition** to decipher the three medallions, retrieve the White City of the Monkey God and discover the wonders of this ancient lost civilization.

## Preparation

To play this game you have to print **1 copy of the same Player Sheet** for each player.



We provide in the download area different game sheets: each sheet is unique. Each sheet is characterized by puzzleID and boardID (see bottom-left corner of the sheet).

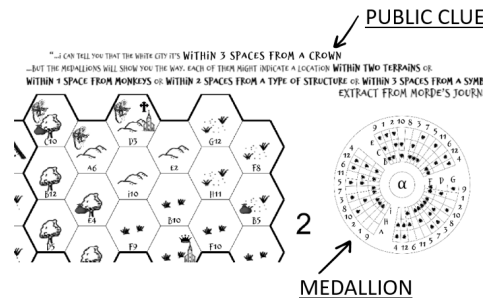
You have to use a different sheet for every game (otherwise you would already know the solution!), but you have to use the same sheet for each player in the same game.

Prepare **1 die D6** (any color) and give **1 pencil** to each player.

## How to play

You are joining the expedition in the Honduran interior and you want to gain the highest prestige by **retrieving the secret location** of the White City and by **discovering ancient artifacts** of the lost civilization.

All the players share the same **public clue** from the Morde's Journal, written on the game sheet, and they have to decipher the **clues given by the three medallions**: when combined, the four clues identify a single space on the map where the White City is located.

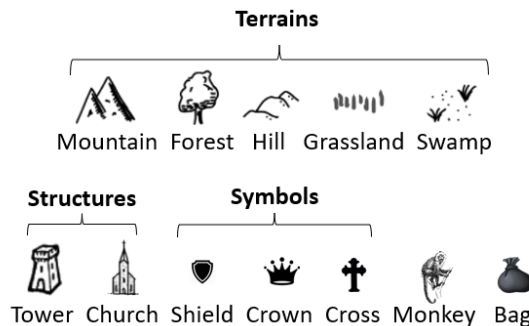


The expedition is composed of a **variable number of rounds** in which players take their turn **simultaneously**.

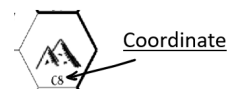
Each round corresponds to one Month of the Expedition. The expedition is supposed to end before the 15th round but depending on how fast you are, you can get bonus rewards or malus.

### THE MAP

The map is the area where your search will be taking place. Each cell may contain one or more of the following **elements**:



Each cell contains also a **coordinate** that is used to consult the three medallions:

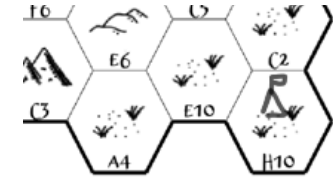


## Round structure

### 1) CHOOSE THE LOCATION TO VISIT

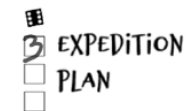
You start the game in one of the 4 corners of the map of your choice: here you draw a tent.

Example: you decided to start in the bottom-right corner, so you draw a tent in the bottom right corner of the map..



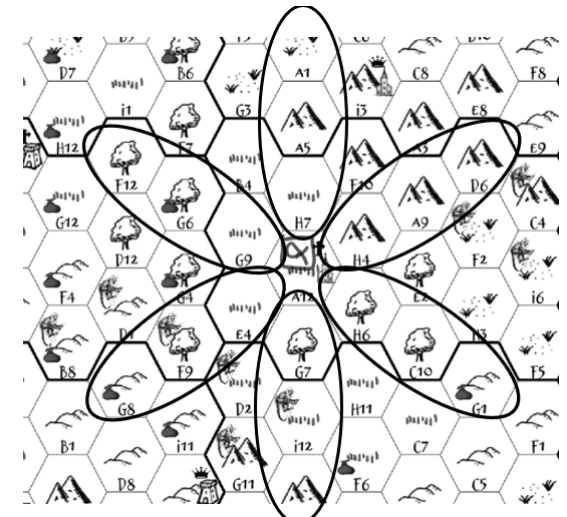
One player rolls 1 die D6 and all the players record the result in the **Expedition Plan**.

Example: the die rolled a 3: this value is recorded by all the players in their expedition plan.



Then you choose how to use this result in order to **select the location that you want to visit**: starting from the last cell visited (or from the tent in the first round), **you can move straight in one of the six possible directions by a maximum number of cells given by the result of the die**.

