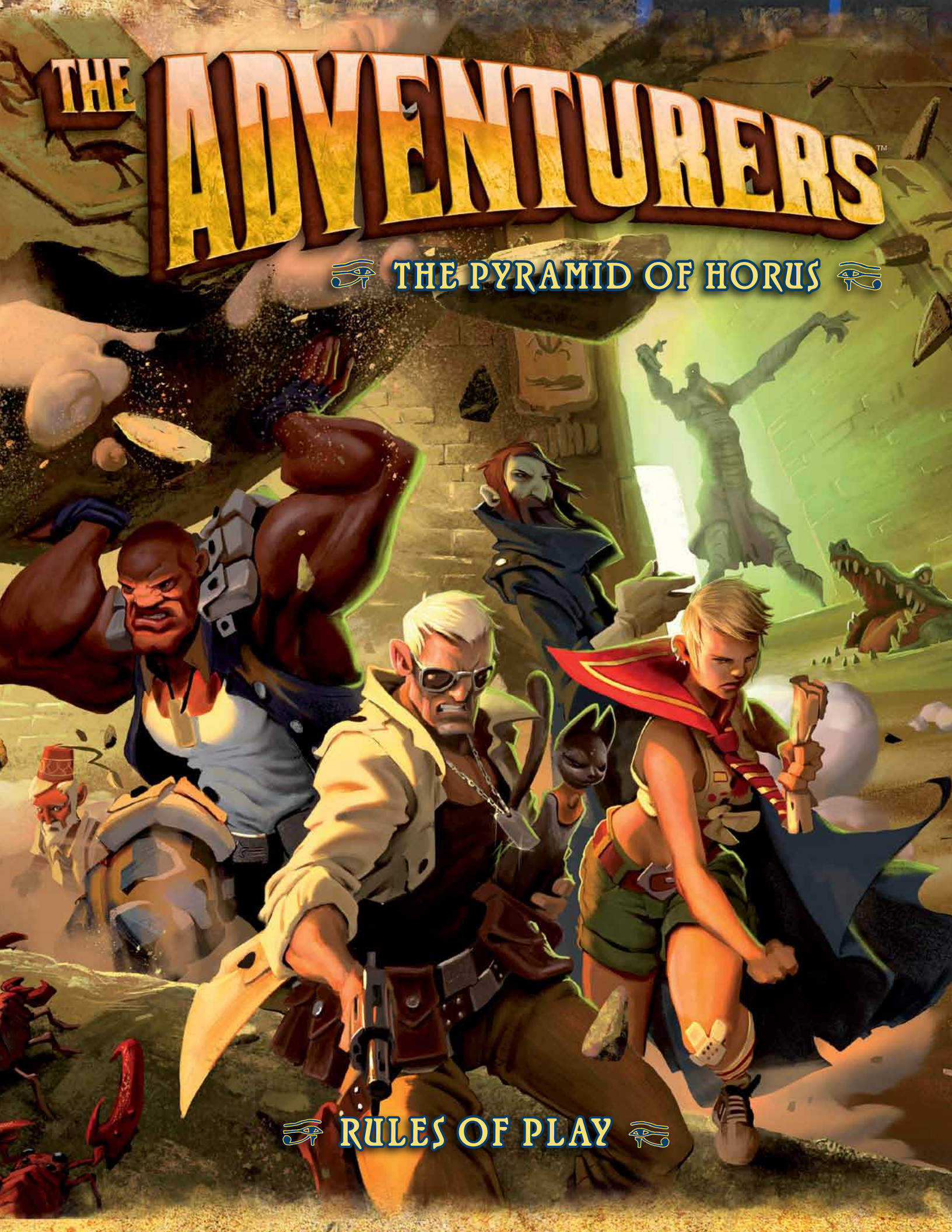

THE ADVENTURERS™
THE PYRAMID OF HORUS
RULES OF PLAY

Objective

Deep in the Egyptian desert, an ancient pyramid has just been discovered. Hieroglyphics near the entrance indicate it was built to honor the falcon-headed god Horus, but they also speak of a cult worshiping the evil god Seth. Eight brave adventurers are preparing to explore the pyramid's secrets...and its dangers!

In *The Adventurers: The Pyramid of Horus*, each player takes control of one of eight adventurers represented in the game by a figure and a card. These skilled Adventurers are ready to take any risk to overcome the dangers waiting inside the Pyramid of Horus and grab as many archaeological relics as they can carry. The player whose Adventurer escapes alive with the most treasure is the winner!

Contents

- 1 Game Board



- 36 Stone Blocks



- 36 Numbered Stickers



Before playing, apply the 36 stickers to the under side of the 36 Stone Blocks. Apply one sticker per block.

- 8 Adventurer Figures



- 3 Mummy Figures

- 6 Colored Bases

Use these bases to help identify which figure belongs to which player.



- 3 Black Bases

Use these bases for the Mummy figures.



- 5 Colored Dice



- 8 Adventurer Cards with a Game Aid on the back plus 4 double-sided Game Aid cards.



- 18 Rubble Search Cards

10 Equipment Cards

2 Antidote Vials
2 Medi-kits
2 Crowbars
2 Udjats
2 Bags





3 Snake Cards

5 Necklace Cards

- 18 Hededet Search Cards



10 Treasures

2 Chests

6 Scorpions

- 18 Sobek Search Cards



10 Treasures

2 Chests

6 Crocodiles

- 5 Idol Cards



1 Hededet Idol



1 Sobek Idol



1 Thoth Idol



1 Anubis Idol



1 Horus Idol

- 1 Ankh Card



- 4 Horus Cards



- 5 Anubis Cards



- 5 Thoth Cards



- 18 Mummy Cards



- 8 Stone Block Cards





THE ADVENTURERS

Each Adventurer's special ability is explained on page 17.



