

MILES SHAW

AND THE
TEMPLE
OF JADE



A watercolor illustration of various flowers and foliage. On the left, there are pink and orange flowers with green leaves. On the right, there are red, blue, and yellow flowers with green leaves. The background is a light, textured cream color.

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A Game Design by Haja Mo

THE GAME STORY

Miles Shaw, a brilliant British Museum archaeologist first introduced in Haja Mo's sci-fi techno-thriller *Atlantis Protocol*, has devoted his life to unearthing ancient relics and long-lost civilizations. In his previous exploits, he deciphered cryptic tablets, chased down elusive legends, and even uncovered hints of Atlantean technology hidden within world mythologies. Now, his insatiable curiosity leads him into the depths of the Amazon jungle, driven by rumors of an artifact called the Jade Tablet.

Legend has it that the Jade Tablet is no mere trinket—its engraved symbols supposedly point the way to Metromite, a fabled Atlantean power source of nearly limitless potential. If such power were to fall into the wrong hands, entire nations could face unimaginable consequences. With the stakes higher than ever, Miles assembles a small team of fellow archaeologists and explorers from the British Museum to join him on a perilous quest for answers.



JOURNEY TO THE AMAZON JUNGLE

Venturing by floatplane and rugged off-road vehicles, Miles and his companions push deep into the uncharted Amazon rainforest. The air is thick with humidity, and the cacophony of exotic wildlife is unrelenting. Day after day, they follow cryptic clues—scattered references from local legends and half-deciphered inscriptions—guiding them ever closer to an ancient structure concealed by dense foliage and laced with hidden dangers: the Temple of Jade.

According to the scant sources Miles unearthed in the museum archives, the temple's inner sanctum holds a single chamber where the Jade Tablet rests upon an ornate pedestal. Little is known of its guardians—only that the temple's corridors teem with lethal traps and long-forgotten puzzles. Yet the Jade Tablet's historical importance and possible Atlantean connections leave no choice but to proceed, for failure could mean losing this priceless secret forever.



A RACE AGAINST VILLAINS

Unbeknownst to Miles and his team, they are not the only ones seeking the Jade Tablet. Victor Sly, a cunning mastermind archaeologist-turned-treasure-hunter, has hired ruthless mercenaries to sabotage Miles's quest. Mara Fang, the mercenary leader, relentlessly stalks them through the jungle, laying ambushes along the overgrown trails. Meanwhile, Silas Doom, a dark scholar obsessed with uncovering forbidden knowledge, lurks in the temple's hidden passageways, harnessing ancient curses to keep all intruders at bay.

What Miles doesn't realize is that these adversaries are all agents of a sinister organization known as the Scarlett Spire, led by the enigmatic Miss Scarlett herself. Under her shadowy command, the Scarlett Spire orchestrates the hunt for the Jade Tablet, weaving together the ambitions of Sly, Fang, and Doom toward a single, nefarious purpose.

Their motives vary—greed, power, or sheer obsession—yet they share a single goal: claim the Jade Tablet and twist its Atlantean secrets to their own ends. For Miles Shaw, preventing the Scarlett Spire from wielding Metromite is as crucial as discovering the artifact itself.

INTO THE TEMPLE

After 12 grueling days of trekking, beset by jungle hazards and cryptic encounters, the expedition finally reaches the temple's shattered gates. With every step into the claustrophobic corridors, the explorers face a gauntlet of traps—pressure plates,

collapsing ceilings, hidden poison darts, and more. Unraveling ancient glyphs etched on towering obelisks, they discover puzzling locks and sealed pathways, each success leading them one chamber deeper. Along the way, they come across supernatural phenomena: cursed altars, mystic illusions, and eerie echoes of lost civilizations.

The Jade Tablet's location is revealed piece by piece. Ancient glyphs become puzzle keys, forging a path through labyrinthine halls. Artifacts gleaned along the way help bypass dangerous obstacles, from grappling hooks to repel spiked pits, to relics that calm vengeful temple spirits. However, the deeper they venture, the stronger the villainous presence becomes—culminating in a final confrontation so intense it calls to mind the most dramatic scenes of Atlantis Protocol itself.