Example: having rolled 3 and being A12 the last cell visited, you could select one of the highlighted cell for the next visit:



2) CONSULT ONE MEDALLION

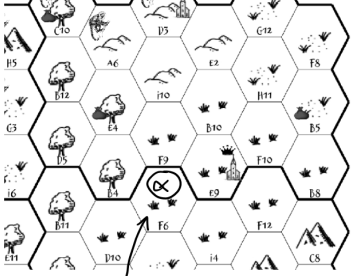
In this phase you consult one of the three medallions (only one!) in order to try to decipher its clue.

You select one of the three medallions and **you look in the slot corresponding to the coordinate of the cell you are visiting:**

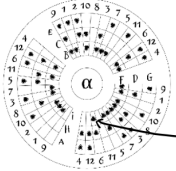
- **if the slot is filled** it means that “the White City could be in the selected cell according to the clue of this medallion”.
- **If the slot is void** it means the opposite.

You then **mark positive answers with a circle** containing the letter of the medallion and you **mark negative answers with a square**.


Example: you visited cell F6 and you want to consult medallion “alpha”: the slot is filled so the answer is positive. You mark the answer within the cell with a circle containing the letter of the medallion.



2

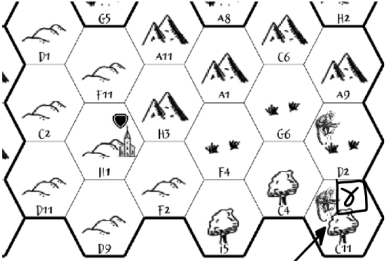


The slot for F6 is filled

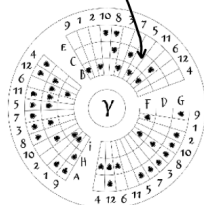


The positive answer is marked with a circle containing the letter of the first medallion

Example: then you visited cell C11 and you want to consult medallion “gamma”: the slot is empty so the answer is negative. You mark the answer within the cell with a square.



6



The slot for C11 is empty


The negative answer is marked with a square containing the letter of the third medallion

Each clue states an area where the White City can be found based on the terrain, structures or symbols on the map.

There are four possible types of clue:

- Within two terrains
  - Example: “With forest or grassland”
- Within 1 space from monkeys
  - Example: “Within 1 space from monkeys”
- Within 2 spaces from a type of structure
  - Example: “Within 2 spaces from a tower”
- Within 3 spaces from a type of symbol
  - Example: “Within 3 spaces from a crown”

The range of clues may extend beyond the borders of regions. You will have to use your deductive reasoning to elaborate the information you get from the medallions and identify what is the exact encrypted clue. You may write the identified clues near the relative medallion as a reminder:




1 from Monkeys

3) DISCOVER ARTIFACTS OF THE LOST CIVILIZATION

Look at the selected cell and at the adjacent ones and check if they contain a **structure**, a **symbol**, a **monkey** or a **bag**.

Select one of them (only one!) and cross one square on the relative tracks on the game sheet (you can also select the same element chosen in previous rounds).

**Monkeys:** you get an increasing number of points for each monkey site you discover:



1 2 4 7 10 15 21 30

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐


☐

**Structures and symbols:** you get 15 points for a set of three structures of the same type and 10 point of a set of 2 symbols of the same type:

15

☐☐☐

☐




☐☐☐

10

☐

**Bag:** you get 3 points for each bag you get



3 each

☐☐☐☐☐☐☐☐

☐

Game end

When a player thinks to have identified the secret location, **he may perform 1 “search action” to end his game:** he verifies the solution by **checking the same chosen location in all the 3 medallions**.

After the search the game is ended for that player: if he is **successful** he gets the scoring bonus/malus based on the number of rounds played: you get a **bonus** if you finish before the 15th round otherwise you get a malus:

☐ 66

☐ 45

☐ 28

☐ 15

15th ☐ 6

☐ 0

☐ -4

☐ -9

☐ -16

☐ -25

☐

**Note:** you get the scoring bonus/malus written beside the uppermost squares that don't contain numbers in the Expedition Plan.  
**Note:** the other players may continue their game even if you successfully find the secret location, so make your search secretly in order not to reveal information!

**Attention!** If the search fails you get the highest malus (-25 points).

Winning conditions

When all the players have finished their game, which might happen at different rounds, the final score is calculated by summing the scores for the different scoring sections.

