

THE RULES

LOBBY

TEAM



MOBA

INTRODUCTION

“Lobh” is a classic dungeon crawling game which is playable by single or multiple players (up to 4 players). The basic aim of the game varies from player to player. If you’re a *hero*, you need to collect all the treasure, whereas, if you’re a *monster*, you need to stop the *hero* from collecting all the treasure in the given amount of time.

The game works on a *valor point* system. Both the teams play a round as “Heroes” and another round as “Monsters”. The team with the more *valor points* in the end wins.

There is a time restriction given for each round (20 minutes). The Heroes win *points* by collecting treasures and winning combats against monsters.

The game will certainly test your patience if you’re playing as a hero but, it’ll bring back all your childishness when you play as a monster. Being a monster, a player has to set up traps all over the board and wait for the heroes to get trapped in them, while the heroes have to explore the caves in search for treasure.

STORY

So you are a treasure hunter, eh? Are you looking for the Gem of Eternal Ember or perhaps the Glass Crown of Infinite Gems? Ah, a hunter of your caliber must be interested in the Eye of Midas.

Sadly, it is gone.
They are all gone.



In a land far-far away,
there lived a powerful
Necromancer Mortuus Vilissimus. Dark magic was banned in the
lands yet, Mortuus was allowed to practice his magic by the
king. Mortuus used his magic to help the land.

The land, named Ishanor was jagged and rocky. Not many people came to settle in the land. So, Mortuus helped the land by summoning powerful undead and monsters to work for the kingdom. One day, one of his undead miners discovered a priceless gem which glittered like the sun itself. Upon further investigation, it was found out that the land was full of treasure.



As word got out, people started to immigrate to the land to seek out wealth. Ishanor started to flourish. Trade was established and everyone was happy.

Well, almost everyone.

As new people started to immigrate, they were scared of undead roaming the streets. Many people refused to work with them. The king decided to apply the old law of "No Dark Magic" to Mortuus and banished him from the kingdom.



Enraged and insulted, Mortuus swore revenge not only on Ishanor but all of humanity for its greed. His undead army rampaged through the lands of Ishanor leaving no survivors. After the demise of Ishanor, Mortuus shifted his ire to the rest of humanity. He looted every precious treasure that existed and kept it with himself in the caves of Ishanor.



Though he is long gone, the legend of Ishanor survives. No-one knows if the treasures still exist, for those who have searched for it, never returned to their homes.

So treasure hunter, are you ready for an adventure?

SETTING UP

Before starting the game, make sure you have the following pieces of the game:

1	x	Countdown timer
2	x	Game boards
2	x	Sheets of paper
2	x	Six faced dice
2	x	Separators
4	x	Game pieces/ pawns
35	x	Valor tokens
49	x	Cards

SINGLE PLAYER/CO-OP

Before starting the game, make sure you have your guide of explorer's, timer and dice. Take out the "Hero" board provided to you. It is easily distinguishable by the word "Hero" written on top of it. Prepare the timer before starting. Make sure the timer is reset to 0 before starting.

MULTIPLAYER

Decide your teams. One team is “Hero” and the other is “Monster”. Divide the team in 1-1 or 2-2 format depending upon the number. In case of 3 players, 1 player can chose one side and control either heroes or monsters, depending on the side.

Before starting the game, make sure you have deck of 49 cards, timer, dice and notepad provided (or sheets of paper). Take out the both boards provided to you. The hero team gets the “Hero” board and the monster team gets the “Monster” board. It is easily distinguishable by the word “Hero” and “Monster” written on top of them. Use the separators provided to hide your board from the opposing team.

Shuffle the cards and keep them in between the teams. Prepare the timer before starting. Make sure the timer is reset to 0 before starting.

ORDER OF PLAY

SINGLE PLAYER AND CO-OP MODE:

This does not apply for single player. (Obviously!!!)
Each of the players rolls the dice. The player with the highest roll goes first. In case of a tie, the players involved in the draw roll again.

MULTIPLAYER

The heroes go first. To choose who goes first in a team, roll the dice. Higher roll moves first. The “monster” team rolls after each “hero” roll.

For example:

Team Hero has player Hero 1 and Hero 2. Team Monsters has player Monster 1 and Monster 2.

In Team Hero, Hero 1 rolls highest and in Team Monster, Monster 2 rolls highest.

So the order of play is: Hero 1 ---> Monster 2 ---> Hero 2 ---> Monster 1

In case of a tie, roll again.

DEPLOYMENT PHASE

CARDS

The 49 different cards represent the tile number at which the treasures lie. Each card has the number of the tile which the treasure is on the front side and the words “Treasure Found” on the back. The heroes shuffle the cards in the beginning of every round.

