

# The Buried Room

## The Story

Dear Player, it's almost midnight here in Italy. I must upload all of this files within minutes in order to participate the MMiP #25. For this reason I'm not writing down the whole Story at the moment; it will be fully rewritten later with more time available. You will find the Story following directly to the thread of MMiP #25.

Have a nice game!

Claudio Pieroni 2006

## The Rules

### ***Easy Rules***

These Rules are very easy.

You need only a 6d dice.

You have to place the four Board forming a big Board with an octangolo inside. Soon I'll add some pictures to help you.

Every player is the Hero, choosing a colored figure.

The players alltogether decide where to put the ostacles and the Runes over the corrispondenting Board.

Every single player has to reach his own Rune before to cross the doors for the next Board; the Rune is caught only with the exact number of the dice. If you go over you have to roll again (on your turn) going back.

After six tiles the monster see you and start to follow you trying to kill you. One of the opponent players roll the dice for moving the monster. The monster is your personal monster (same color) and never kill the other players.

If the monster reach you, your Hero will move by only one tile for every roll of dice; but if you gain a six then your wealth will be restore again and on the next turn you will move normally.

After four Boards, you'll be in front of the last gate with the four Runes in your pocket.

The player who first arrives inside the buried secret room will be the winner.

### ***Medium Rules***

to be written

### ***Hard Rules***

to be written

## A note

If you are willing to discover the secret room you have first to find the key to read the Codex (present herewith these files). The Codex contains the passord to open the last final file.