3

1

2 **1**

h

a game tentatively titled

6

loot fiend

what is loot fiend?

This game is about the tedious and ultimately meaningless exercise of collecting loot. Is it truly a victory being declared the loot fiend?

Those who choose to collect loot take action-limited turns to discover new map areas which contain loot to collect. As more of the map is discovered stores appear which allow players to sell their loot in exchange for more space in their backpack (for bigger loot).

While discovering new map areas and moving around the map players can block one another, guard loot, and collect loot. The goal is to have the most loot once the third store is discovered. The player with the most loot is declared the **loot fiend**.

why all the rulebooks?

This game is designed to be relatively simple as a base game. Complexity, variety, and different tactics are added through additional rules and game pieces.

what is a 'prototype'?

This game is a 'prototype', or 'test' version of the game. Rules and pieces may change. Mechanics may be imbalanced. Email contact@mehgames.ca or visit mehgames.ca for updates or more explanation.

this is version 4r3 (Nov 2022) of the rules

Any errors, omissions, or to generally express your frustrations please email contact@mehgames.ca

game end

When the third store is flipped, have everyone head to the store following **when a store appears** rules. The game has ended and it is time to tally your loot.

Count up the value of your loot and whoever has the most is declared the **loot fiend**.

in case of a tie

The game is extended by one more store, making the fourth store the final one. Complete **at the store activities** and then set up the game extension:

(a) Shuffle the remaining map tiles (face down) *except* the store.

(b) Create a stack of:
- for a *two-player* game, 3 tiles
- for a *three-player* game, 4 tiles
- for a *four-player* game, 6 tiles

(c) Shuffle the last store tile into the stack created.

(d) Place this new stack of tiles under any remaining map tiles.

Once the extension is ready turn actions continue with the player who had the least points worth of loot arriving at the store.

in case of a stalemate

If no player is willing to move to bring the game closer to the end, the last store finder starts the *stalemate* rules by ending their turn with flipping a tile and attaching it to the spot closest to their character.

This costs no actions. Each player must similarly flip a tile at the end of their turn.

in case of another tie

There is no **loot fiend**.
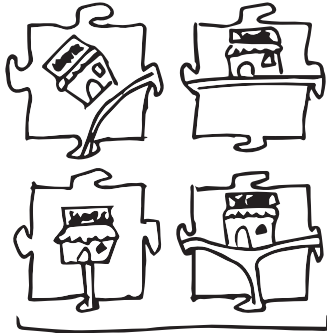
available in these rules:

what should be in the box?

Inside the box there should be...

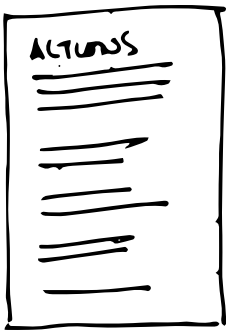ONE STARTER MAP TILE
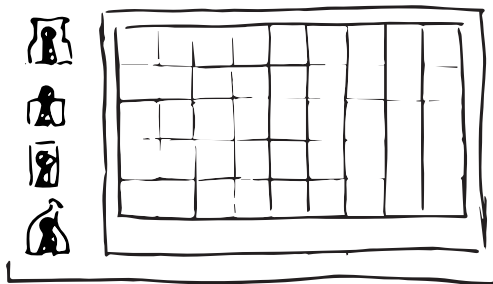
FOUR STORE TILES

x10

x10

x4

x10

x10
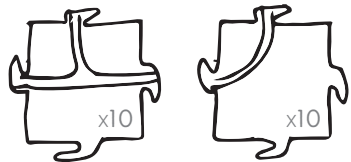
FOURTY-FOUR MAP TILES
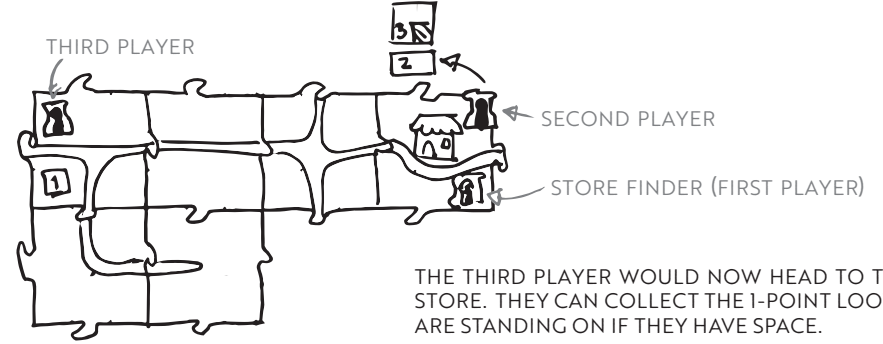
TWELVE BACKPACK LOCKS

ACTIONS

FOUR ACTION
REFERENCE CARDS

FOUR BACKPACKS & MATCHING CHARACTERS

THE SECOND PLAYER COLLECTED TWO PIECES OF
LOOT ON THE WAY TO THE STORE. THEY WERE
NOT PERMITTED TO PICK UP THE LOOT THE THIRD
PLAYER IS STANDING ON.