David Gore: Hailing from Canada, this trigger-happy adventurer has wandered the world for more than 20 years searching for ancient relics and has become a leading expert in modern archaeology.
Special ability: Shoot



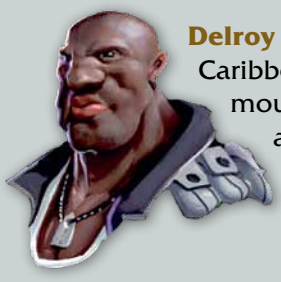
Rasputin: This strange and bewitched mystic from Siberia boasts super-natural talents that allow him to foresee the future.
Special ability: Clairvoyance



Chantal Sarti: As a cheeky, yet resourceful young French girl, Chantal Sarti hopes to achieve international fame. She counts on her natural agility to avoid dangers and reach her goal.
Special ability: Dodge



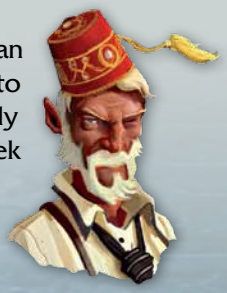
Maki Watanabe: This young Japanese girl fears no one. With her amazing reflexes, she is a modern day ninja-geisha.
Special ability: Reflexes



Delroy Chartier: Born in the Caribbean, Delroy is a true mountain of muscle. Once a mercenary, he turned to archaeological treasure hunting to satisfy his love of risk and adventure!
Special ability: Stamina



José Ardila: This Spanish adventurer is highly skilled with his hands and a master at picking locks. He's never seen a safe that he couldn't crack.
Special ability: Lockpicking



Abdel Wahab: This erudite Egyptian is unrivaled when it comes to reading hieroglyphics and regularly accompanies expeditions that seek his expertise.
Special ability: Linguistics

Edgar Rice: This South African military officer was once presumed dead. But he mysteriously returned when the discovery of the Pyramid of Horus was announced. He is the father of Lea Rice and an expert on crocodiles.
Special ability: Swimming

