

Catacombs of Mu

Summary:

1-4 players, 60-90 minutes, ages 8+, Solo, Competitive, and Coop Variants

In Catacombs of Mu each player takes on the role of an individual exploring the mysterious labyrinth that is the Catacombs. Buried deep within the winding passages are ancient relics from the prehistoric lost continent of Mu. Players race to discover these priceless treasures and escape to the surface. But without a map the treacherous journey may result in you getting lost forever!

Components:

Pieces:

- Pawns x 4
- Bullet Tokens x 20+
- Health Point Tokens x 13
- Draw Bag

Boards:

- 1 board with four 6x6 space quadrants, each quadrant divided by a wall with archways connecting quadrants.
- 6 Character Cards

111 Tiles:

- **Path Tiles x 68**
 - o L Tiles x 20
 - o I Tiles x 15
 - o T Tiles x 5
 - o Dead End Tiles x 10
 - Standard Dead End Tiles x 5
 - Rival Dead End Tiles x 5
 - o X Tiles x 2
 - o Gulch Tiles x 4
 - Gulch Tiles may be crossed by expending 1 Health Point or by using the Whip.
 - I Gulch x 2
 - L Gulch x 2
 - o Cave In Tiles x 4
 - Cave In Tiles may be crossed by expending 1 Health Point or by using the Pickaxe.
 - I Cave In x 2
 - L Cave In x 2
- **Path Tiles (cont.)**
 - o Flooded Passage Tiles x 4
 - Flooded Passage Tiles may be crossed by expending 1 Health Point or by using the Kayak.
 - I Flooded Passage x 2
 - L Flooded Passage x 2
 - o Slide Tiles x 4
 - Slide tiles let you and an opponent draw and play additional Passage Tiles to the end of your Slide.
 - I Slide x 4
- **Encounter Tiles x 8**
 - o Beast Items x 4
 - Battle a Beast. Lose 1 Health Point or 1 Bullet.
 - o Trap Tiles x 2
 - Trap Tiles cause you to fall into a Trap. Lose 1 Health Point or 1 turn.
 - o Path Marker x 2
 - You have discovered a path marker in the dark tunnels. Draw and play 1 Passage Tile and take another turn.
- **Bonus Tiles x 4**
 - o Draw 2 Additional Tiles
 - o Draw 1 Path Tile
 - o Draw 1 Item Tile
 - o Draw 3 Tiles, Keep 1, Discard Others

- **Item Tiles x 19**

- Whip Items x 3
 - Keep with you. Can be used to swing across a Gulch. Discard after use.
- Pickaxe Items x 3
 - Keep with you. Can be used to break through a Cave In. Discard after use.
- Kayak Items x 3
 - Keep with you. Can be used to cross a Flooded Path. Discard after use.
- Ammunition Items x 3
 - Gain 1 Bullet. Discard.

- **Item Tiles (cont.)**

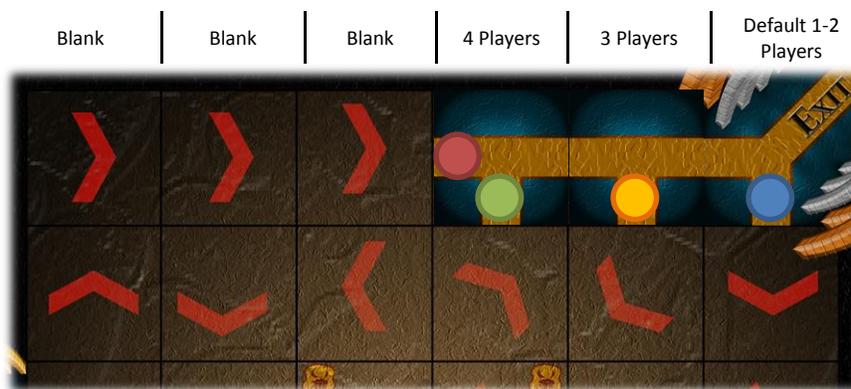
- Torch Items x 3
 - Draw enough Passage Tiles to add 1 to each pathway that exits the tiles you are currently on (return any non-Passage tiles to the bag and draw again until you have enough Passage Tiles).
 - OR use to avoid a Trap.
- First Aid Items x 4
 - Keep with you. Gain 1 Health Point. Discard after use.
- **Relic Tiles x 6**
- **Monster Tiles x 6**

Object:

The object of Catacombs of Mu is to guide your explorer to find 2 of the ancient Relics and escape through the exit. The first player to get a character to escape with 2 or more Relics wins the game! Also, see Solo and Coop Variant rules below. Or for a more difficult, or longer game, characters must escape with 3 Relics to win.