THIRD PLAYER

SECOND PLAYER

STORE FINDER (FIRST PLAYER)

THE THIRD PLAYER WOULD NOW HEAD TO THE
STORE. THEY CAN COLLECT THE 1-POINT LOOT THEY
ARE STANDING ON IF THEY HAVE SPACE.

In case of disputes on shortest routes – for example,
two routes of matching length – the store placing player
decides which of the shortest routes each player takes.

at the store

Count your loot and note who has the least points
worth of loot. They will be the first person to leave the
store. In the case of a tie the store placing player
decides which of the tied players leaves the store first.

All players can now **reorganize backpacks** and **remove
locks** as much as needed. All players must agree when
they are done at the store.

Once done reorganizing and removing locks turn
actions resume with the player who had the least loot
points when arriving at the store.

how do I play a game?

when a store appears

Stop counting turn actions. No loot is placed on the store tile. Then have everyone follow the *head-to-the-store rules* as described below.
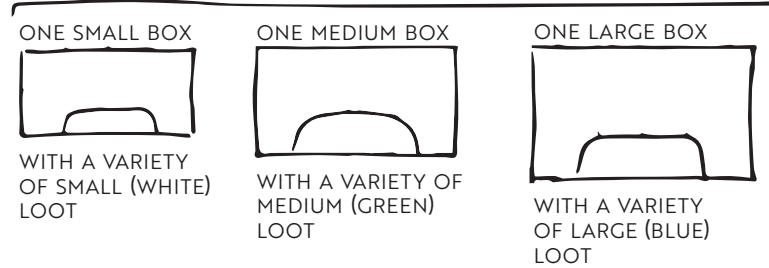
head-to-the-store rules

The player who found the store places their character at the store.

Continuing in turn order all other players take the shortest path to the store and may pass other players (as needed). Each player completes their trip to the store before the next player takes their turn.

Players are permitted to collect any additional loot they can fit in their backpack on their way to the store. Actions do not count when heading a store that just appeared.
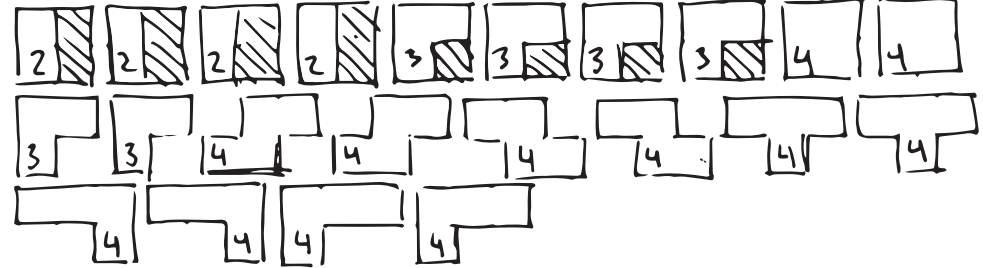
THIRD PLAYER

STORE FINDER (FIRST PLAYER)

THE SECOND PLAYER TAKES THE SHORTEST ROUTE TO THE STORE AND CAN COLLECT LOOT THEIR BACKPACK CAN FIT ALONG THE WAY.