You get also a **bonus of 2 points for each negative answer** you got in your expedition:  
Example: you got 8 negative answer in your expedition so you get 16 points at game end:

2 each  
negative  
answer

16

Example of final score calculation:

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

-16

2 each

NO answer


4

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

-45

15


16



1 2 4 7 10 15 21 30




☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

7

☐☐☐


15

0



10

10

☐☐☐☐☐☐☐☐

3 each

6

FINAL SCORE

43

Game is won by the player who obtained the highest score.

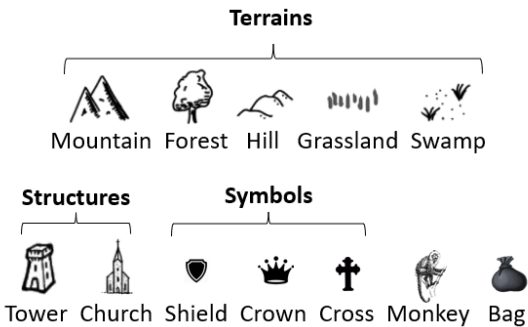
# ROLLHUNTER - PLAYER AID

## How can you find the secret location?

In each game sheet of Rollhunter there are 3 encrypted clues and one clue known from the beginning of the game (the initial clue).  
When these 4 clues are used together, a single cell in the map can be identified: this cell is the secret location of the White City.

## But how do you use the clues?

The clues refer to distances from the elements of the map. Each cell in the map may contain one or more of the following elements:



For example, if the initial clue is “within 1 space from monkeys”, this means the secret location is in one of the cells that contain a monkey or are adjacent to a monkey.

However, this clue alone identifies several cells. So you need to understand what are the other 3 encrypted clues to narrow down the possibilities and identify only 1 cell, which is the solution.

For example, if you discover that the second clue is “within a forest or a swamp”, you now know can exclude the cells that are “within 1 space from monkeys” but not “within a forest or a swamp”. This will reduce the number of cells that can be the solution.

But also in this case, there would be several cells that satisfy both conditions at the same time. So you need the other 2 clues to narrow down even more the possibilities.

When you get to know all the 4 clues, you will be able to identify a single cell.

The conditions given by the 4 clues must be all true for the secret location (this corresponds to a logical AND between the 4 clues).

To get the 4 clues you have to decipher the 3 medallions of the game sheet.

## How can you decipher a medallion?

To decipher a medallion you have first to consider the type of clues that are allowed: they are written in the game sheet as a reminder.

There are four possible types of clue:

- **Within two terrains**
  - Example: “With forest or grassland”
- **Within 1 space from monkeys**
  - Example: “Within 1 space from monkeys”
- **Within 2 spaces from a type of structure**
  - Example: “Within 2 spaces from a tower”
- **Within 3 spaces from a type of symbol**
  - Example: “Within 3 spaces from a crown”

So, considering the elements of the map, the full list of possible clues is as follows:

1. Within forest or grassland
2. Within forest or swamp
3. Within forest or desert
4. Within forest or mountain
5. Within grassland or swamp
6. Within grassland or desert
7. Within grassland or mountain
8. Within swamp or desert
9. Within swamp or mountain
10. Within desert or mountain
11. Within 1 space from monkeys
12. Within 2 spaces from a tower
13. Within 2 spaces from a church
14. Within 3 spaces from a crown
15. Within 3 spaces from a cross
16. Within 3 spaces from a shield

When you get a positive or negative answer from a medallion, you can exclude some of the possible clues by looking at the cells that are close to the one that you visited.

For example, if you get a negative answer in a cell that contains a monkey, you can exclude that the medallion examined means “within 1 space from monkeys”.

Another example: if you get a positive answer in a cell that is far (more than 2 spaces) from any tower or church, means that the clue will not be of the type “within 2 spaces from a tower” or “within 2 spaces from a church”. So you can exclude those 2 possible clues.

By combining the answers you got in different cells you will be able to narrow down the possible clues to just one. When you do this, you have deciphered one medallion.

You can cross out the excluded clues in this box to help you keep track of the deduction process in the first games:

POSSIBLE CLUES	α	β	γ
Within forest or grassland	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Within forest or swamp	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Within forest or desert	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Within forest or mountain	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Within grassland or swamp	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Within grassland or desert	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Within grassland or mountain	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Within swamp or desert	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Within swamp or mountain	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Within desert or mountain	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Within 1 space from monkeys	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Within 2 spaces from a tower	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Within 2 spaces from a church	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Within 3 spaces from a crown	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Within 3 spaces from a cross	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Within 3 spaces from a shield	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>