Setup:

For 3 or 4 player games take 1 or 2 T Passage Tiles and connect them to the Catacombs Exit space with the ends of the paths not blocked by the outer walls of the Catacombs:



Place each player pawn on the end of a pathway that is connected to the entrance to the Catacombs (see above). Players choose a Character Card to start with. Or deal out Character Cards randomly.

Each player takes 3 Health Point tokens (4 Health Point tokens for the Athlete) and 3 Bullet tokens (4 Bullet tokens for the Mercenary). Set aside the other Bullet tokens. Players place the Health Point and Bullet tokens on their Character Board in the places indicated.

Randomly choose Relic Tiles to use during the game, based on how many players are playing:

- 1-2 Players = 3 Relic Tiles
- 3 Players = 4 Relic Tiles
- 4 Players = 6 Relic Tiles

Randomly place the Relic Tiles in the spaces indicated in the three quadrants of the board for the appropriate number of players.

Each player draws 5 Tiles (replace any Encounter Tiles and redraw).

Monsters:

Playing with Monsters is optional, but recommended. If you decide to play with Monsters, decide how many Monsters you want to play with. It is recommended to play with as many Monsters as players. Randomly select that many Monster tiles. The more Monsters you use the more challenging the game will be. For each Monster

you use, place its tile in one of the center four  spaces of a quadrant. See the Monsters Variant section of the rules.

You are now ready to play!

Competitive Game Play:

The last player to have visited an ancient archeological site, or the oldest player starts.

Starting with the first player each player will follow the Phases of a Turn, below.

Note: At the start of the game each player must place their first tiles on the end of the pathway that they start at. They may not backtrack and follow another character's path.

Phases of a Turn:

1. Draw Tiles
2. Take One Action:
 - a. Resolve Encounter (mandatory if an Encounter is drawn)
 - OR
 - b. Play Tiles
 - OR
 - c. Discard and Draw New Tiles
 - OR
 - d. Move One Relic Tile
 - OR
 - e. Pass
3. Discard Down to 5 Tiles
4. Discard Vacated Passage Tiles
5. Move Monsters (if playing with Monsters)
6. Return Discards to the Draw Bag

Phase 1 – Draw Tiles:

To start each player's turn he must draw 2 tile from the Draw Bag. If either tile is an Encounter Tile the player must resolve it immediately. If both tiles are Encounter tiles the player may choose which to resolve. The other is discarded. If the tiles are Item Tile or Passage Tiles the player can play the drawn tiles and/or the tiles in his hand.

- **Encounter Tiles** – Some tiles are events, like Beast Encounters, Traps, etc. Encounter Tiles have red borders and must be resolved immediately as the player's Action this turn.
- **Item Tiles** – Some tiles are items that the player may keep and use later. Items can be placed face down on the player's side of the board. Item Tiles have yellow borders.

- **Passage Tiles** – Passage Tiles let the player advance his pawn. He may play a Passage Tile so that the end of its passage connects to the end of a passage on the player’s current tile, or one already connected to the current tile. The player must then move his pawn through the passages to the end of the passage on the tile just placed. Passage Tiles have green borders.
- **Special Tiles** – Some tiles have instructions on them, like Draw 2 More Tiles. When drawing one of these follow its instructions immediately.
 - o **Draw 3 Tiles, Keep 1, Discard 2** – If you draw three Encounters you must choose one to resolve. If you draw fewer than 3 Encounters you can choose to keep the non-Encounter tile.
 - o **Draw 1 Item Tile** – Draw tiles until you get an Item. Keep the Item and discard any other tiles.
 - o **Draw 1 Passage Tile** – Draw tiles until you get a Passage (including Obstacles). Keep the Passage and discard any other tiles.
 - o **Draw 2 Tiles** - If one of them is an Encounter you must resolve the Encounter. You can keep any other tiles drawn though. If both tiles are Encounters you can choose which Encounter to resolve and discard the other



Phase 2 – Actions:

A player may take 1 Action. Resolving an encounter is a mandatory Action and a player’s turn ends after resolving the Encounter.

Resolve Encounter:

Encounter Tiles – There are three types of Encounter Tiles. Encounter Tiles must be resolved immediately by the player that drew the tile. The other drawn tile may be kept in hand. If the player draws two Encounter tiles he can choose which one to resolve and discard the other.

Phase 2 ends immediately after resolving an Encounter (except for Path Marker encounters). Proceed immediately to Phase 3.

NOTE: Some other tiles require a player to draw Passage Tiles. In that case Encounter Tiles that are drawn are not resolved and are returned to the draw bag after the appropriate number of Passage Tiles is drawn.

