

# MINECRAFT ADVENTURE

## Materials:

1 Dice

The Printouts from this set.

## Object of the Game:

Be the first character to reach the finish Space.

## Setup:

1. Place the "Start" Tile on the table.
2. Remove the finish Tile from the land tiles.
3. Shuffle the rest of the land tiles, and lay them down on the table in the pattern of your choosing.
4. Place the finish tile at the very end.
5. Shuffle the Item Cards. And place them face down on the table.
6. Give each player 3 heart tokens.
7. Place the game pawns on the start.

## Play:

The Youngest player goes first. They roll the dice and move that number of spaces, following the command on the final space.

Play continues clockwise in direction. The next player rolls the dice and moves the number of spaces.

If a player lands on the space of another player they may either:

- Attack them if they have a weapon. The victim loses 1 heart and moves back 1 space.
- Ask the already present player to move forward 1 (They move forward 1).

No space can have more than 1 player on it.

## Spaces



### Chests

If you land on a chest, draw a card. Each Card will tell you when it is usable, but they are explained later in these rules.



## Monster

If you land on a monster space, there are several things you may do.

- If you have a weapon, you may attack it and kill it. Each Monster costs you 1 weapon token. (Except the Ghast which costs 2)
  - Dead monsters will respawn after your next turn to roll, so if another player

lands on your space and moves you off of it, the monster is still dead.

- Use a smoke bomb to escape the space, and avoid damage. (Move forward or backwards 1 space depending upon what is empty).
  - If you use a smoke bomb to escape a skeleton, the smoke prevents it from shooting you. Other players landing near it are fair game however.
- Lose the number of hearts indicated by the space.
  - If you lose all of your hearts you must return to the last Bed space you passed, or the start. Where you will lose all your items and regain 3 hearts.



### Pit

If you land on a pit, you must climb out of it. You lose 1 turn.

- A smoke bomb will not help you avoid a pit.
- If another player joins you in the pit, you may help each other out, by moving 1 player to the space before the pit, and 1 to the space after the pit. In this case, neither of you lose a turn.

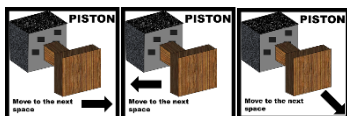


## TNT

TNT never starts on the board. It is placed on the board when a player gets the TNT Item card. The TT Space may be placed on any space. It covers that space. When a player lands on a TNT card, they lose 5 hearts in the explosion.

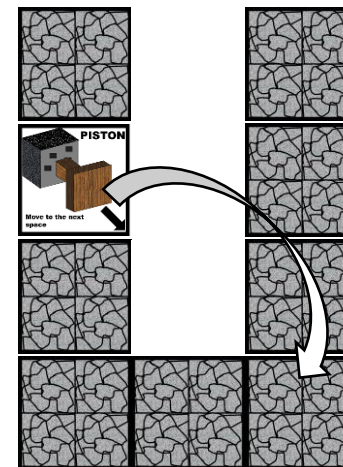
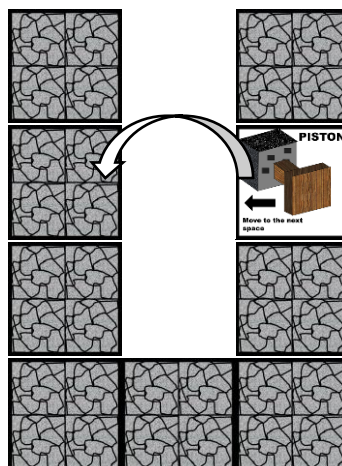
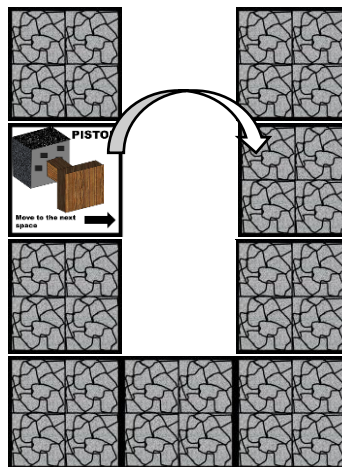
Immediately after the explosion the TNT space is removed. And the space underneath is now usable again.

- Really mean players may place this on a monster space, so that when a player lands on the space it explodes, losing 5 hearts, and then immediately after they are attacked by the monster.



## Piston

Each Piston space includes an arrow. The piston will push a pawn to the next available space. If you are playing the board in a zig-zag pattern, it may push your piece over empty space. (See below.)



If these spaces are unavailable to move (They do not exist) then the piston pushes the pawn to the next space.



## Bed

Beds spaces don't do anything when you land on them. HOWEVER, if at any time a player loses all of their hearts, they will respawn at the last bed they passed.

- When respawning a player puts all their item cards into the discard pile.
- The player then receives a total of 3 hearts.
- Upon their next turn they may play again.

## Sign

Every sign is different. They all make a player move their piece a number of spaces forwards or backwards.

## Cards



### TNT

When you use this card, place a TNT space on the board. You may keep this card until you decide to use it, which must be used on your turn.



### POISON

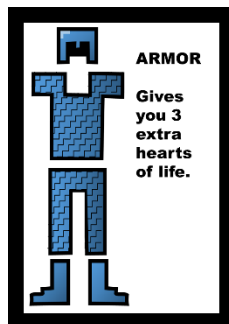
If another player is within throwing distance (A maximum of 3 spaces away in any direction), then you may throw the poison at them and steal their turn. When it would

normally be their turn you will roll instead. This card may be used at any time, even if it is not your turn.



### HEALING POTION

At any time the player may use this card to gain 1 extra heart. It may be used to go above 3 hearts. May be used even if in combat, or not your turn.



### ARMOR

Upon receiving this card, the player receives 3 extra hearts, which go onto the armor card. Any damage taken will come from the armor before any personal

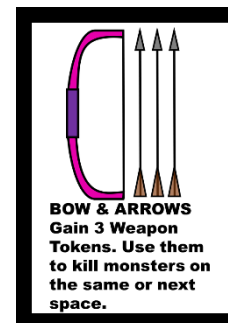
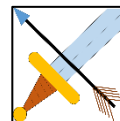
damage.



### Sword

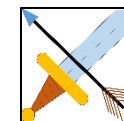
Upon receiving this card, the player receives 3 weapon tokens, which go on the sword. When confronted by a monster, the sword may be used to kill it. Most monsters need 1

weapon token to kill, but some need 2. The monster will remain dead until your pawn is moved off of the space.



### BOW & ARROW

Upon receiving this card, the player receives 3 weapon tokens, which go on the bow & arrow. When confronted by a monster, or landing in a space next to a monster, the Bow& Arrow may be used to kill it. Most monsters need 1 weapon token to kill, but some need 2. The monster will remain dead until your pawn is moved past the monster space.



Both the **Bow & Arrow** and the **Sword** may be used to attack other players if needed, or desired. **Swords** when landing on a space that another player is on, **Bow & Arrow** to attack a player in the next space to you.



### SMOKE BOMB

Use this card when you land on a monster space, or are under attack from players or monsters. It allows you to slip away to the next space and remain unhurt.



### **TRAPPED CHEST**

When this card is drawn,  
the player immediately  
loses 3 hearts, as the chest  
explodes.