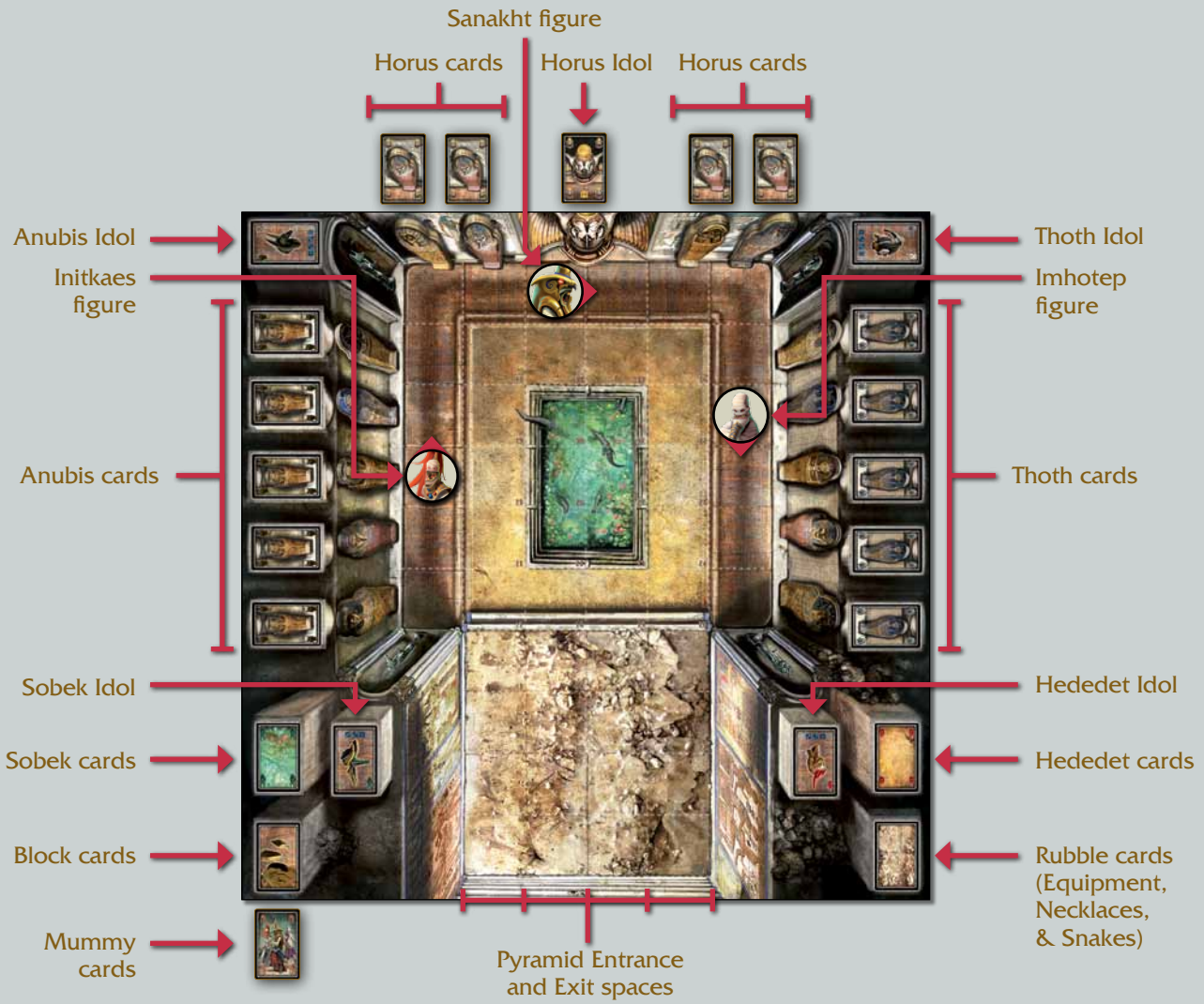


Setup

"Physical strength is nothing without cold blood."
– Delroy Chartier

1. Place the **game board** in the center of the table and arrange the following elements (see the "The Complete Game Board" below):
2. Place the three **Mummy figures** on their starting squares facing the direction indicated below.
3. Place the **5 Idol cards**, "Idol" side up, next to their matching alcoves.
4. Shuffle the **18 Hededet Search cards** and place them facedown on the matching space of the game board to create the "Sand" deck.
5. Shuffle the **18 Sobek Search cards** and place them facedown on the matching space of the game board to create the "Water" deck.
6. Shuffle the **5 Thoth cards** and randomly place them facedown on the 5 matching spaces of the game board.
7. Shuffle the **5 Anubis cards** and randomly place them facedown on the 5 matching spaces of the game board.
8. Shuffle the **4 Horus cards** and randomly place them facedown near the game board (see "The Complete Game Board" below).
9. Shuffle the **18 Rubble Search cards** and place facedown on the matching space of the game board.

THE COMPLETE GAME BOARD



10. Place the **8 Block cards** on the matching space of the game board.
11. Place the **18 Mummy cards** on the table, near the game board.
12. Leave the **36 numbered Stone Blocks** in the box lid, but within reach.
13. Give the Ankh card and the five dice to the youngest player. This player is the "Dice Keeper." These items represent his "first player" status and he will give them to the player to his left at the end of the round.
14. Starting with the Dice Keeper, each player chooses an adventurer and places the character card faceup in front of him. He then takes the corresponding figure and places it on one of the "Pyramid Entrance" spaces.
15. Now each player takes another character card (or double-sided Game Aid card) and places it, with the Game Aid side up, under his Adventurer card (see "Position of Adventurer Cards After Phase 1" on page 7).

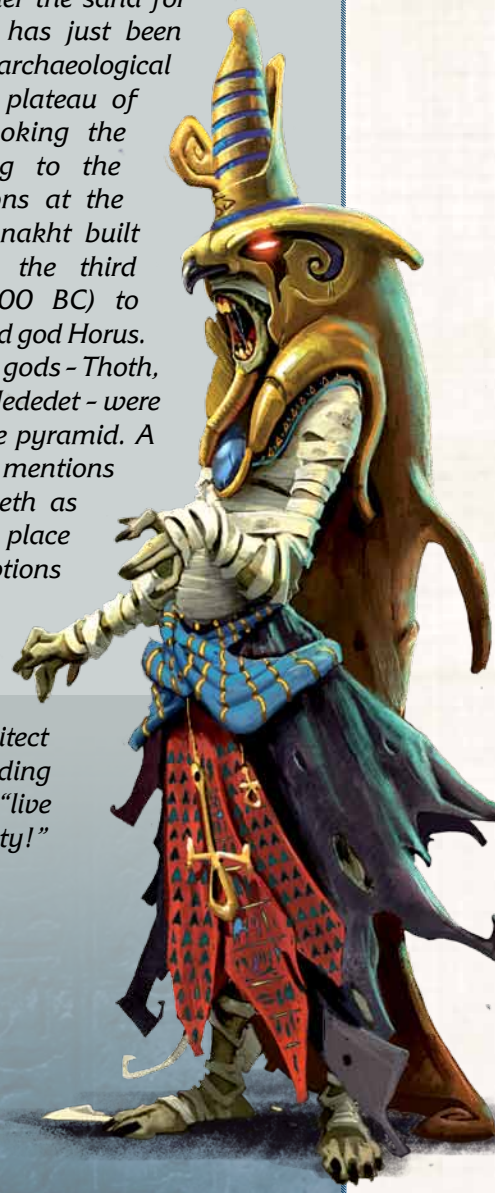
Now it's time to begin exploring the pyramid!



THE PYRAMID OF HORUS



After lying buried under the sand for centuries, a pyramid has just been discovered during an archaeological dig on the limestone plateau of Abu Rawash, overlooking the Nile delta. According to the hieroglyphic inscriptions at the entrance, pharaoh Sanakht built the pyramid during the third dynasty (around 2600 BC) to honor the falcon-headed god Horus. Other major Egyptian gods - Thoth, Anubis, Sobek, and Hededet - were also worshipped in the pyramid. A surprising inscription mentions the cult of the god Seth as well. Besides being a place of worship, the inscriptions seem to say that this pyramid is also the tomb of the pharaoh Sanakht, his bride Initkaes, and his architect Imhotep, who - according to these inscriptions - "live together here for eternity!"



The Game Round

"The Egyptian desert hides treasures that sometimes are better left buried in the sand."

- Abdel Wahab

A game round is composed of 6 phases:

1. **Adjust Wound and Load Level**
   Each player counts the number of wounds, treasures, Idols, and/or equipment he has and adjusts his Wound and Load Level accordingly.

2. **Determine the number of actions**
   The Dice Keeper rolls five dice. Each player's number of actions is equal to the number of dice whose result is **equal to or higher than** his current Wound and Load Level.

3. **Perform actions**
   Players take turns performing actions to move their adventurers, search for treasure, or open sarcophagi or locks to take the treasurers within.

4. **Move the Mummies**
   The Dice Keeper rolls five dice and moves each Mummy one space in its corridor for each die result that is higher than or equal to ⚅.