- **Beast Encounter Tile** – Deep in the Catacombs of Mu ferocious beasts roam in the dark. Occasionally you will encounter one. Beast Encounters will cause you to lose 1 Health Point, unless you have ammunition for your gun, then spend 1 Bullet to defeat the Beast. Discard the Beast Tile after resolving.
- **Trap Tile** – The Catacombs of Mu are a dangerous place, filled with beasts and perils. Among the dangers are traps that will cause you to lose 1 Health Point and also lose 1 turn, unless you use a Torch to avoid the Trap. Discard the Trap Tile after resolving.
- **Path Marker Tile** – Every once in a while you may stumble upon a Path Marker that will show you the layout of the next few passages. When you encounter a Path Marker you may draw and play 1 non-Obstacle Passage Tile (the tile played must be the tile drawn) and then return to Phase 1 – Draw Tiles.

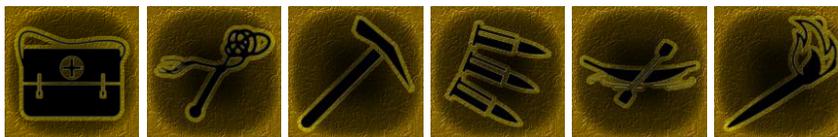


Play Tiles:

Choose one option:

Item Tiles – You may play Item Tiles from your hand and add them to your Equipment.

- If you choose to play Item Tiles from your hand you may place, face-up in the Equipment section of your Character Board, as many tiles as you like, not to exceed your character's Equipment limit. The Items on your character's board is your Equipment. You can then use these Items later when needed. NOTE: You may only carry four Items at any one time, including Relics (the Traveler may carry 5 items). If you want to put an Item into your Equipment and you already have the maximum number of items you must discard one. Items in your hand are not active Equipment and cannot be used, however an Item can be used immediately after being added to a character's Equipment or used as it is discarded. Items are added to a character's Equipment all at the same time, i.e. you may not add an item, play an item, then add another item. If the character's Equipment allotment is filled by adding an item it cannot be used and then replaced in the same turn. However, a player may use items already in a character's Equipment before adding any items.
- Item Tiles that are currently in a player's Inventory can be used at any time (except while adding new items) and don't require an Action to use.



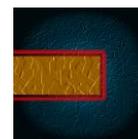
Passage Tiles – Or you may play as many Passage Tiles as you would like.

- If you choose to play one or more Passage Tiles you can advance your pawn. You may play Passage Tiles so that the end of each passage connects to the end of a passage on your character's current Tile, or one already connected to the current Tile. Tiles must be placed so that each tile connects to the previous tile played. You must then move your pawn through the passages to the end of the passage on the last Tile just placed, or an intersection if the Tile is an X or T Tile, or to an Obstacle if you choose to not move through the Obstacle.



- **Special Passage Tiles:**

- **Rival Dead End Tiles** – Rival Dead End Tiles can be identified by the red border around the passage. Rival Dead End Tiles can be played on an opponent's passage instead of the active player's passage. The active player may still connect other tiles to his passage. When a Rival Dead End Tile is played, move the opponent's pawn into the Rival Dead End, but not through any Obstacles. Be sure to discard any Vacated Passaged attached to the opponent's passage.
- **Slide Tiles** – Slide Tiles are sections of the passage in which your character has fallen into a chute or slide. This can advance you very quickly, but maybe not always to your advantage. When you play a Slide Tile you may draw three Passage Tiles from the Draw Bag. Immediately discard any Encounter or Item tiles drawn and draw again until you have three Passage Tiles. You may add one of the



Passage Tiles to the end of the Slide Tile. Then pass the two remaining Passage Tiles to the player to your left. The other player may draw one more Passage Tile and then choose one of the three Passage Tiles to add to the end of the tile you placed. The remaining tiles are then discarded. Immediately move your pawn to the end of the last tile placed.

- You may not play a Slide Tile or the next tile in such a way that you slide into a wall, however you may slide into, and through, a tunnel to another quadrant.
- You may not play a Dead End Passage tile as the first tile after a Slide.
- You may play Obstacle tiles (Cave In, Flood, or Gulch) and slide through them without incurring any damage or using any items, however if you slide into a Dead End you will need to pass through at least one of the Obstacle tiles to escape the Dead End.
- You may play two (or more) Slide Tiles in sequence and draw three more Path Tiles for each Slide Tile played. Your opponent may then draw two more Passage Tiles and place two tiles, having 6 to choose from.
- Rival Dead End tiles may be placed at the end of a Slide.

- **Cave In Tiles** – Cave In Tiles may be crossed by expending 1 Health Point or by using the Pickaxe.
- **Gulch Tiles** – Gulch Tiles may be crossed by expending 1 Health Point or by using the Whip.
- **Flooded Passage Tiles** – Flooded Passage Tiles may be crossed by expending 1 Health Point or by using the Kayak.