LOOT

SECOND PLAYER

THREE BOXES OF LOOT

ONE SMALL BOX

WITH A VARIETY OF SMALL (WHITE) LOOT

ONE MEDIUM BOX

WITH A VARIETY OF MEDIUM (GREEN) LOOT
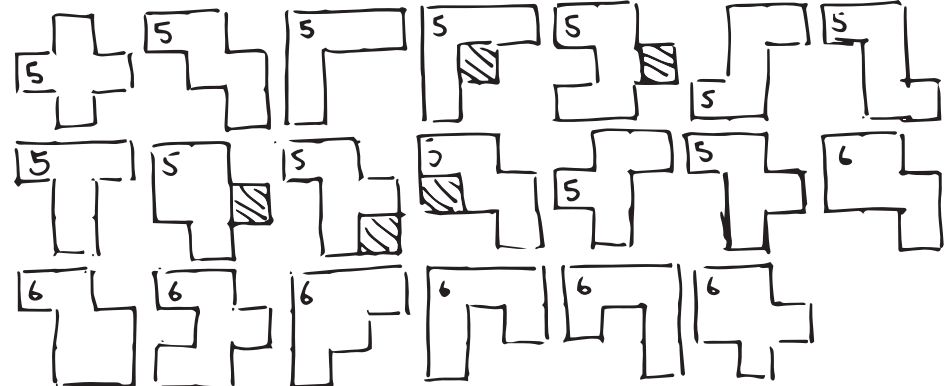
ONE LARGE BOX

WITH A VARIETY OF LARGE (BLUE) LOOT
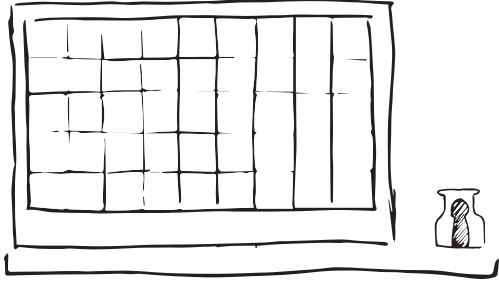
THE SMALL (WHITE) LOOT

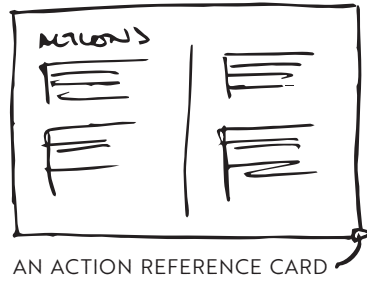THE MEDIUM (GREEN) LOOT

THE LARGE (BLUE) LOOT

how do I set up a game?
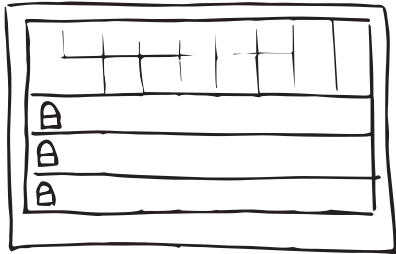
1. Hand out to each player:
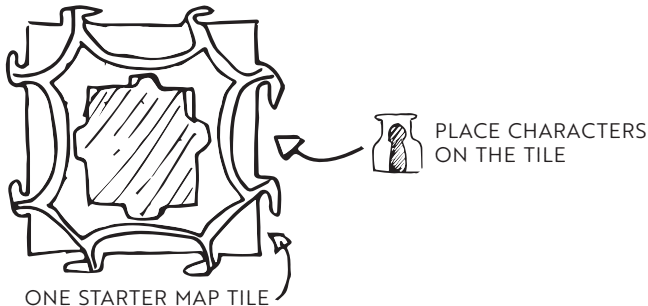
A BACKPACK & MATCHING CHARACTER

AN ACTION REFERENCE CARD

2. Place three locks in each player's backpack:

A BACKPACK WITH THREE LOCKS

3. Set the starter map tile in the middle of the table, and set each player's character on the tile's roads:

PLACE CHARACTERS ON THE TILE

ONE STARTER MAP TILE

reorganize backpack

The player reorganizes their backpack. Any loot in the player's backpack can be rotated however necessary but must be kept face-up. Costs double when on the same tile as another player
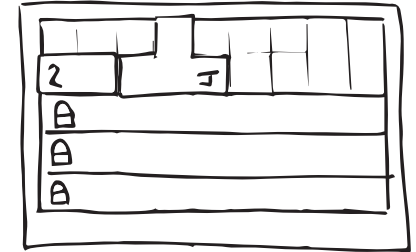
remove locks (only when on a store tile)

Only when on a store tile: Spend five points worth of loot per lock you are removing.

Loot spent this way is removed from the game. If you spend over five loot (see example below) you are not provided with any smaller loot in exchange.
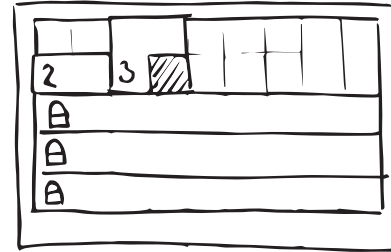
ALL THIS BACKPACK LOOT WOULD BE USED TO REMOVE ONE LOCK