5. **Place a Stone Block**
   The Dice Keeper selects one random Stone Block from the box and places it on the corresponding space of the game board.

6. **Pass the Ankh and Dice**
   The Dice Keeper passes the Ankh card and the dice to the player on the left. This player becomes the new first player for the next round.

After the Ankh card is passed, a new round begins.

POSITION OF ADVENTURER CARDS AFTER PHASE 1



1. Adjust Wound and Load Level

The more items that an adventurer carries (treasures, idols, and equipment) and the more wounds he suffers, the harder it becomes for him to perform actions. The Wound and Load Level (hereafter "WLL") on the Game Aid cards represent these difficulties.

In *The Pyramid of Horus*, an Adventurer can suffer five types of wounds: snake bites, scorpion stings, crocodile bites, a Mummy's touch, or a blow from a rock falling from the ceiling. Each wound is represented by a card that shows the corresponding danger (snake, scorpion, crocodile, Mummy, or Stone Block) with a symbol in each corner.

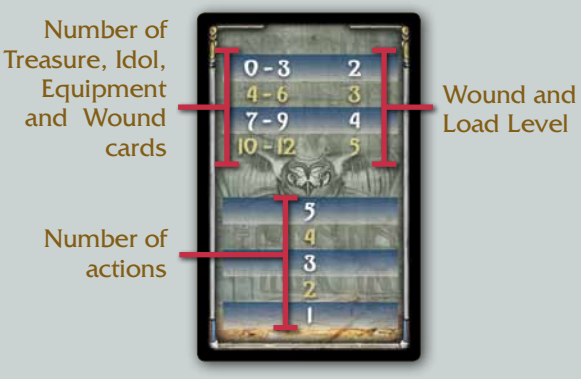
During this phase, each player determines his WLL by counting the number of Treasure, Idol, Equipment, and Wound cards in front of him.

A player's WLL cannot exceed 12. Starting with the Dice Keeper and going clockwise, each player may choose to discard any number of Treasure, Idol, and/or Equipment cards before determining his WLL. Place these cards into a common discard pile beside the game board. This free action allows each player to manage his personal Wound and Load Level.

Note: If, at any time, an action would cause a player to exceed a WLL of 12, that player must immediately discard a single Treasure, Idol, or Equipment card or the action cannot be performed.

Important: *Wound cards cannot be discarded for free during this phase. To discard a wound card, a player must use an Equipment card or ability (see "Equipment" on page 16 or "The Adventurer's Special Abilities" on page 17).*

GAME AID CARD



WOUND AND LOAD ADJUSTMENT

Example: *After many rounds, David Gore has 6 cards (4 treasures and 2 wounds, for a total WLL of 3), Chantal Sarti has 8 (5 treasures, 2 equipment, and 1 wound, for a WLL of 4) and Delroy Chartier has only 3 (1 treasure, 1 idol, and 1 wound, for a WLL of 2). The Adventurer cards are in the following positions:*



Each player then slips his Adventurer card downward along the Game Aid on the card below to reveal his current Wound and Load Level (see "Position of Adventurer Cards After Phase 1" on page 7).



2. DETERMINE THE NUMBER OF ACTIONS

Each round, the number of actions a player can perform depends on his current WLL. In order to determine everyone's number of actions, the Dice Keeper rolls all five dice and each player compares his own WLL to the result on the dice.

The number of actions each player is allowed for the round is equal to the number of dice whose result is **equal to or higher than** his current Wound and Load Level.

Important: *If an Adventurer carries one or more Idols, he does not receive an action from the die matching the colored die shown on the Idol card, regardless of the number rolled (see "The Curse" on page 13).*

Each player then slides his Adventurer card upwards over the Game Aid on the card below to reveal the number of actions he is allowed (see "Position of the Adventurer Cards After Phase 2" below).

POSITION OF THE ADVENTURER CARDS AFTER PHASE 2



NUMBER OF ACTIONS

Example: *The results on the five dice are , , , , and . Using the previous example on page 8, David Gore (WLL=3) can perform four actions (thanks to , , , and), Chantal Sarti (WLL=4) is only allowed two (thanks to the and). Delroy (WLL=2) would normally be able to perform five actions (thanks to the , , , , and), but since he carries the Sobek Idol, which shows the green die, he is cursed by Sobek and he cannot count the result of the green die, which was a . For this reason, he can only perform four actions this turn. The Adventurer cards are in the following positions:*



Note: *In this example a player with a WLL of 5 would have no actions this turn because the dice results showing on each of the dice are less than his WLL.*

3. PERFORM ACTIONS

Beginning with the Dice Keeper and proceeding clockwise, each player performs all of the actions available to him. Actions can be performed in any order and as many times per turn as allowed by the number of actions available. Players should track their actions by sliding their Adventurer card down as the actions are performed to show how many actions are left. Players are not required to use all of their actions each turn – but it is almost always a good idea!

There are two basic actions a player can perform:

MOVE

Players can move their Adventurer from one space to an adjacent space by passing over a dotted line. Solid lines cannot be crossed. Diagonal movements are not allowed. Adventurers can stop on, and move through, spaces that are already occupied by other Adventurers and/or Mummies (see "The Mummy's Touch" on page 15).

SEARCH

The player draws the top card from the following decks depending on where his Adventurer is:

- If the Adventurer is in the Cobra Nest, draw from the Rubble deck.
- If the Adventurer is in the Scorpion Pit, draw from the Sand deck.
- If the Adventurer is in the Crocodile Pond, draw from the Water deck.