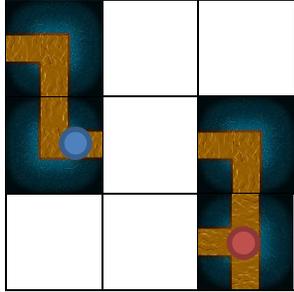


- **Special Movement Rules:**

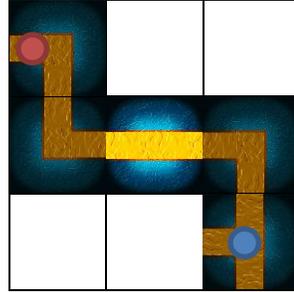
- *Unable to Move* – If you are unable to move because the end of your path is blocked by another player's path, because you are stuck in a Dead End and the only exit is blocked by an Obstacle, or any other reason, you may choose to not play any tiles and not move.
- *Obstacles* – you may choose to play an Obstacle Passage Tile and not move through the Obstacle.
- *Linking to Another Player's Passage* – If you play a tile that links your passage to another player's passage each player moves their pawn to the end of the passage in opposite directions. The active player proceeds onto the newly placed tile and on, into the other player's tile. In passing the Active player may steal one Item from the other player. The other player then proceeds back the way the Active player came from. The Active player may choose any one Item from the other player's Equipment before the other player moves. This Item may be a Relic or other Item. If a player connects to a passage that already has more than one player in it, the Active player chooses which opponent to move and steal an Item from. If the connecting Passage or any other tile between the Active player and the other players is an Obstacle Tile the Active player must use equipment or expend Health points to move through any obstacles between himself and the other player. The other player must the move through the obstacle, however the other player does not have to discard an Item or Health Point.
 - **Note:** An Active player may connect two passages with an Obstacle Tile and choose not to move through the Obstacle. In this case neither player moves nor is an item stolen. The played tile is also not discarded until it is no longer adjacent to a tile with a player's pawn on it. This may be a preemptive move by the Active player to prevent

another player from stealing an item from him on a future turn. However if the other player decides to move through the Obstacle on his turn he can initiate the link and steal an item from the first player.

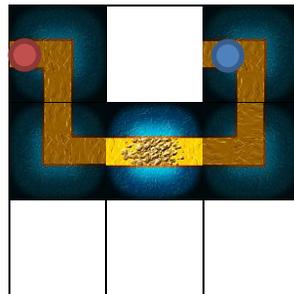
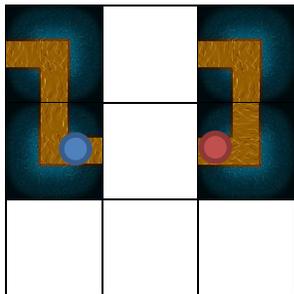
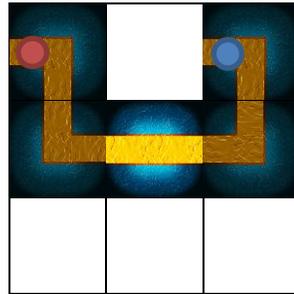
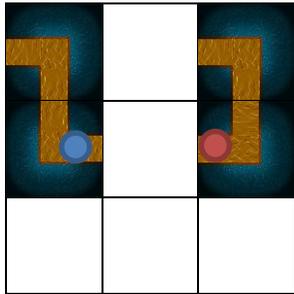
- **Note:** Passages may not be linked when either character's passage is still connected to the Exit space.
- **Some Examples:**



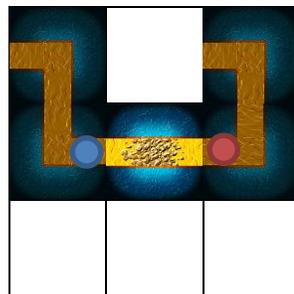
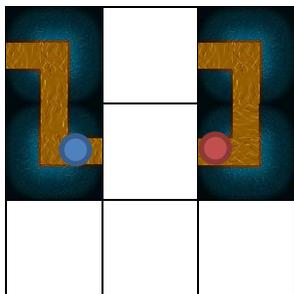
Blue's Turn



Blue connects the passages and both players move to the ends of the new passages. Blue is able to steal an Item from Red as they pass. The connecting tile is then discarded.



Blue plays a Cave In to connect the two passages and uses a Pickaxe to move through the Cave In to the end of the extended passage, stealing a Pickaxe from Red along the way. Red does not need to expend a Health Point to complete the move.



Blue plays a Cave In to connect the two passages, knowing that Red does not have a Pickaxe to move through the passages. This is a preemptive attack, preventing Red from connecting the passages and stealing an Item from Blue.

Discard and Draw New Tiles

Instead of drawing a single tile a player may choose to discard one tile and then draw 5 new tiles. When a player chooses this Action it ends his turn and he may not play a tile this turn.