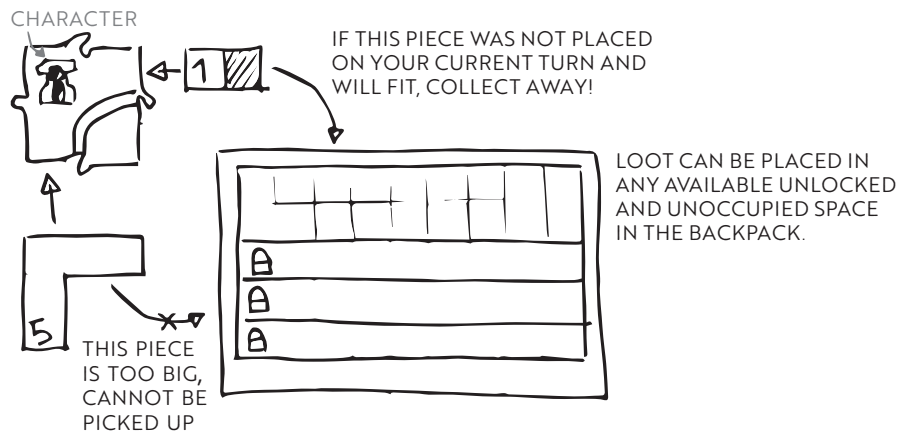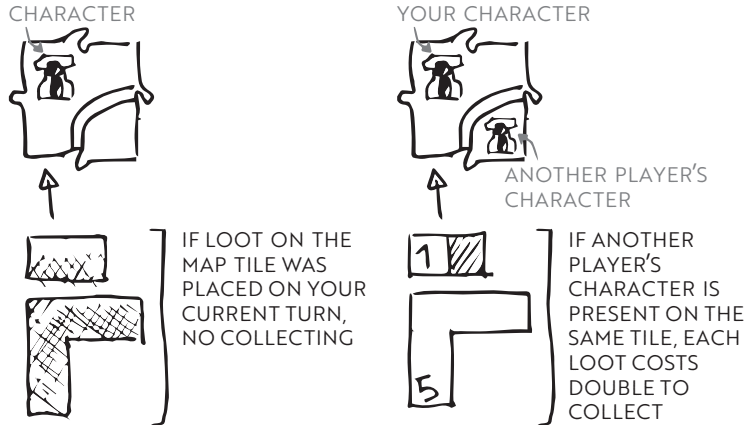ALL THIS BACKPACK LOOT WOULD BE USED TO REMOVE ONE LOCK, AND NO CHANGE WOULD BE GIVEN
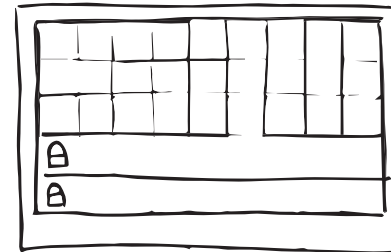
ONCE SPENT, THE LOCK IS REMOVED FROM THE BACKPACK

Unlocking backpack space as part of your turn does not change the number of actions you have until your next turn.

collect one loot

Collect one loot of any size that fits in your backpack when no other character is present on your map tile. Loot must be placed face-up in the backpack. Once you let go of the loot it is considered 'placed' in your backpack.

CHARACTER

IF LOOT ON THE MAP TILE WAS PLACED ON YOUR CURRENT TURN, NO COLLECTING

YOUR CHARACTER

ANOTHER PLAYER'S CHARACTER

IF ANOTHER PLAYER'S CHARACTER IS PRESENT ON THE SAME TILE, EACH LOOT COSTS DOUBLE TO COLLECT

CHARACTER

IF THIS PIECE WAS NOT PLACED ON YOUR CURRENT TURN AND WILL FIT, COLLECT AWAY!

LOOT CAN BE PLACED IN ANY AVAILABLE UNLOCKED AND UNOCCUPIED SPACE IN THE BACKPACK.

THIS PIECE IS TOO BIG, CANNOT BE PICKED UP

4. Prepare the stack of map tiles based on the number of players:

FOR A TWO-PLAYER GAME, FLIP TO PAGE 5

FOR A THREE-PLAYER GAME, FLIP TO PAGE 7

FOR A FOUR-PLAYER GAME, FLIP TO PAGE 9

how do I set up a game?

Two-player map tiles setup.
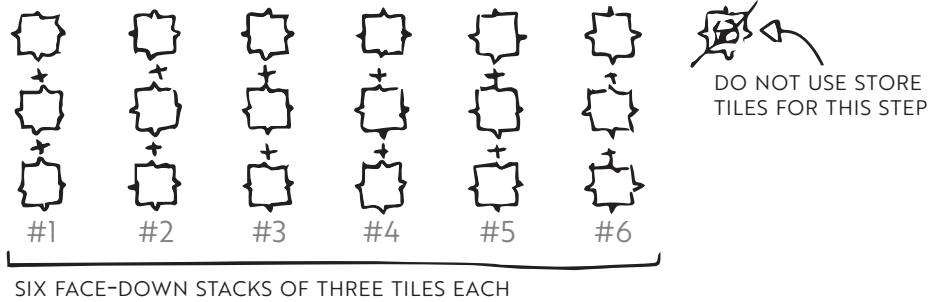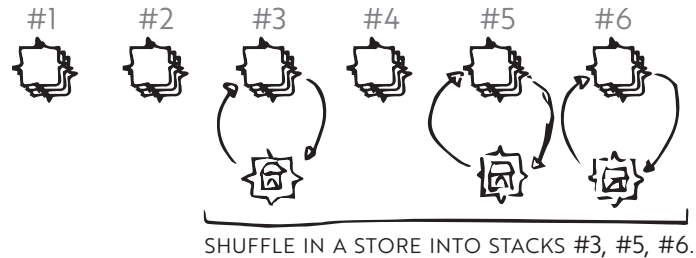
(a) Shuffle only map tiles - no store tiles - and make a three-by-six grid as shown below.