THE FINAL SHOWDOWN

Once the last passage opens, the heart of the temple unveils the Jade Tablet, bathed in ghostly green light. At that very moment, Victor Sly, Mara Fang, and Silas Doom converge—each intending to seize the relic for themselves, each convinced they alone deserve its power. Armed with weapons, cunning strategies, and unshakeable resolve, Miles Shaw and his team stand between these villains and a treasure that must never be misused. If they fail, the Jade Tablet's ancient Atlantean knowledge risks plummeting the world into catastrophic chaos.

YOUR ADVENTURE AWAITS

In Miles Shaw and the Temple of Jade, you become part of this exhilarating race against time. Assemble your team, equip artifacts and gadgets, navigate lethal traps,

and confront three cunning villains bent on harnessing the Jade Tablet's secrets. High-stakes coin rewards, storied relics, and your final bold stand in the heart of the temple will decide whether you emerge victorious—or watch the power of Metromite slip into nefarious hands.

Only those courageous enough to brave the Amazon's depths, skillful enough to outwit ancient snares, and determined enough to thwart sinister adversaries will unlock the Jade Tablet's secrets and shape the future of Atlantean discovery. Grab your fedora and hold tight to your whip: the temple doors are open, and destiny awaits!



THE RULES



1. GAME GOAL

Recover the Jade Tablet hidden in the temple while collecting the most victory points (coins + artifacts + glyphs + bravery).



2. COMPONENTS

Board with 12 outer Expedition stones and a 5×6 Temple grid

10 card decks: Expedition, Adventure, Clues, Traps, Mystic, Puzzles, Villain, Artifact, Glyph, Bravery

Temple die (6-sided, one face per tile type)

Movement die (12-sided)

Coins, weapons, objects, fighter cards, player tokens



3. SETUP

Lay out the board.

Shuffle each deck and place it within reach.

Put coins in a bank; give every player 15 coins.

Place all loose weapons, objects, and fighter cards in a supply.

Each player puts a token on the first Expedition stone of any path. Youngest player starts; play proceeds clockwise.



4. TURN SUMMARY

A. If on an Expedition stone:

Draw and resolve the top Expedition card.

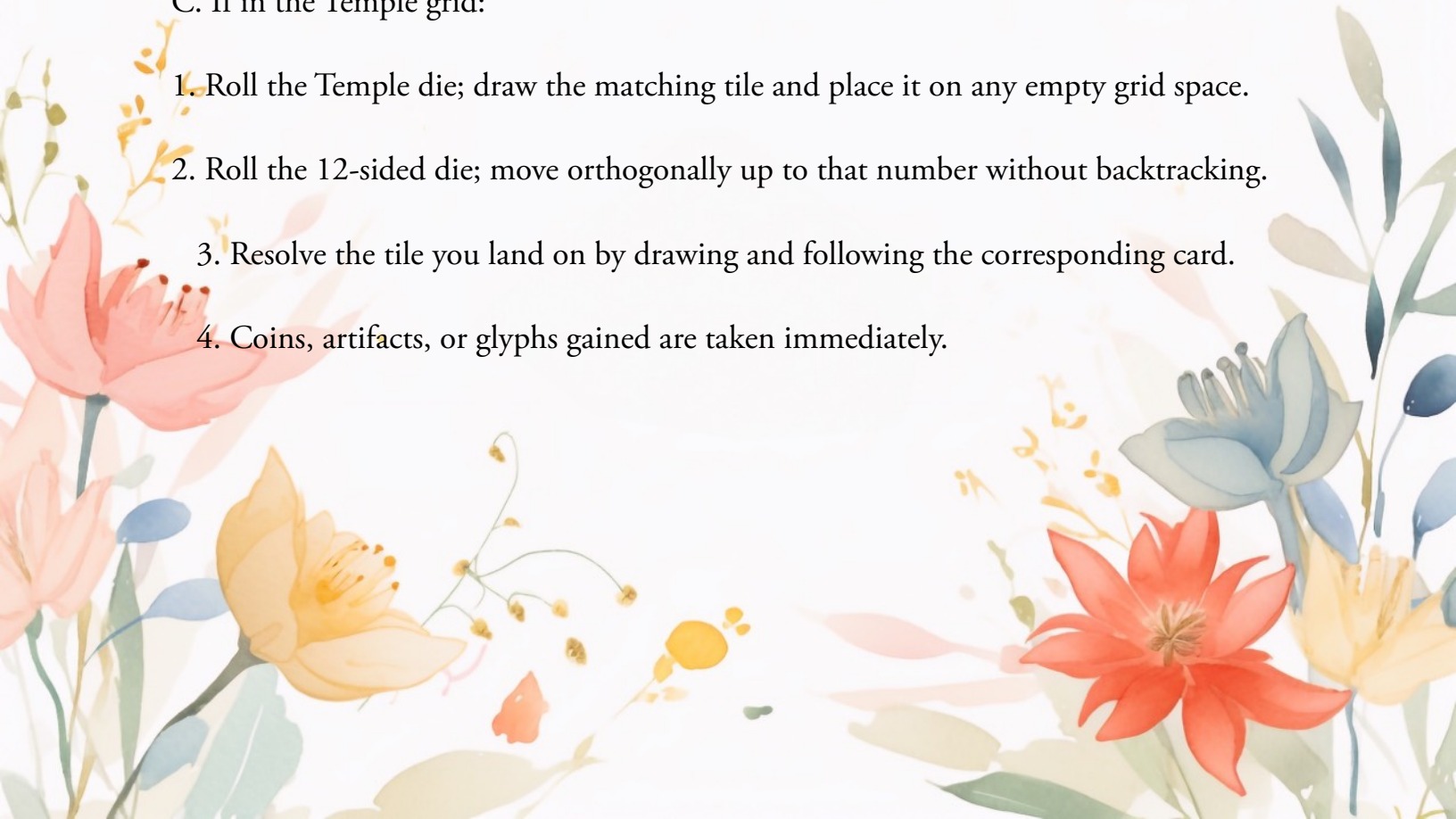
Move one stone forward (no die roll).