Move One Relic Tile

Instead of playing tiles a player may choose to move one Relic Tile one space horizontally or vertically, or rotating one Relic Tile 90 degrees. Relic Tiles may be moved on top of other Relic Tiles. When there are two or more Relic Tiles on a space the player may also choose to change the order in which the tiles are stacked. Relic Tiles cannot move through the archways, but they may be carried through the archways by characters.

Pass

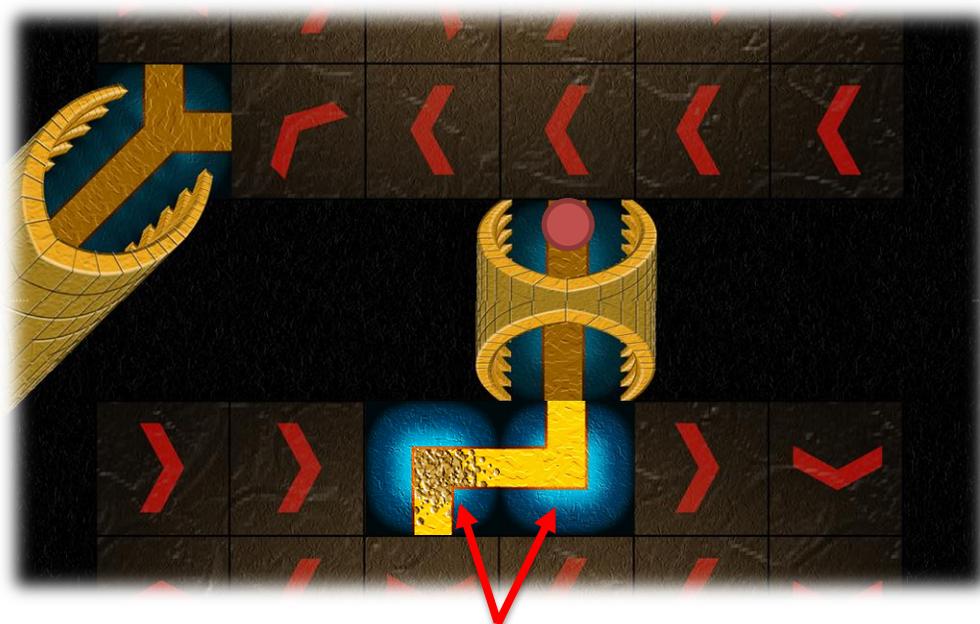
A player may opt to pass on his turn. In this case the player does not move or play any items tiles.

Phase 3 – Discard Down to 5 Tiles

After playing tiles and resolving Encounters the active player should discard down to 5 tiles in his hand (3 tiles for the Traveler if he has 5 items in his Equipment).

Phase 4 – Discard Vacated Passage Tiles

Look for anywhere on the board where a Passage Tile is not adjacent to a tile with a player pawn on it. Remove these tiles and discard them. Tiles adjacent to a doorway are always vacated if the player is not occupying them directly.



Vacated Tiles

Phase 5 – Move Monsters

If playing with Monsters the player must now move one Monster tile. The Monster moved must be in a Quadrant that contains a character pawn.

Each space on the board has an arrow that points in a direction. First, jump each Monster a number of spaces equal to the number of Vacated Passage tiles this turn, in the direction of the arrow of the Monster's current

space. If the monster encounters a wall or doorway it won't proceed any further (Monsters won't travel outside their quadrant of the Catacombs).

Next, each Monster tile has a number on it. The Monster will move that many spaces, plus the number of acquired Relics, in the direction of the arrow on each space the Monster lands on, starting with the direction of the Monster's current space.

At any point during the course of its movement, if the Monster should land on any Passage Tile (the Monster does not have to enter a tile through the direction of the Passage opening) the Monster will immediately follow the path to attack any characters in that Passage. The Monster must land directly on a Passage Tile, so the first jump may result in the Monster moving over a Passage. After attacking the Monster stops moving and will return to

one of the four center  spaces of its quadrant of the Catacombs. If all of these four spaces have tiles on them place the Monster tile in any of the 12 spaces that surround the center four spaces.

Different Monsters will do various amounts and types of damage when attacking. See below for information on what each Monster does when it attacks.

Anatomy of a Monster Card:

Monster Movement – Grootslang moves 1 space in the direction of the arrows on the board, AFTER moving a number of spaces in the direction of the arrow on the space he is currently on equal to the number of tiles played that turn.



Monster's Action – In this case a reminder that Grootslang steals any relics the player is carrying.