DEPLOYMENT PHASE

The monsters pick out 5 random cards from the deck without showing them to the Hero team. They check it out, write down the tile numbers in their notepad (if needed) and keep the cards face down. The tile numbers they receive are the position of treasures for the current game.

The monsters discuss and deploy traps accordingly on their board. The monsters do not show trap locations to the Hero team. They have 10 traps to use on a whole; 5 pit traps, 3 goblin attack traps and 2 death traps. Note the tile numbers on your notebook.

TRAPS

1. **Goblin Attack Trap**– The hero lands on one of these then he/she loses all their treasure and ends their turn. The heroes will have to return the treasure card/cards they got. The treasure card/cards go to the bottom of the deck. The monster team has to pick the same number of cards the hero lost and keep them with themselves like earlier.
2. **Death Trap** – The hero dies and loses all treasure. He/she must also start from the beginning that is the tile named “Entrance”. The heroes will have to return the treasure card/cards they got. The treasure card/cards go to the bottom of the deck. The monster team has to pick the same number of cards the hero lost and keep them with themselves like earlier.
3. **Pit Trap** – If the hero lands on a pit trap, one player from the monster team rolls the dice. The hero is trapped and cannot move for the number of spaces indicated on the dice.

SINGLE PLAYER AND COOP MODE

TAKING YOUR FIRST TURN

- When you start, proceed from tile named, “Entrance”.
- On your very first turn, roll the dice.
- Travel across the board for the indicated number of spaces on the dice, according to the movement rules.
- Check the tile number you are on.
- Open the guide of explorers.
- Go to the section with your current tile number in the guide.
- Roll the dice to select one of the options listed.

GUIDE OF EXPLORERS

The guide of explorers contains the possible outcomes that can happen to a player who lands on a certain tile in the game. The heroes use it in the Co-op (Cooperation mode) only. After landing on a tile each turn the player must open it and check for their specific tile number. There will be a set of 6 options for each tile; the player must roll a die to decide their fate.

REGULAR GAMEPLAY:

The gameplay proceeds in the same manner. In case of co-op mode, everyone starts from tile A1. Once your turn is over, the rest of the players take their turns in the same way. If a space is already taken by another player, move to the space just ahead of that player in any direction you please, except diagonal. When you have suffered your fate from the guide, then your turn ends.

ENDING THE GAME:

There are 10 treasure in total for single and co-op mode. Each treasure is worth 2 points. The game ends when all ten treasures are collected or the timer runs out. Points are calculated after game ends.

- In case of single player; Congratulations, you are the “most badass adventurer I have met”. Calculate your score for high scores.
- In case of co-op mode; your team wins **only if all 10 treasures have been collected within the time limit**. The player with the highest number of total points gets the title of “most badass adventurer I have met”.

MULTIPLAYER

TAKING YOUR FIRST TURN:

HEROES

- Keep your pawns on tile named “Entrance”.
- You proceed from “Entrance”.
- On your very first turn, roll the dice.
- Travel across the board for the indicated number of spaces on the dice, according to the movement rules.
- Check the tile number you are on.
- Tell the tile number to the Monster team.
- Listen to the response from the Monster team and act accordingly.
- *Optional: Keep note of the tile numbers and effects the monsters say in your notebook as there are negative points for cheating.*

MONSTERS

- Keep your pawns on tile named “Spawn Point”.
- You proceed from “Spawn Point”.
- Listen to the tile number the Hero is on.
- Tell whether the hero has landed on a trap, a treasure or a random event.
- On your very first turn, roll the dice.
- Travel across the board for the indicated number of spaces on the dice, according to the movement rules.
- Check the tile you are on and act according to the appropriate random event.

REGULAR GAMEPLAY:

The gameplay proceeds in the same manner, basically. However, the options change after each round because of the rules. If a space is already taken by another player of the same team, move to the space just ahead of that player in any direction you please, except diagonal. When you have suffered your fate from the monsters, then your turn ends.

COMBAT SYSTEM:

Combat system is dice roll. Two players engaging in battle will roll dice. There are three rounds.

Whoever rolls highest wins one round. Whoever wins two out of three win the battle and gets valor point tokens. One token for the heroes and two tokens for the Monsters.