B. If on a Temple-compound stone:

Stay on the compound or declare entry into the Temple grid.

C. If in the Temple grid:

1. Roll the Temple die; draw the matching tile and place it on any empty grid space.
2. Roll the 12-sided die; move orthogonally up to that number without backtracking.
3. Resolve the tile you land on by drawing and following the corresponding card.
4. Coins, artifacts, or glyphs gained are taken immediately.





5. CARD TYPES (MECHANICS ONLY)

Each card spells out its own target number, reward, and penalty. Follow the printed instructions exactly; the summary below is only a quick reference.

Clues – Roll as directed; see the card for success rewards or failure penalties. Holding the listed glyph may let you skip the roll.

Adventure – Attempt the test shown; the card details both the main reward and any consolation for failure.

Mystic – The card states what item (if any) to discard and the coins or benefits you receive.

Puzzle – Solve within the agreed time; the card specifies the reward. No reward if you fail to solve.

Trap – Roll the number printed on the card; success and failure effects are listed there. Owning the four items named on the card bypasses the roll.

Villain – Check the villain card for the required roll and its rewards/penalties, then apply the combat rules for weapon and fighter bonuses.



6. COMBAT VS. VILLAINS

Base target: roll 9 or more on two six-sided dice.

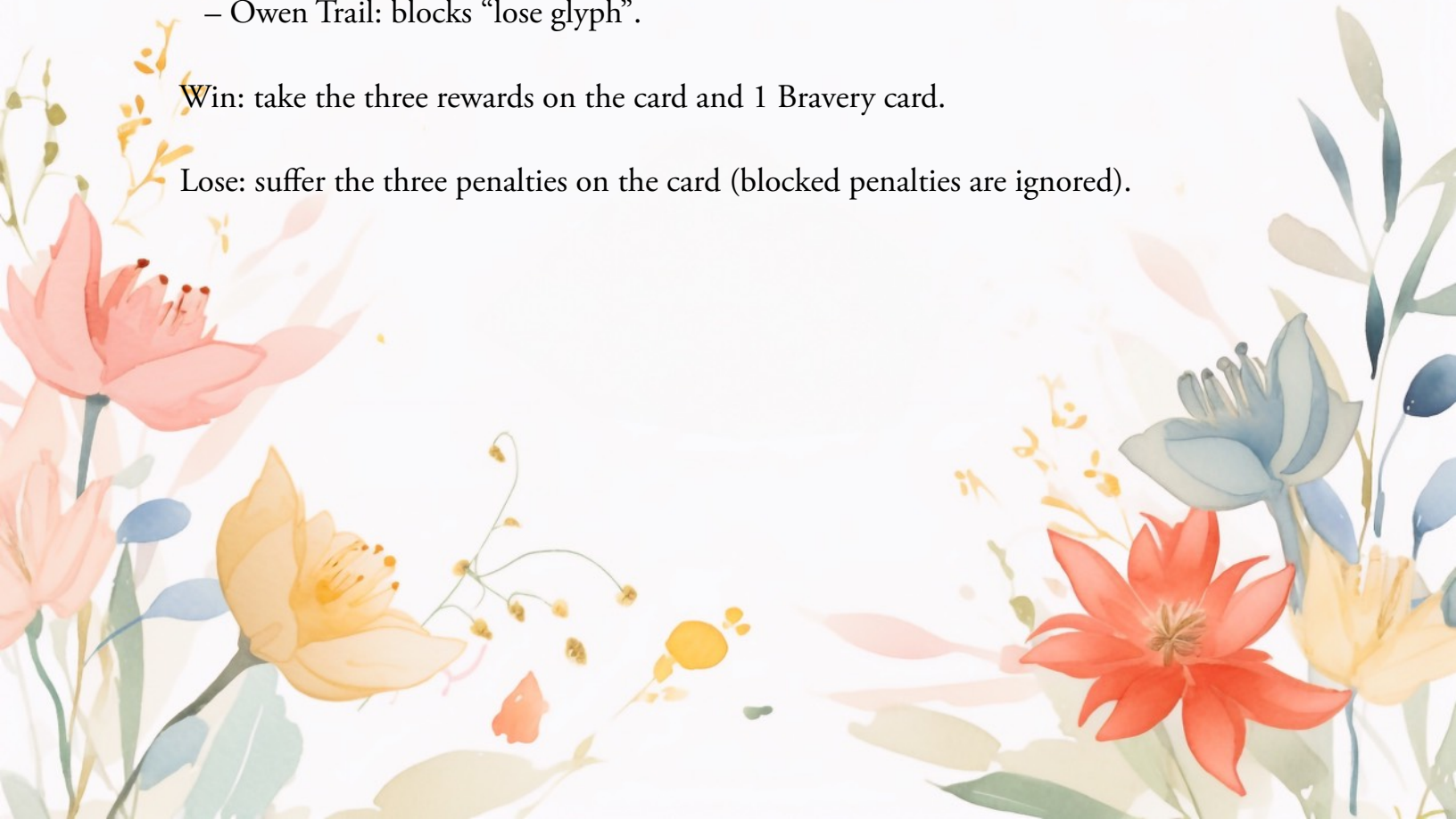
Weapon bonus: +1 per weapon used (max 1; up to 3 if Leo Trek and Ava Gale are both hired).

Fighter effects

- Leo Trek: target becomes 8; allows extra weapons; blocks “back to start”.
- Ava Gale: allows extra weapons; blocks “lose next turn”.
- Jake Wilder: blocks “lose weapon”.
- Rose Hunt: blocks “lose artifact”.
- Owen Trail: blocks “lose glyph”.

Win: take the three rewards on the card and 1 Bravery card.

Lose: suffer the three penalties on the card (blocked penalties are ignored).





7. HIRING FIGHTERS

Pay the listed coins and discard the required objects.

If missing an object you may buy it instantly for 5 coins.

Each fighter can be hired by only one player and stays for the entire game.



8. COINS AND ITEMS

Coins pay for fighters and break ties in scoring.

Weapons give combat bonuses.

Objects are sacrificed for Mystic cards or fighter hiring.

Artifacts (5 pts each) and glyphs (1 pt each) are scored at game end.



9. ENDGAME – JADE TABLET SHOWDOWN

When the 30th tile (the Jade Tile) is placed, every player fights the combined villains once.

Use standard combat rules. Rewards: 4 artifacts, 15 coins, 3 glyphs. Penalties: lose half your coins (round down), 2 artifacts, 2 glyphs.

After the showdown, total points:

- 1 pt per coin
- 5 pts per artifact
- 1 pt per glyph
- 1 pt per bravery card

Highest score wins. Tie = most artifacts, then most coins.