Monster Movement Example: Blue's character is carrying one Relic and played three tiles this turn, one Slide and two Passages, resulting in 3 Passage Tiles being vacated. Blue chooses to move Minhocão. First Minhocão jumps down 3 spaces because the current space it is on has a downward pointing arrow. This means Minhocão jumps over the passage, however Minhocão then gets to move an additional 4 spaces, following the arrows in each space. This results in Minhocão landing in the passage that Red is in on its 3rd move. Minhocão causes Red to discard all the tiles from her hand. Then Minhocão is placed on any one of the three empty center spaces of that quadrant (the Fire Blossom Relic occupies one of the four spaces). Blue will likely choose to put Minhocão back on the same space where it started since that gives it the best chance of attacking Red a second time.



Phase 6 – Return Discarded Tiles to the Draw Bag

After a player has completed all other phases of his turn all the tiles discarded throughout the course of his turn should be returned to the draw bag and the bag shaken to shuffle the tiles.

Special Situations:

Using Items:

Items that are in a character's Equipment can be used at any time during a player's turn or during another player's turn without requiring an Action. Items may not be moved from a player's hand to a character's Equipment except as an Action during a player's turn. Items may not be used directly from a player's hand, they must be added to a character's Equipment before they can be used.

Perishing:

If a player has no Health Points to give at a time when he must, his character perishes, but the player is not out of the game. A player may have 0 Health Point tokens, but if he must give up another because he is attacked by a Beast without bullets or shot by the Mercenary his character will perish.

If the player perishes while trying to cross an Obstacle he perishes on the Obstacle Tile; if he perishes while fighting a Beast or by being shot by the Mercenary he perishes on his current Tile.

The player must discard all of the Tiles in his hand and all of his Equipment Item Tiles, except for any Relics the character was carrying. The Passage Tile that the character had occupied is replaced with any Relic Tiles the character had (if there were two or more they are stacked, with the player choosing the orientation and order of the Relics). Remember to discard any vacated Passage Tiles after a character perishes (these do not count toward Monster movement).

The player can now place his pawn back on the Start space. He may choose another character and take 3 Health Point tokens (4 for the Athlete) and 3 Bullet tokens and continue playing.

Note: If a character shares a Tile with another character when he perishes the Passage Tile is not removed and the other character picks up the perished character's Relics on his next turn. Equipment is discarded, not picked up.

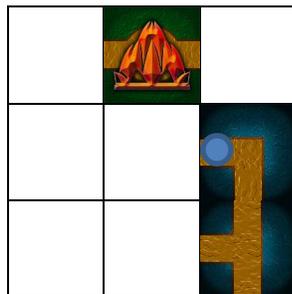
Acquiring Relics:

If a player is able to play a Passage Tile (or move a Relic Tile) in such a way that he can connect his passages to a Relic Tile's passages the player can move his pawn up to the Relic Tile. He can then immediately add the Relic Tile face down to his Equipment (discarding another item if necessary). He can then take another turn, choosing to draw a tile and play a tile, discard a tile and draw 2 tiles, or move a Relic tile.

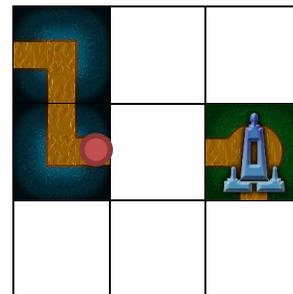
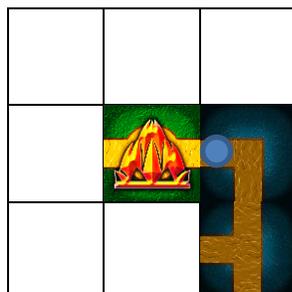


Note: If there are two or more Relics occupying the same space, any or all may be acquired at the same time. Only the top Relic Tile indicates the passage that must be used to acquire all Relics in the stack. Players only get one extra turn regardless of how many Relics are picked up in one turn, however that additional turn may result in picking up another Relic, resulting in another additional turn.

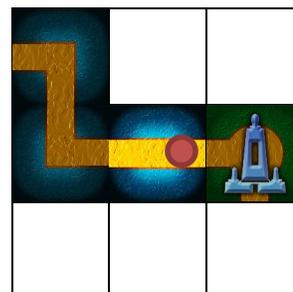
Examples:



Blue is able to move the Fire Blossom Relic to connect to his passage to collect it.



Red is able to play an I Passage tile to connect his passage with the Water Tower Relic to collect it.