He then briefly reveals the card to the other players before placing the card in front of him in the following positions, depending on the type of card:

- If it is a Treasure or Chest card, place it facedown.
- If it is an Equipment card or a Snake, Scorpion, or Crocodile card, place it faceup.

The Search action may not be performed in the Mummies' Corridor. For actions available in the Mummies' Corridor see page 14.

Example: *David Gore is in the Cobra Nest and can perform four actions this turn. The player decides to use his first action to search in the space where he is and draws the first card from the Rubble deck. He briefly reveals it to the other players and, because it is a Treasure, places it facedown in front of him. Happy with this discovery, the player decides to use his second action to search again in the same space. He draws another Rubble card and this time it is a crowbar – an Equipment card. Again, he briefly reveals it to the other players and places it facedown in front of him. The player decides to search a third time using his third action. This time he finds a cobra! He places the card faceup in front of him to show that the cobra has just bitten David Gore. This bite will penalize the player until the end of the game, unless he can find an antidote vial. He prefers not to risk searching again this turn, so he uses his fourth and final action to move to another space, closer to the pond.*



THE COBRA NEST

"This pyramid is my ticket to fame!"

– Chantal Sarti



Once sumptuous, this ancient antechamber turned to ruins when the pyramid was buried by the Egyptian desert. Even though the floor is now covered with stones and rubble, it is still possible to find some treasures of lesser value (such as a priest's necklace) and, above all, the equipment that was abandoned by members of previous archaeological expeditions. Unfortunately, venomous cobras have made this place their home. They wait among the rocks, and it would not be wise to disturb them.



THE CROCODILE POND

"Always look a crocodile in the eye and everything will be fine."

– Edgar Rice



This central pond is a sacred place for the Egyptian crocodile-headed god, Sobek. Many offerings were thrown into the pond, and fishing them out will not be easy because this pond is protected by dangerous crocodiles!

THE MUMMIES' CORRIDOR

"Give me the contents of the sarcophagi; give me the sacred Idols!"

- José Ardila



Beyond the sand and the pond, there is a long corridor made of three sections. Each section is dedicated to a specific Egyptian god - Anubis, the jackal-headed god, Thoth, the ibis-headed god, and Horus, the falcon-headed god. Many sarcophagi lie buried in the walls of this corridor, hiding incredible archaeological treasures. Some alcoves hold precious idols in the shape of the five gods that were worshipped in this pyramid (the three mentioned above plus Sobek and Hededet). But for thousands of years, three Mummies - Initkaes, Sanakht, and Imhotep - have roamed tirelessly up and down this corridor. You would do well to avoid the Mummies. They may make you wander forever, just like them.



THE SCORPION PIT

"I'm faster than a scorpion sting."

- Maki Watanabe



The worshippers of the scorpion goddess Hededet used this long strip of sand surrounding the central pond as a place of worship. As a result, this pile of sand hides precious jewels - and dangerous red scorpions!



4. MOVE THE MUMMIES

"I hope nobody here is afraid of mummies!"
- David Gore

In this phase, the current Dice Keeper is in charge of moving the three Mummies. Roll all five dice and move each Mummy forward one space along its own part of the corridor for each die that shows ⚃ or higher. It is possible for each Mummy to move from zero to five spaces each round.

A Mummy always moves forward based on the direction that the Mummy figure is facing and rotates to move in the opposite direction if it hits a wall. In this way, each Mummy will remain in its own section of the corridor. But a Mummy can be on the same corner square as one of the other two Mummies. Rotating to move in the opposite direction does not count as a movement and the Mummy must move one space per die that shows a result of ⚃ or higher (see "Mummy Movement" below).

MUMMY MOVEMENT

Example: *The Dice Keeper rolls all five dice to move the Mummies. The results of the dice are ⚀, ⚂, ⚃, ⚄, and ⚄. There are three dice that show four or higher so each Mummy moves three squares in its section of the corridor.*



Like the other two Mummies, Imhotep must move three squares, but it hits a wall after its second movement. Imhotep must turn around and move in the opposite direction, stepping one space away from the wall with its third movement.

5. PLACE A STONE BLOCK

"I know when danger is coming, so I do not fear it."
- Rasputin

In this phase, the Dice Keeper is responsible for placing a Stone Block. Randomly take one of the 36 Stone Blocks from the box and read the number on it. Place the Stone Block on the numbered square of the game board that matches the number on the block.

If an Adventurer is in a space where a Stone Block falls, that Adventurer must immediately jump to an adjacent square of the player's choice to avoid being crushed by the block. The Adventurer cannot move diagonally. This is a free move that does not use any actions. The player then takes one Block card and places it in front of him to show that the Adventurer was wounded by the Stone Block. This wound can be treated (see "Equipment" on page 16).

If, when a Stone Block falls, an Adventurer cannot move to an adjacent space because he is blocked by a wall or more Stone Blocks (remember that diagonal movement is forbidden), that Adventurer is crushed by the rock. His adventure ends here!

When a Stone Block falls from the ceiling, it remains on that space for the rest of the game (see "Sealing the Pyramid" on page 16). Adventurers cannot enter any space that contains a Stone Block.

6. PASS THE ANKH AND DICE

The Dice Keeper passes the Ankh card and the dice to the player on his left. This player becomes the new Dice Keeper and is now the "first player" for the next round.



VICTORY

The game ends when all of the Adventurers have left the pyramid or have been sealed inside by the Stone Blocks (see "Sealing the Pyramid" on page 16). At the end of the game, each player who managed to get his Adventurer out alive adds up the value of his Treasure cards, which can be found in the corners of the Treasure cards. The player may also receive a bonus (see "Variety Bonus" below).