10. QUICK STRATEGY

Stock diverse objects during the Expedition phase for later Mystic and Trap cards.

Hire Leo Trek early if you plan heavy villain hunting.

Carry at least one weapon before entering the Temple; extra weapons shine with Leo or Ava.

Use the compound loop to heal from setbacks and gather resources before diving deep.

Enjoy the race for the Jade Tablet—and keep it out of the Scarlett Spire's grasp!



REFERENCE SHEETS











Place Card Decks Here

Temple Entrance
START AREA

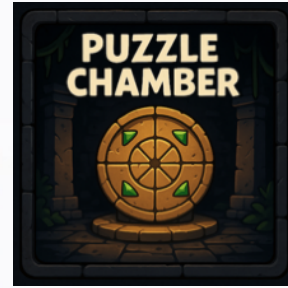


Temple Grid

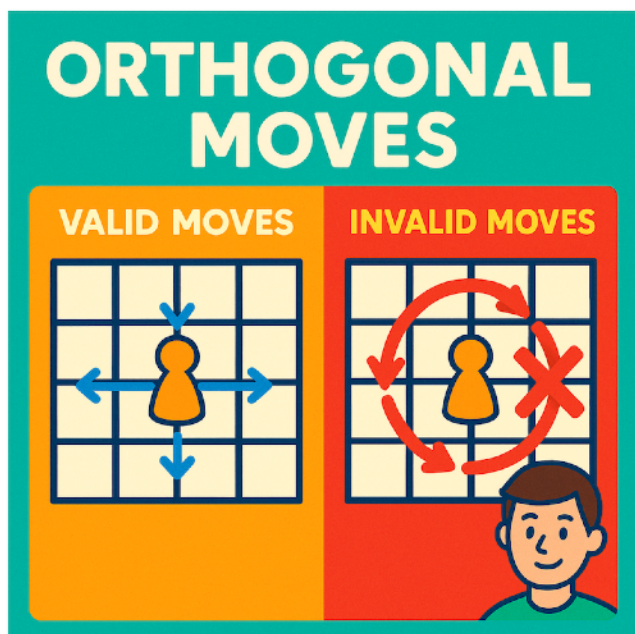
Expedition Area

Temple Entrance
START AREA

TEMPLE TILES







CARD DECKS



MILES SHAW AND TEMPLE OF JADE



OBJECTIVE:
Retrieve the Jade Tablet
and earn the highest score!

Solving Puzzles



When you solve puzzles collect
1 artifacts and 1 coins
1 1

JADE TABLET LOCATION

TRAP	ADVENTURE	PUZZLE	CLUES	MYSTIC
ADVENTURE	PUZZLE	CLUES	MYSTIC	VILLAIN
MYSTIC	CLUES			
THE 30th GRID SPACE IS JADE TABLET LOCATON				
PREPARE FOR THE SHOWDOWN FIGHT				



**Get 2
Bravery Cards
after winning the
fight**



FINAL SCORING



1 point each



5 point each



1 point each



1 point each

**The player with the highest score
is the winner.**

FINAL SCORING



1 point each



5 points each



1 point each



1 point each

Highest total is the winner.

TRAP & PUZZLE TILES



TRAP

ROLL DICE TO ESCAPE!



PUZZLE

SOLVE PUZZLE FOR
ARTIFACT

LAND ON A TRAP OR PUZZLE TILE,
DRAW THE MATCHING CARD—WIN OR
LOSE COINS, ARTIFACTS, OR SKIP TURNS.





FINAL BATTLE SHOWDOWN



SUCCESS + +15 COINS

FAILURE LOSE HALF COINS

FIGHTING VILLAINS



ROLLING



Target: 9+

(8+ if Leo Trek is in your party)



WEAPON BONUS

1

unless Leo Trek or
Ava Gale allow more



If you meet or exceed the target, collect 3
listed rewards (coins, artifacts, glyphs)
unless fighters protect you.



MILES SHAW AND THE TEMPLE OF JADE

GAME OVERVIEW

Objective: Retrieve the Jade
Tablet and earn the highest
score!



BOARD & SETUP



Lay out board.

Shuffle decks.

Give each player 15 coins.

Each player picks
a start side.