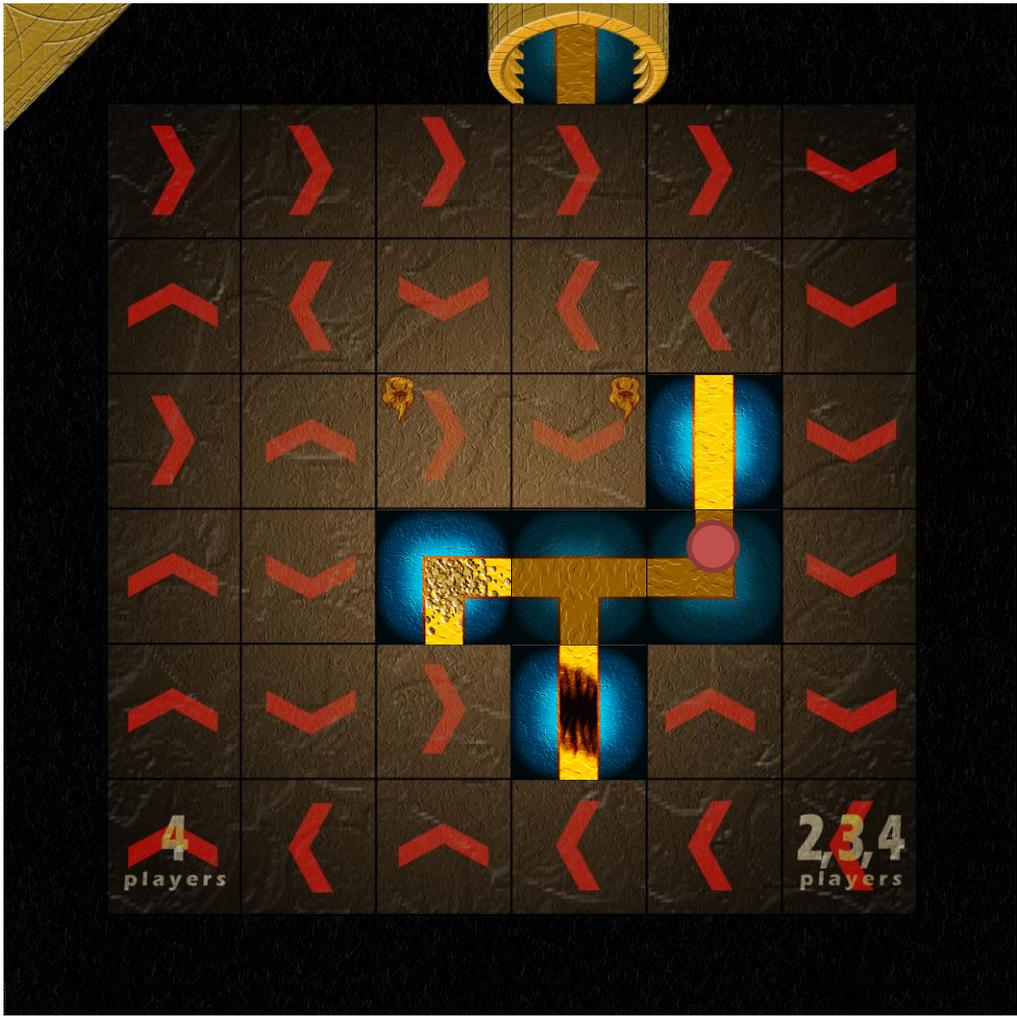
Characters:

- **Archeologist** – The Archeologist is adept at reading the clues left behind in the ancient ruins. When drawing tiles the Archeologist may choose to draw 1 additional tile. Encounters must be resolved immediately, but 2 Passage Tiles or 1 Item Tile and 1 Passage Tile can be played if an Encounter was not drawn.
- **Mercenary** – The Mercenary is good with weapons. The Mercenary starts with 4 Bullet tokens and when using a First Aid kit he may add a Bullet instead. The Mercenary may also expend 1 bullet to reduce an opponent's Health Points by 1 instead of stealing an item when connecting passages.
- **Adventurer** – The Adventurer is used to extreme sports and activities. She may cross Passage Tiles with obstacles (Flood, Cave In, Gulch) without expending a Health Point or using an Item, but at the cost of a turn.
- **Miner** – The Miner may expend a Health Point to travel through a wall. He may place a Passage Tile adjacent to the tile he currently occupies so that its passage connects with a wall of his tile. He may then pass through the wall to the new tile and lose one Health Point. His original starting tile is then discarded, even though it is still adjacent to his current tile. *The Miner may not use this ability to move into an adjacent passage already occupied by another character.*
- **Traveler** – The Traveler came equipped with a large backpack and can carry 5 items, however when carrying 5 items he must discard down to 3 tiles in his hand instead of 5.
- **Athlete** – The Athlete is in top physical condition and starts with 4 Health Points, however Beast Encounters result in losing 2 Health Points if the gun is not used against the Beast.