DO NOT USE STORE TILES FOR THIS STEP

#1   #2   #3   #4   #5   #6

SIX FACE–DOWN STACKS OF THREE TILES EACH

(b) Shuffle a store tile into stacks #3, #5, #6. These stacks will now have four tiles each.

#1   #2   #3   #4   #5   #6
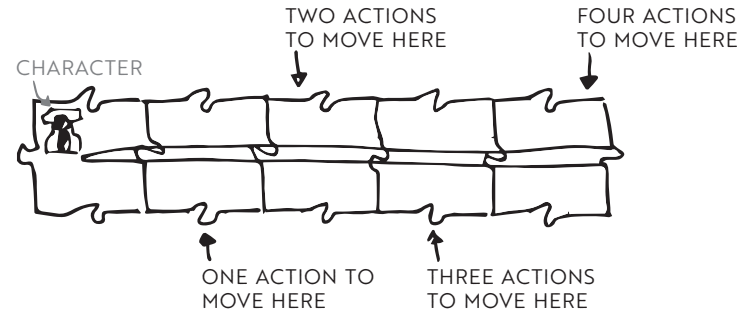
SHUFFLE IN A STORE INTO STACKS #3, #5, #6.

(c) Keeping the order of the stacks, place each stack on top of the next. Stack #1 gets placed on #2, then #2 placed on #3, and repeat until all are stacked.

#1   #2   #3   #4   #5   #6

ON TOP   ON TOP   ON TOP   ON TOP   ON TOP

= STACK
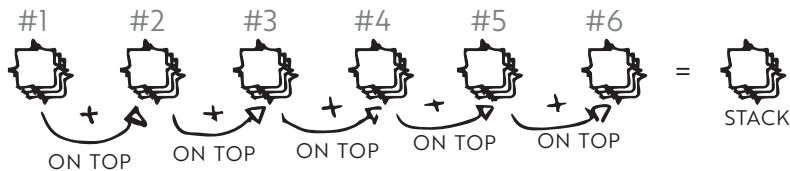
move character

You may move your character along the road to an adjacent tile. Each tile of movement costs one action.

CHARACTER

TWO ACTIONS TO MOVE HERE

FOUR ACTIONS TO MOVE HERE

ONE ACTION TO MOVE HERE

THREE ACTIONS TO MOVE HERE

You are permitted to pass other players, but doing so costs two actions. Moving onto the same tile costs only one action, but to leave a tile shared with another player costs two actions.

YOUR CHARACTER   ANOTHER PLAYER'S CHARACTER

ONE ACTION TO MOVE HERE

THREE ACTIONS TO MOVE HERE
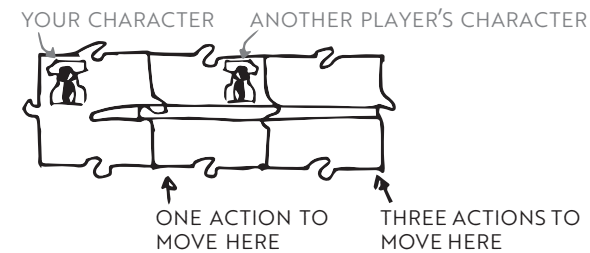
The starter tile and store tiles **do not** cost double to move from when another player is present.

add a map tile (continued)

If you have flipped a store, please skip ahead to the **when a store is flipped** instructions on page 17.