ENDING THE GAME:

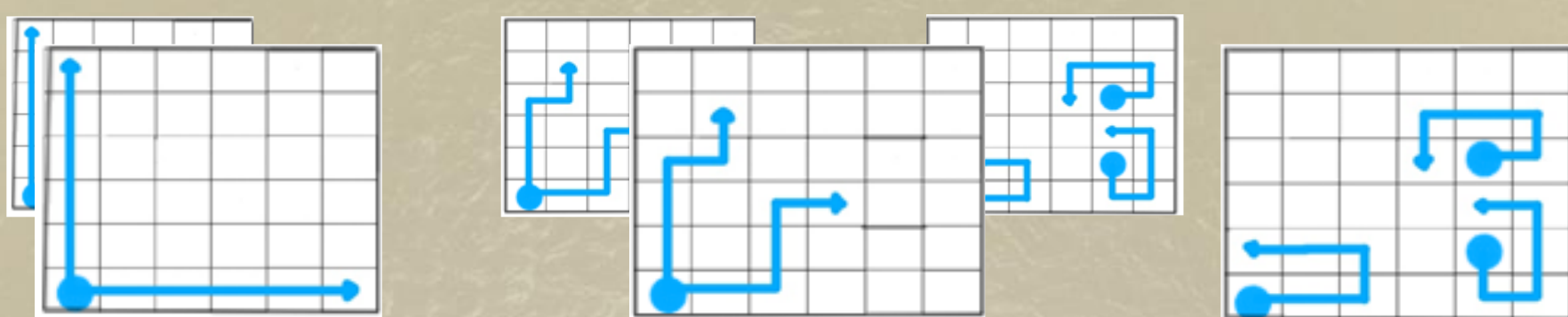
There are two rounds and 5 treasures in total for multiplayer mode. Each treasure is worth 2 points and valor point tokens are worth 1 point. One round ends when all five treasures are collected or the timer runs out or both heroes die. In second round, the hero team becomes the monsters and the monster team become the heroes and plays the game again. Points are calculated after each round.

The heroes of each round can opt for checking the information passed by the monsters. (If caught cheating, the monster team get -5 points.

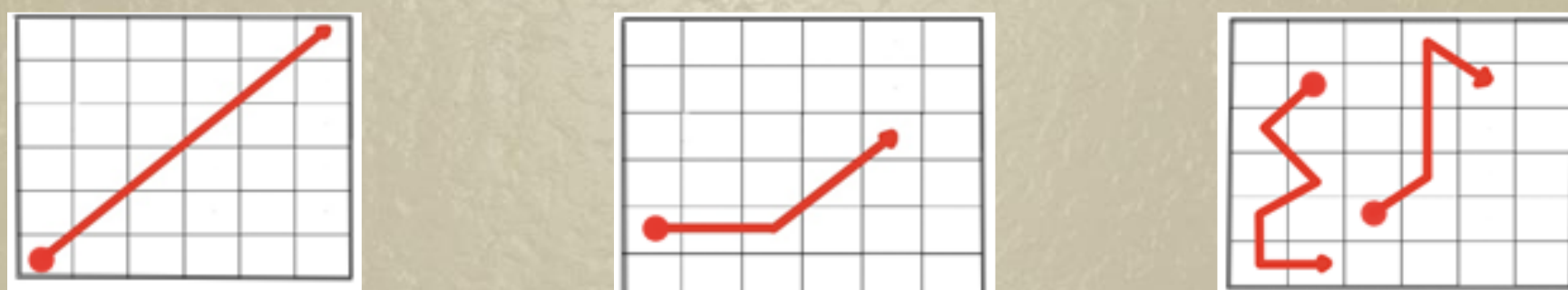
The game ends when both rounds have ended. The team with the highest points wins.

MOVEMENT

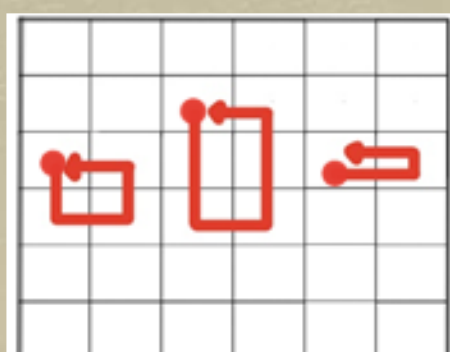
Movement is decided by a die roll. Move ahead the indicated number of spaces on the dice. You can move in all directions except diagonal. *For example, you get a roll of 5, places you can go are:*



The movements not allowed are:



Also, you **cannot** go back to the tile you are currently standing for the next turn (in case of an even roll):



TILES IN GAME

SINGLE PLAYER AND COOP

TILE OPTIONS:

The fates you can suffer in the guide of explorers are as follows:

- **Treasure** – You get a treasure which gives you 2 points. (For ease of keeping count of points, you can pick up a treasure card and keep it with you. It can be a random card and does not have to represent the tile you are on).

In co-op mode, the treasure got by a particular player belongs to him/her. (You can use the treasure cards to keep count as mentioned earlier).

After treasure has been collected, the player who got the treasure gets a second turn immediately.

- **Nothing happens** - You can go ahead and roll the dice again to move. In co-op mode, the player stops on the tile, ends his/her turn and waits for his next turn to move ahead.

- **Goblin Attack** – You lose all your treasure and end your turn. Same for co-op mode. (In case you are using treasure cards to keep count, return all of them to the stockpile).