Items:

- **First Aid** – The First Aid kit can be discarded at any time to add 1 Health Point token to a player's Character board, not to exceed the limit indicated on the board.
- **Ammunition** – Ammunition can be discarded at any time to add 1 Bullet token to a player's Character board, not to exceed the limit indicated on the board.
- **Whip** – The Whip can be discarded any time a character has to cross a Gulch.
- **Pick Axe** – The Pick Axe can be discarded any time a character has to cross a Cave In.
- **Kayak** – The Kayak can be discarded any time a character has to cross a Flooded Passage.
- **Torch** – The Torch can be discarded to avoid a Trap encounter. Or a Torch can be discarded on a player's turn in which they did not have an Encounter to illuminate the passage ahead. Draw enough Passage Tiles to add 1 to each pathway that exits the Passage tiles the character is currently on (return any non-Passage tiles to the bag and draw again until you have enough Passage Tiles). The player can choose where each Passage Tile is placed and may then move if she desires. These Passage Tiles may be removed when Vacated Passages are discarded.

Example: The red player uses a Torch to illuminate the passages around her character. The three passages drawn are placed at the three ends of the passages her character is currently in. She chooses to place the two obstacles toward the end and the straight passage in the direction she wishes to move. She can then move her character into that passage. After her turn the two obstacles and the T Passage will be vacated and discarded.



Monsters:

Playing with Monsters is optional. They will increase the difficulty of the game immensely. Depending on the difficulty level desired, select 1-6 Monsters to inhabit the Catacombs. When moving and attacking each Monster will follow the rules described below:



- **Koka and Vikoka** – Movement = 4 – Koka and Vikoka will immediately take 1 Health Point from any character they encounter. Koka and Vikoka cannot be defeated with any weapons, but may be scared off with a Torch.



- **Sirrush** – Movement = 2 – Sirrush will steal ½ of the character's items that are being carried (rounded up, so if the character is carrying 3 items the Sirrush will steal 2), not including carried Relics.



- **Grootslang** – Movement = 1 – Grootslang will steal any Relics being carried by the character. Place the Relic(s) on any Relic starting spaces in another quadrant.



- **Minhocão** – Movement = 3 – Minhocão will cause any characters they encounter to discard all tiles in that player's hand.



- **Tauriz** – Movement = 2 – Tauriz will immediately take 2 Health Points from any character it encounters. Tauriz can be defeated with the gun. Each bullet token expended reduces the damage inflicted by 1 Health Point.

- **Yaoguai** – Movement = 3 – Yaoguai will send the characters they encounter, and the tile they are on (but not other connected passages), to the one of

the spaces marked with a  in the diagonally

opposite quadrant of the board. This may be helpful or harmful depending on the character's current goal. Discard any vacated tiles (these do not count toward additional Monster movements).



Solo Variant:

To play Catacombs of Mu as a Solo game follow all the same rules with these adjustments:

- If you perish the game is over and you do not get to continue as another character.
- You may play with as many Relics on the board as you like and try to collect as many as you can before perishing.
- You can carry Relics to the Exit space and then leave them there before returning to collect more Relics. Leaving Relics at the Exit does not take an Action and you may do that as soon as you land on the Exit space.

- If playing with Monsters, the Monster(s) in the same quadrant as the player must move. For each Relic already acquired, move one Monster in the player's quadrant an additional time. So if two Relics have been acquired, move all the Monsters in the same quadrant as the player once and then move Monsters in the player's quadrant two additional times (either move one monster two more times, or two Monsters once more). The additional moves don't include the initial jumps.
- When playing a Slide passage, draw two more Passage tiles and play them both in any order.

Coop Variant:

To play Catacombs of Mu as a Coop game follow all the same rules with these adjustments:

- If any player perishes the game is over and players do not get to continue as another character. You lose if any player perishes.
- You may play with as many Relics on the board as you like and try to work together to collect as many as you can before a player perishes.
- Players can carry Relics to the Exit space and then leave them there before returning to collect more Relics. Leaving Relics at the Exit does not take an Action and a player may do that as soon as he lands on the Exit space.
- Playing Passage Tiles – a player may place any number of Passage Tiles on their own character's Passage or play 1 Passage Tile on another player's character's Passage.
- Connecting Passages – when two players connect their passages they do not have to swap positions and can continue moving together until one player decides to branch off. In this case whenever one player adds to the passage both characters can move together. Both players may cross an Obstacle using either players' items and may heal or provide Ammunition to each other. However if one player draws an Encounter both characters must face the encounter. Monsters attack both players equally.
- Trade – when two players are sharing a passage they may trade as many items or Relics as they want. They can only trade items that the characters are carrying though, not items in the players' hands. Trading doesn't require an Action and can be useful if the players plan on parting ways.
- If playing with Monsters all Monster(s) in the same quadrant as at least one character must move. For each Relic already acquired, move one Monster an additional time. So if two Relics have been acquired, move all the Monsters in the same quadrants as players once and then move Monsters two additional times (either move one monster two more times, or two Monsters once more). The additional moves don't include the initial jumps.

Credits

Game design by: George Jaros

<http://georgejaros.com/GJJGames>

Special Thanks: Julie Zaborac, Mike Jaros, Sam Jaros

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George J Jaros Games