

# TRIUMPH OF THE TEMPLE™

*The artifact matching, jewel-winning quest*

AGES 6+ | 2-4 PLAYERS | 20 MIN

## RULES

### Contents:

35 Artifact Tiles - 21 Quest Cards

75 Temple Jewels - Storage Bag - Rules

### Your Goal:

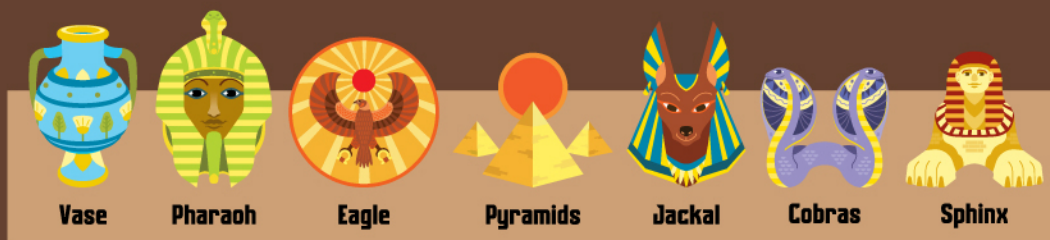
You've discovered an Egyptian pyramid filled with temple jewels and ancient artifacts that need repair. It's up to you to fix them in order to be rewarded with the jewels of the temple. Your Quest Cards will tell you which artifacts you can fix on your turn. The player who collects the most jewels will be the one to triumph over the temple.

### Get Ready:

- ▲ Shuffle the Artifact Tiles and place them face down in a pile off to the side.
- ▲ Shuffle the Quest Cards and place them face down in a pile near the Artifact Tiles.
- ▲ Each player takes 3 Artifact Tiles. Players may look at their own tiles.
- ▲ Take the top Artifact Tile and place it face up in the center. These are the first broken artifacts that must be fixed.
- ▲ The most ancient (oldest) player goes first.

### Onward to Triumph!

The first player draws a Quest Card and places it face up in front of them. The Quest Card will display one, two or three of the below artifacts:



You must have at least one artifact on your Quest Card that matches a broken artifact on a tile in play. If there is a match, check the tiles in your hand for the missing half of the broken artifact. If you don't have it, discard your Quest Card to end your turn. If you have a matching broken half, lay the tile, making sure the image lines up correctly. If you have more matches to your Quest Card, you may play additional tiles.

When you have played as many of your three tiles as you can, take a Temple Jewel as a reward for each rebuilt artifact. Remember, you can't play a tile unless the artifact you are rebuilding matches an artifact on your Quest Card. Draw tiles to return your hand to three and discard your Quest Card. This ends your turn.

If none of the artifacts on your tiles match the artifact(s) on the Quest Card, your turn ends. Discard your Quest Card.

**WARNING:**  
**CHOKING HAZARD**—Small parts.  
Not for children under 3 yrs.

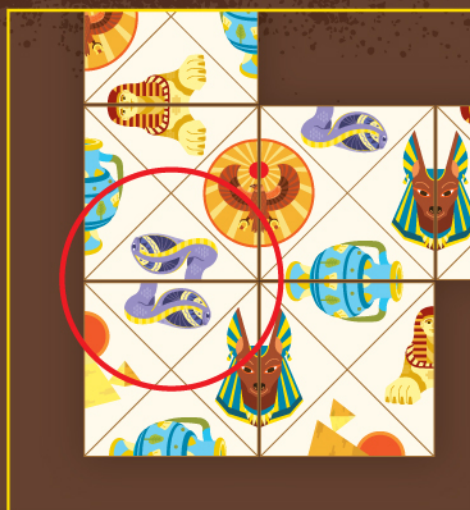
Each player takes their turn in the same way, continuing to build on the tiles in play as determined by the Quest Cards.

### Keep in mind:

- ▲ Players cannot play more than the three tiles they have in their hand per turn.
- ▲ Players may only add tiles if all sides that touch have properly aligned matching artifacts.



This tile was placed correctly.



This tile was placed incorrectly  
since the top artifacts don't match.

You may place Artifact Tiles and score for more than one artifact per tile as long as at least one of the artifacts on the tile you play is on your Quest Card.



Placing this tile scores 2 points, one for the vase that is pictured on the Quest Card and one for the Sphinx.

### Who Triumphs?

Play continues until all Quest Cards have been played. The player with the most jewels is the ultimate winner and triumphs over the temple.

### Mini Triumph of the Temple:

For a shorter game, use fewer Quest Cards.



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