VARIETY BONUS

If an Adventurer escapes with Treasures and/or Idols that are associated with any of the five gods of the pyramid (Horus, Thoth, Anubis, Sobek, or Hededet), the player earns a Variety Bonus. The value of the Variety Bonus depends on the number of gods associated with the Treasures and/or idols that a player holds:

- **+1** for Treasures and/or Idols of only **one god**
- **+3** for Treasures and/or Idols of **two different gods**
- **+6** for Treasures and/or Idols of **three different gods**
- **+10** for Treasures and/or Idols of **four different gods**
- **+15** for Treasures and/or Idols of **five different gods**

If an Adventurer escapes without any Treasures or Idols associated with these gods, he does not get a Variety Bonus. Necklaces and Chests are not associated with any gods and do not count toward a Variety Bonus.

CHESTS

To determine the value of the treasure inside a Chest, roll one die after the Adventurer carrying the Chest escapes from the pyramid. The value of the treasure is equal to the result on the die.



The player whose Adventurer escaped alive with the highest total archaeological value wins the game. In the case of a tie, the victory goes to the player who holds the Horus Idol. If none of the players have the Horus Idol, the player with the highest total value of Idol cards wins. If the players are still tied, they share the victory!

It is possible that no Adventurer will manage to leave the pyramid in time. In this case, there is no winner and the Mummies win the game!



Additional Rules

The Mummies' Corridor

In this corridor, in addition to a movement action, players may perform three other actions specific to this room: open a sarcophagus, take a treasure from an open sarcophagus, or try to open an alcove and take an Idol.

Open a Sarcophagus

In order to open a sarcophagus, the Adventurer must be in the corridor space next to one of the Anubis, Thoth, or Horus cards. The player flips the adjacent card faceup to reveal the value of the treasure hidden inside. This costs one action. The Treasure card is now visible to everyone, and any player can pick it up (see "Take a Treasure" below).

Take a Treasure

If an Adventurer is in a space adjacent to a card **with the Treasure faceup**, the player can spend one action to take the treasure card and place it facedown in front of him. This is a separate action from opening the sarcophagus.

Example: *Chantal Sarti is currently in the Mummies' Corridor, next to the Anubis sarcophagi. The player has two actions to take this turn and she decides to use her first action to open the sarcophagus in front of her. She flips the Anubis card faceup to show the Treasure side - a magnificent sculpture of a cat! She then spends her second action to take the Treasure card.*

Open an Alcove

In order to pick the lock that protects one of the five idols hidden in the alcoves of the pyramid, an Adventurer must be on the space adjacent to the alcove. To obtain the Horus Idol, an Adventurer must be on one of the two spaces in front of the Horus alcove. The player rolls all five dice and matches the results of the dice to the dice symbols directly represented on the Idol card.

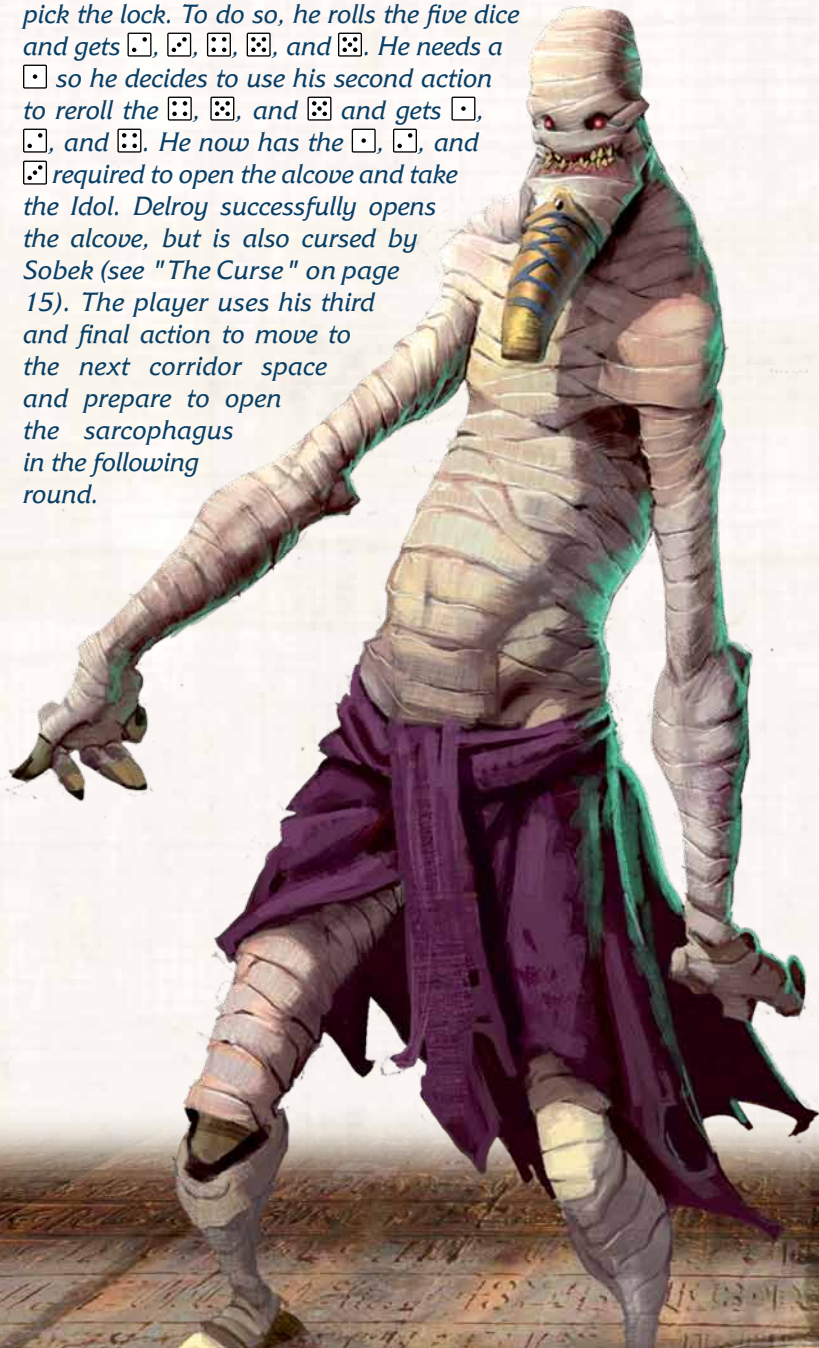
To retrieve the Sobek or Hededet idols, the player needs to roll at least one ⚀, one ⚁, one ⚂ with the five dice.