On the tile, place:
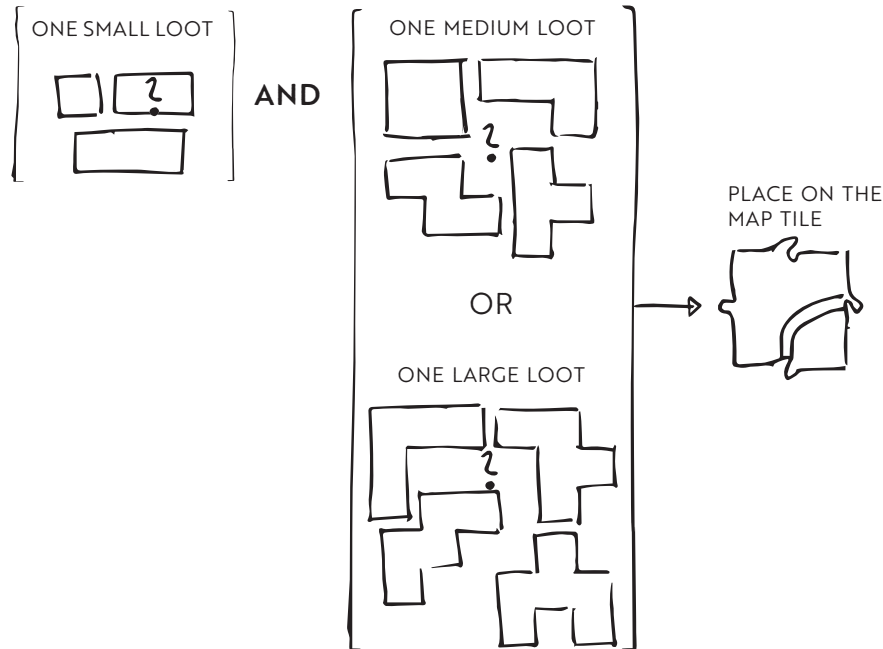- one small loot, and;
- one medium loot *or* one large loot.

ONE SMALL LOOT

AND

ONE MEDIUM LOOT

OR

ONE LARGE LOOT

PLACE ON THE MAP TILE

(d) Place the prepared stack of store and map tiles in the middle of the starter tile. Make sure both player characters are on the starter tile.
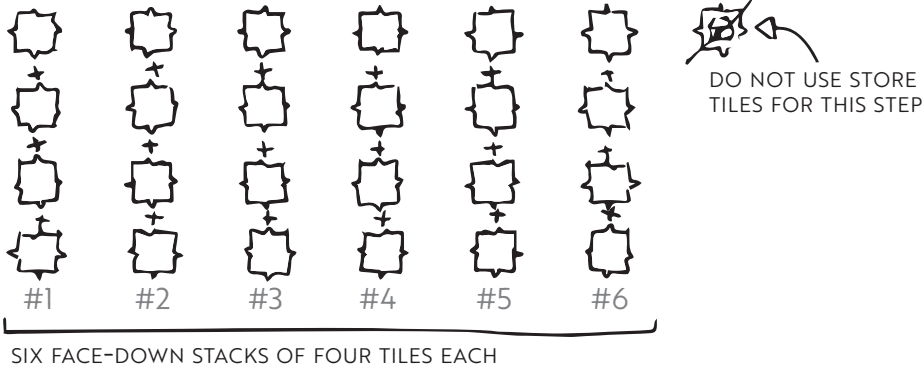
STACK

CHARACTERS

(e) To select who goes first, shuffle together five map tiles and a store tile. Deal three tiles to each player. The player who has the store goes first. Place these map and store tiles back in the box.

Now that the game is set up, head to page 11 for instructions on how to play.
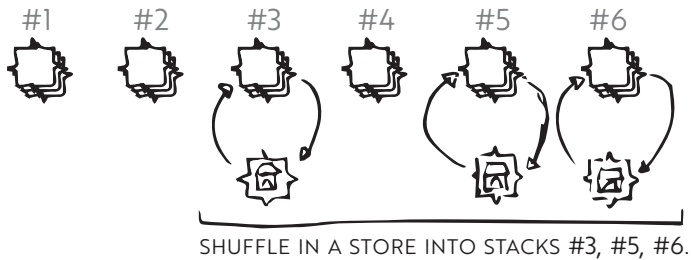
how do I set up a game?

Three-player map tiles setup.

(a) Shuffle only map tiles - no store tiles - and make a four-by-six grid as show below.

DO NOT USE STORE TILES FOR THIS STEP

#1   #2   #3   #4   #5   #6

SIX FACE-DOWN STACKS OF FOUR TILES EACH

(b) Shuffle a store tile into stacks #3, #5, #6. These stacks will now have five tiles each.

#1   #2   #3   #4   #5   #6
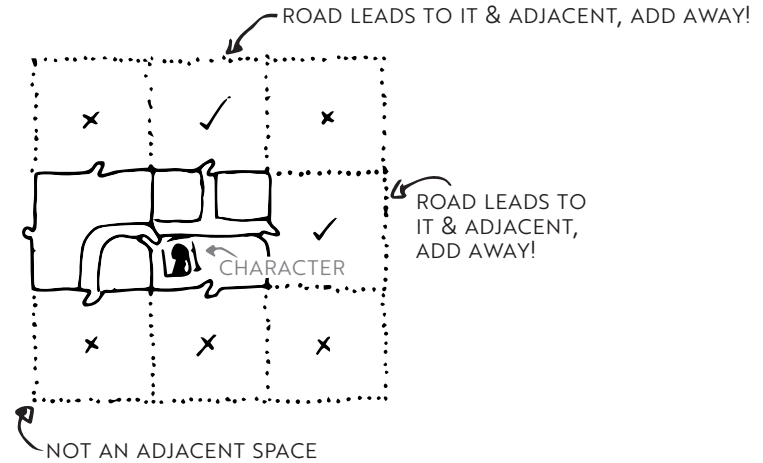
SHUFFLE IN A STORE INTO STACKS #3, #5, #6.