- **Death Trap** – You die and lose all treasure. You must also start from the beginning that is the tile named “Entrance”. Treasure returns to original positions. Same for co-op mode. (In case you are using treasure cards to keep count, return all of them to the stockpile).

In co-op mode, everyone has one re-spawn only. The 2nd time a player dies; he/she is out of the game.

- **Monster attack (Level 1, level 2, level 3)** – You must fight the monsters by rolling dice. You win by getting a number equal or higher than the level of the monster which you encounter.

For example, if the player encounters a monster of level 2 the player must get 4 or above to win.

Getting lower will result in your death. If dead, you restart from the tile named “Entrance” and lose all your treasure. (In case you are using treasure cards to keep count, return all of them to the stockpile).

In co-op mode, everyone has one re-spawn only. The 2nd time a player dies; he/she is out of the game.

If you win, you kill the monster; get the treasure and get a second turn immediately.

MULTIPLAYER

TILE OPTIONS:

The fates you can suffer in the game are as follows:

HEROES:

- **Treasure** – The heroes get a treasure which gives you 2 points. When the hero lands on a tile and says it to the monster team, the monster team checks the cards they drew from the pile. If the tile number matches one card, the hero team got a treasure and the monster must give the appropriate treasure card to the hero who earned it.

The hero who earns it gets a second turn immediately.

- **Random Event** – The hero checks the tile and does what is written on it. If there is a trap on the tile the random event is ignored.
- **Monster attack** – If the hero lands on a tile with a monster on it, combat system is engaged. If the hero wins, he gets one valor point token. If he/she loses, he/she dies and restarts.

The heroes will have to return the treasure card/cards they got. The treasure card/cards go to the bottom of the deck. The monster team has to pick the same number of cards the hero lost and keep them with themselves like earlier.

MONSTERS:

- **Random Event** – The monster checks the tile and does what is written on it.
- **Engage Hero** – If the monster lands on a tile with a hero on it, combat system is engaged. If the monster wins, he/she gets two valor point tokens. If he/she loses, he/she dies and restarts.

WALKTHROUGH

Jason (Hero 1), Rachel (Hero 2)

SINGLE PLAYER & COOP

Jason starts by rolling the dice. He rolls and gets a 4. After Jason lands on a space, he has to open the Explorer's Guide. Then Jason rolls a dice again to select which of the events will happen to him. Rolling a one corresponds to the first option and so on. Depending on the event which takes place he must act accordingly. He now manages to roll a 2. The guide says he encounters a monster. This particular monster is of the level 2.

Jason must then roll a 4 or above to win against this monster. He rolls the dice and gets a 5. Jason defeats the monster and can advance on the next turn of his. Now it is Rachel's turn. Rachel rolls a 6 on her turn. After landing on her space she opens the guide of explorers. She then rolls again to determine her fate. She rolls a 1 and she is caught by a death trap. She loses a life and starts again from the beginning. Both Jason and Rachel have only one life each so Rachel must now be careful as she cannot play if she dies again.

Jason (Hero 1), Rachel (Hero 2),

Barack (Monster 1), Kathryn (Monster 2).

MULTIPLAYER:

Jason starts by rolling the dice. He gets a 5. He then goes on to the space he wants to go to on the hero board. After Jason lands on a space, he calls out what space he has landed on. Barack and Kathryn tell Jason if there is a trap there or not and Jason can see if it is true or not by checking the notes they made in the beginning of the game. There is no trap there, just as they had said. There isn't a treasure there either. Jason must now look at the tile itself and see what happens to him. The tile says that he has been caught by a spider web and cannot move for 2 turns. Now it is Barack's turn. He rolls the dice and gets a 2. He moves to the space G6 and reads what the tile says to him. The tile says nothing happens to him on the particular space.

Then Rachel plays and rolls the dice she gets a 5 and lands on E1. She calls out what place she is on. Barack and Kathryn tell her that there is a treasure on the space. They give her the treasure card associated with the particular place. Kathryn now plays her turn on the monster board. She rolls a dice and gets 1. She moves to the space she can move to. The tile says she must reveal the location of one of the treasures which are present on the board. Barack and Kathryn can choose now which one to reveal. After revealing the location of the treasure Kathryn's turn ends.

If there is a monster and a hero land on the same tile, they must fight. Assume Jason and Kathryn get into a fight. If Jason gets higher than Kathryn then he gains 1 valor point and rolls the dice again to move. If Jason gets lower he loses all treasure he has collected and has to start from the beginning. If Kathryn gets higher than Jason, she wins the fight and gets 1 valor point, takes the treasure the particular hero has collected. If she gets lower than Jason she dies and loses a life and starts from the beginning.

LOBH

THE RULEBOOK