To retrieve the Thoth or Anubis idols, the player needs to roll at least one ⚀, one ⚁, one ⚂, one ⚃ with the five dice.

To retrieve the Horus idol, the player needs to roll at least one ⚀, one ⚁, one ⚂, one ⚃ and one ⚄ with the five dice.

If the dice roll does not succeed and the player has one or more actions left this turn, he may choose to spend another action to reroll some or all of the dice his choice. After this reroll, the player may continue to spend actions and roll, as long as he has actions remaining. If the required combination of dice is obtained, the player takes the Idol card from its alcove without spending an additional action. Place the card faceup in front of the player so that the "cursed die" side is showing (see "The Curse" on page 15). Dice results do not carry over from round to round or from player to player.

Example: *Delroy is next to the Sobek alcove, so the player can try to pick the lock that protects the Idol. He has three actions this turn and uses his first action to pick the lock. To do so, he rolls the five dice and gets ⚀, ⚁, ⚃, ⚄, and ⚄. He needs a ⚀ so he decides to use his second action to reroll the ⚃, ⚄, and ⚄ and gets ⚀, ⚁, and ⚃. He now has the ⚀, ⚀, and ⚂ required to open the alcove and take the Idol. Delroy successfully opens the alcove, but is also cursed by Sobek (see "The Curse" on page 15). The player uses his third and final action to move to the next corridor space and prepare to open the sarcophagus in the following round.*



THE MUMMY'S TOUCH

A Mummy wounds an Adventurer if, at any time during a round, an Adventurer is in the same space as a Mummy. This can happen in one of four ways:

- A player willingly moves his Adventurer into a space occupied by a Mummy;
- A Mummy moves into a space occupied by an Adventurer;
- An Adventurer and a Mummy remain in the same space from one round to the next; or
- An Adventurer moves to the same space as a Mummy in reaction to a falling Stone Block.

The player who controls the Adventurer must take a Mummy card and place it in front of him. This card is a Wound card like the scorpion sting, crocodile bite, etc. However, nothing is able to counteract the supernatural effect of a Mummy wound. A Mummy wound is permanent and cannot be discarded or removed in any way for the rest of the game.

Important: *If multiple Adventurers are in the same space as a Mummy, they all suffer a wound and get a Mummy card. In addition, if two or more Mummies occupy the same space as an Adventurer, that Adventurer suffers a wound for each Mummy in the space.*



If a Mummy wounds an Adventurer who already has 12 cards in front of him (Treasure, Idol, Equipment, and/or Wound cards), the player must immediately discard one of his Treasure, Idol, or Equipment cards to make room for the Mummy card. The player may not discard another Wound card to make room for the Mummy wound. If an Adventurer already has 12 wounds, the touch of a Mummy turns that Adventurer into a Mummy as well and that Adventurer's figure now moves and acts like a Mummy. That's the end of his adventurous life!



THE CURSE

When a player obtains an Idol, he must take the matching Idol card and place it in front of him showing the "cursed die" side. This shows that the Adventurer has been cursed by the god that is represented on the idol. When the dice are rolled to determine the number of actions during the second phase of the round, the player must ignore the die that is the color shown crossed out on the Idol card. The curse does not affect the number of actions available to the other players.

Important: *If a player holds multiple Idols, the Adventurer is cursed by all the respective gods at the same time. The player must ignore the results of all the "cursed dice" that are visible on all of the Idol cards he carries.*

Note: An Idol card can be discarded just like a Treasure or Equipment card when the player adjusts his WLL to get rid of a "cumbersome" card and the terrible curse it carries!

Important: *When a player obtains the Horus Idol, in addition to being cursed, the player must also randomly take one Stone Block out of the box, check it's number and place it on the matching space on the board. The usual effects of falling blocks apply (see "Place a Stone Block" on page 12)*

SEALING THE PYRAMID

The architect, Imhotep, consecrated the ceiling of the pyramid to Seth, the god of chaos and thunder – sworn enemy of Horus. Seth does not appreciate the Adventurers' intrusion and is attempting to seal the trespassers inside.

If part of the pyramid has been closed off by Stone Blocks but an Adventurer still has a chance to leave the pyramid, he continues playing. However, if Stone Blocks make it impossible for an Adventurer to leave the pyramid, he is trapped inside forever! How much time do the Adventurers have to explore the pyramid? No one knows!

SEALING THE PYRAMID



The next Stone Block that falls from the ceiling is number 15, which, together with the blocks that have already fallen, seals off the Cobra Nest. Only David Gore can still hope to escape from the pyramid while the others are sealed inside forever!



EQUIPMENT

Equipment can only be found in the Cobra Nest. Except for the Bag, each piece of Equipment can be used only **once**, and the card must be discarded when used.