(c) Keeping the order of the stacks, place each stack on top of the next. Stack #1 gets placed on #2, then #2 placed on #3, and repeat until all are stacked.

#1   #2   #3   #4   #5   #6   =   STACK

ON TOP   ON TOP   ON TOP   ON TOP   ON TOP
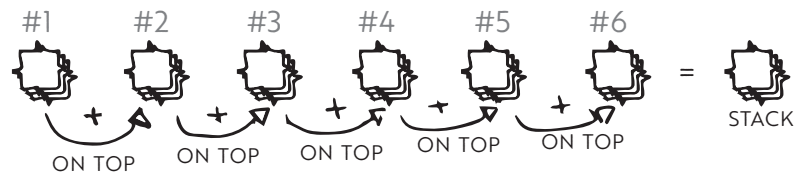
add a map tile

If your character is on a tile with a road leading to an empty adjacent space, verbally choose a direction and add a map tile in that space.

ROAD LEADS TO IT & ADJACENT, ADD AWAY!

✗   ✓   ✗

ROAD LEADS TO IT & ADJACENT, ADD AWAY!

✓

CHARACTER

✗   ✗   ✗

NOT AN ADJACENT SPACE

Once flipped connect the tile to as many existing roads as possible, avoiding dead-ends. A road must connect to the tile your characer is on.

THIS CURVE WAS FLIPPED FOR THIS SPACE

NOT ALLOWED; A MORE 'CONNECTED' ROTATION IS POSSIBLE

CHARACTER

THIS DEAD END WAS FLIPPED FOR THIS SPACE

ONLY POSSIBLE ORIENTATION IN THIS CASE

THIS IS NOW A DEAD END
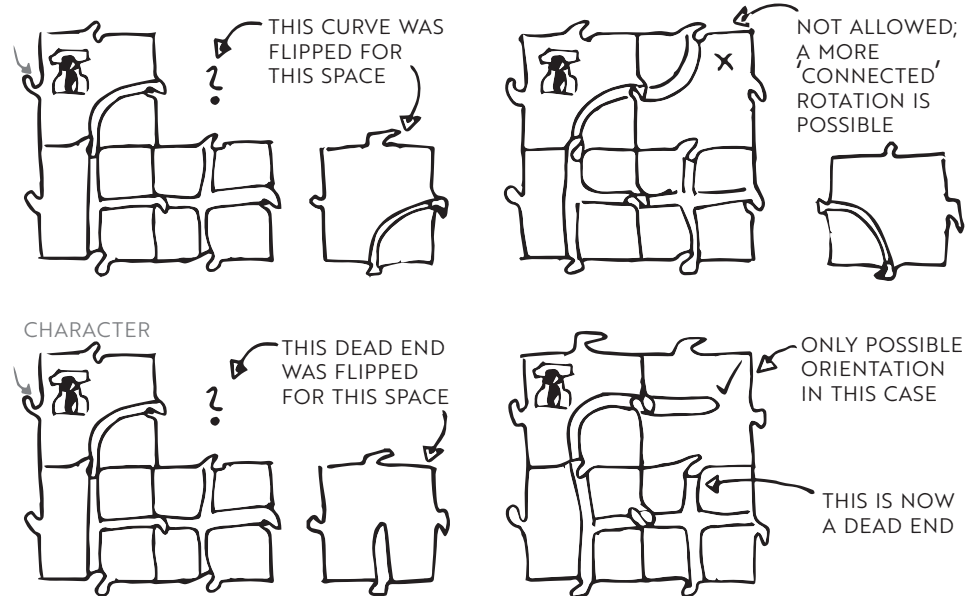
how do I play a game?

Each player takes turns completing actions to try and collect the most loot. After completing a set number of actions, play passes to the next player.

The **number of actions** a player can take depends on how many locks are in their backpack. Early in the game you will have lots of actions (and little space), later in the game you will typically have few actions (and lots of space).

Three locks: use up to 5 actions per turn.

Two locks: use up to 4 actions per turn.

One lock: use up to 3 actions per turn.

No locks: use up to 2 actions per turn.

what actions can I take?

You can take each of the actions detailed below multiple times, up to the limit of per-turn actions listed above. You can choose not to take all your actions on your turn.

Full details for each action are outlined after the brief summary of actions below:

Add a map tile to discover more loot (pages 12-13).

Move character to get to more loot (page 14).

Collect one loot to get the loot (page 15).

Reorganize backpack to make loot fit better (page 16).

Remove locks *when on a store tile* to make more space for loot (page 16).

Actions cost double when on the same map tile as another player **except** for the starter tile or store tiles.

(d) Place the prepared stack of store and map tiles in the middle of the starter tile. Make sure all player characters are on the starter tile.
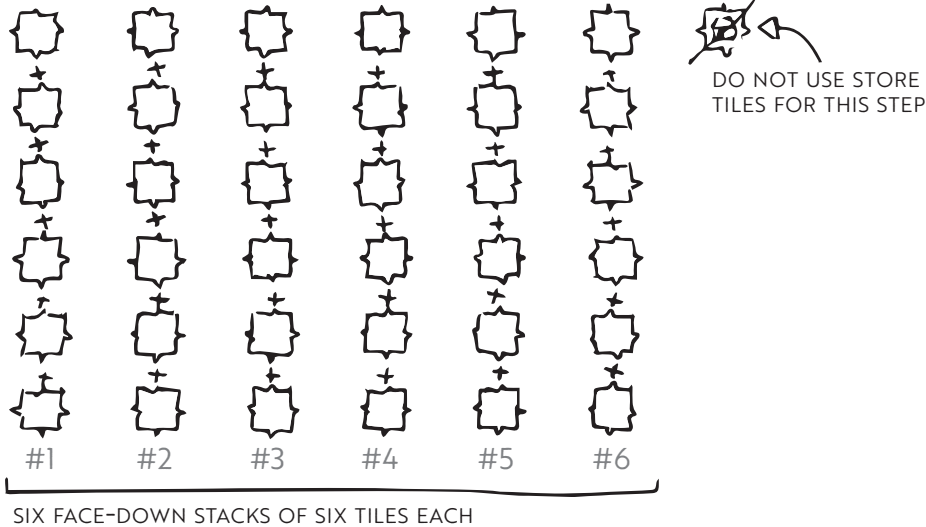

STACK   CHARACTERS

(e) To select who goes first, shuffle together five map tiles and a store tile. Deal two tiles to each player. The player who has the store goes first. Place these map and store tiles back in the box.

Now that the game is set up, head to page 11 for instructions on how to play.
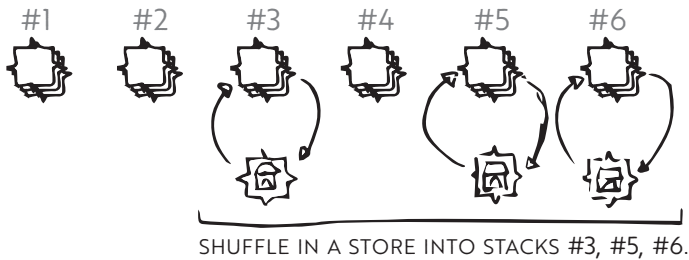
how do I set up a game?

Four-player map tiles setup.

(a) Shuffle only map tiles - no store tiles - and make a six-by-six grid as show below.

DO NOT USE STORE TILES FOR THIS STEP

#1 #2 #3 #4 #5 #6

SIX FACE-DOWN STACKS OF SIX TILES EACH

(b) Shuffle a store tile into stacks #3, #5, #6. These stacks will now have seven tiles each.

#1 #2 #3 #4 #5 #6

SHUFFLE IN A STORE INTO STACKS #3, #5, #6.

(c) Keeping the order of the stacks, place each stack on top of the next. Stack #1 gets placed on #2, then #2 placed on #3, and repeat until all are stacked.

#1 #2 #3 #4 #5 #6

ON TOP   ON TOP   ON TOP   ON TOP   ON TOP

= STACK
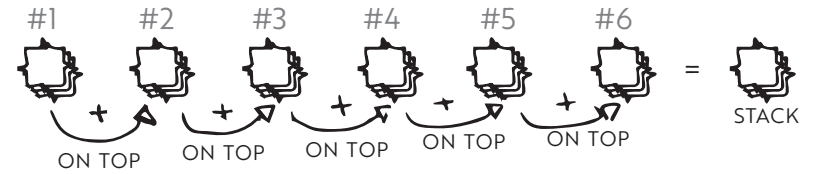
(d) Place the prepared stack of store and map tiles in the middle of the starter tile. Make sure all player characters are on the starter tile.

STACK

CHARACTERS

(e) To select who goes first, shuffle together three map tiles and a store tile. Deal one tile to each player. The player who has the store goes first. Place these map and store tiles back in the box.

Now that the game is set up, head to page 11 for instructions on how to play.