Antidote Vial: A player may discard this card to discard one Scorpion or Snake card.

Bag: The owner of a Bag can place up to two Treasures inside the bag by placing the Treasure cards on top of the Bag card. A bag cannot hold Idols. Regardless of the amount of Treasure inside, the Bag always counts as one card for determining the Adventurer's WLL. The Bag card is not discarded when used, but it may be discarded before determining WLL.





Crowbar: A player may discard this card to replace one missing die result on a lockpick attempt to complete the required combination. A crowbar only works for one die result, so the other numbers must be obtained normally!



Medi-kit: A player may discard this card to discard one Crocodile or Block card.

Udjat: This sacred medallion represents the eye of Horus and grants its owner the ability to sense which Stone Block will fall this turn, and even exchange it for another one. A player may discard this card to select one random Stone Block and secretly check its number. He then decides either to place it next to the game board, or put it back into the box, select another block, and place that block next to the game board **without checking its number**. During phase 5 of the current round, instead of selecting a random block from the box, the Dice Keeper must place the selected block on its corresponding space on the game board. If during this round any player has already discarded an Udjat card or used the Clairvoyance Adventurer ability, an Udjat card cannot be discarded until a future round.



THE ADVENTURER'S SPECIAL ABILITIES

To use an Adventurer's special ability, a player must announce it to the other players and rotate his Adventurer card upside down to show that it has been used. Each Adventurer's special ability may be used only **once** per game.



Dodge: The Adventurer can dodge a Stone Block that is falling. If an Adventurer is on the space where the Stone Block is falling, he does not take a Block card. However, the Adventurer must still jump to an adjacent space if he doesn't want to be crushed!



Clairvoyance: The Adventurer can sense which Stone Block will fall at the end of the turn and even exchange it for another one. The player who uses this ability selects one random Stone Block and secretly checks its number. He then decides either to place it next to the game board, or put it back into the box, select another block, and place that block next to the game board **without checking its number**. During phase 5 of the current turn, instead of selecting a random block from the box, the Dice Keeper must place the chosen block on its corresponding space on the game board. If during this round a player has already discarded an Udjat card, this ability cannot be used until a future round.



Linguistics: Before opening a sarcophagus, the Adventurer can decode its hieroglyphics to determine what it contains. The player who uses this ability looks at the Sarcophagus card that is next to the square where the Adventurer is standing **without showing it to the other players**. This does not cost an action, however, if the player wants the treasure, he must still spend one action to open the sarcophagus and another action to get the treasure inside.



Lock picking: After rolling the dice for a lock picking attempt, if the player is missing only one number to succeed, he can use this ability to successfully pick the lock. He can only use this ability to replace one number. The rest he must obtain normally.



Reflexes: The Adventurer can avoid the sting of a scorpion or the bite of a cobra. When the player receives a Scorpion or Snake card, he can use this ability to discard it immediately.



Shoot: If the Adventurer is on a space adjacent to a Mummy, he can shoot it point-blank. Place the Mummy figure horizontally in its space to indicate that it has fallen to the floor. The Mummy cannot wound an Adventurer while it is on the floor. The Mummy does not move during phase 4. Instead, stand the Mummy figure back up. When the Mummy stands up, it immediately wounds any Adventurers still in its space. The Mummy moves as normal during the next round.



Stamina: After the WLL is adjusted in phase 1, the Adventurer can use this ability to reduce his WLL by 1 for the rest of the current turn.



Swimming: This Adventurer can prevent a crocodile's bite. When the player draws a Crocodile card, he can use this ability to discard it immediately.

Optional Rules

Alternate Mummy Starting Spaces

Place the mummies on alternate starting spaces other than those shown in the setup diagram on page 5. Each mummy still moves in its own section of the corridor (see "The Mummies' Corridor" on page 14).

Total Secrecy

For a more strategic game, all Wound and Treasure cards remain hidden. When a player performs a Search action, he **does not reveal the card** to the other players and immediately places it facedown.

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THE GAME ROUND

1. Adjust Wound and Load Level
2. Determine the Number of Actions
3. Perform Actions
4. Move the Mummies
5. Place a Stone Block
6. Pass the Ankh and Dice

NUMBER OF ACTIONS

Roll 5 dice. The number of actions each player is allowed is equal to the number of dice whose result is **equal to or higher than** his current WLL.

If a player has one or more Idols, he does not receive an action from the die matching the colored die on the Idol card(s).

ACTIONS POSSIBLE IN EACH AREA

Cobra Nest: Move or Search.

Scorpion Pit: Move or Search.

Crocodile Pond: Move or Search.

The Mummies' Corridor:
Move, Open a Sarcophagus, Take a Treasure from an open Sarcophagus, or Pick a Lock.

VICTORY POINT VARIETY BONUS

+0 if for **Necklace** and **Chest** Treasures.

+1 for Treasures and/or Idols of only **one god**.

+3 for Treasures and/or Idols of **2 different gods**.

+6 for Treasures and/or Idols of **3 different gods**.

+10 for Treasures and/or Idols of **4 different gods**.

+15 for Treasures and/or Idols of **5 different gods**.

LOCK COMBINATIONS

Hededet or Sobek Idols: ⚀, ⚁, and ⚂ on 5 dice.

Thoth or Anubis Idols: ⚀, ⚁, ⚂, and ⚃ on 5 dice.

Horus Idol: ⚀, ⚁, ⚂, ⚃, and ⚄ on 5 dice.

MUMMY MOVEMENT

Roll 5 dice. Move each Mummy one square in the direction it is facing in the corridor for each die result that is **higher than or equal to** ⚃.

