

GOOD LUCK ON YOUR ADVENTURE TO CLAIM THE ANCIENT TREASURE ...BUT BEWARE OF THE TRAPS, WANDERING MUMMIES AND OTHER EXPLORERS!

For 2 to 4 players

CONTENTS

1 Pyramid (in two halves), 4 Crystal Steps (1 Crystal Step is already attached to Pyramid), 1 Game board, 1 Crystal Spinner, 16 Explorers (in four team colours), 2 Mummies and 2 Snake pits.

GET READY TO START YOUR ADVENTURE!

...by assembling the game and setting the pieces as shown overleaf, making sure all the Crystal Steps match with the colours on the Game Board.

SET FORTH ON YOUR EXCITING QUEST FOR THE ANCIENT TREASURE!

To begin the game, each player chooses a team colour and places all their Explorers in the Team Tent at the corners of the game board. Each player spins the Crystal Spinner and whoever spins the highest score starts, with players taking turns in a clockwise direction. A player's first explorer starts on the team colour Map Square, subsequent Explorers will need a 6 to start.

RULES OF THE QUEST ... EXPLORERS

- *Players take it in turns to spin the Crystal Spinner and move their Explorers around the board in a clockwise direction.
- *If a player scores a 6 they can move 6 spaces and spin again, or they can move a new Explorer onto the Starting Map, but do not get another spin.
- *If one Explorer lands on a square occupied by another Explorer, the Explorer that is landed on has to move back to their team tent.
- *If an Explorer lands in a Snake Pit they have to move back to the Team Tent.
- *Once an Explorer has moved around the board, they can move into the safe area as indicated by the Arrow Square, and then start to climb the Pyramid.
- *Only the correct colour Explorer can enter the teams colour Crystal Steps area.
- *Once in the Crystal Steps area, an Explorer can only move forward. The correct number of moves are needed for the Explorers to fill the steps on the Pyramid.
- *If you can't move, miss a go.
- *If an Explorer lands on a Mummy they have to move back to the Team Tent.

RULES OF THE QUEST ...MUMMIES

- *At the end of each round, players take it in turns to spin for the number of moves the Mummy will take. Mummies move together (one spin, both mummies move).
- *If the Mummies score a 6 they change direction, and move forward 6 squares in that direction. They continue to move in that direction until another 6 is scored.
- *If a Mummy lands on a square occupied by an Explorer, the Explorer has to move back to the Team Tent.
- *If a Mummy lands in a snake pit they move to the nearest Mask Square. If an Explorer is already occupying the Mask Square, the Explorer has to move back to the team tent.

THE WINNER

Is the player who can avoid all the hazards to get all of their team members into the Crystal Steps

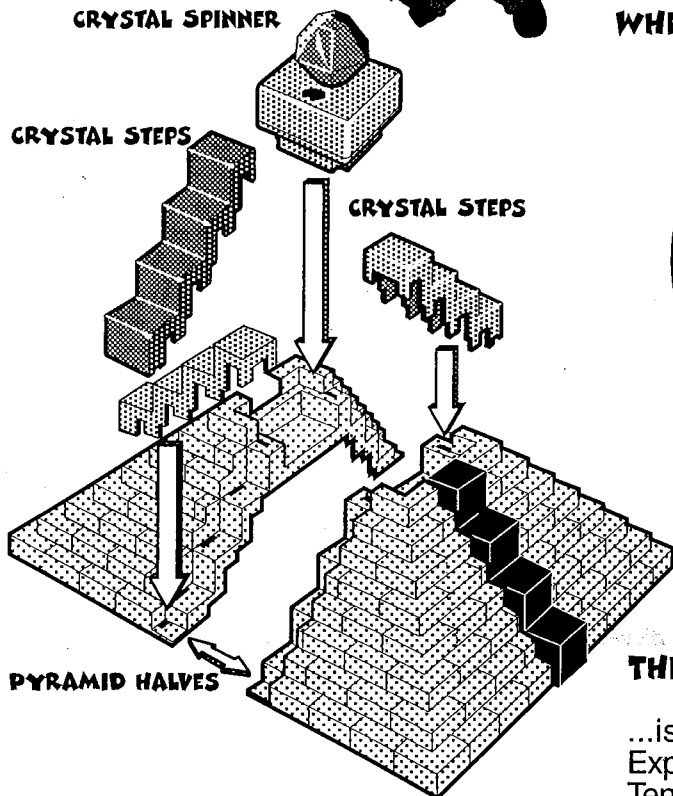


CRYSTAL SPINNER

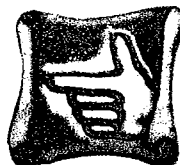
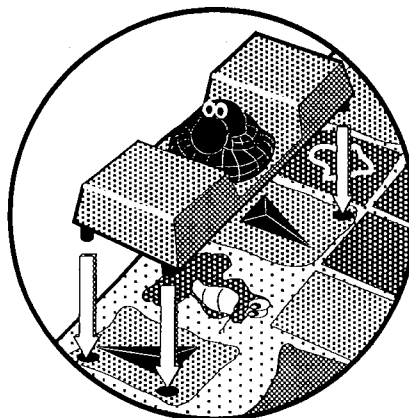
WHERE TO PLACE THE SNAKE PITS

CRYSTAL STEPS

CRYSTAL STEPS

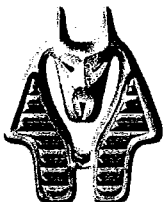


PYRAMID HALVES



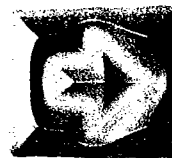
THE MAP SQUARE...

...is the team starting square. An Explorer first starts out from the Team Tent by standing on this square. Map Squares are in Team Colours.



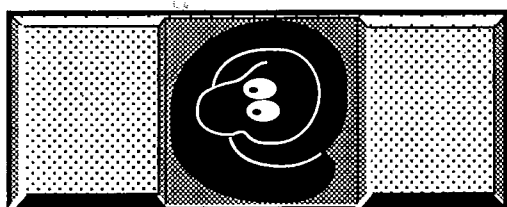
THE MASK SQUARE...

...is the Mummies starting square. Mummies return to this square if they fall down the snake pits. If an Explorer lands on this square, another team member can start on the map square, without having to wait for a '6'.



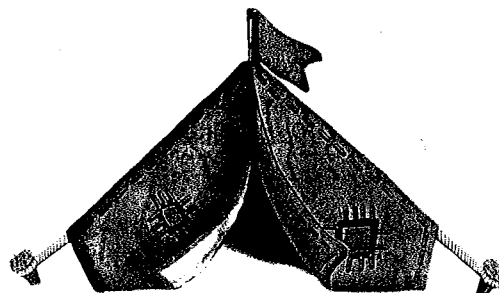
THE ARROW SQUARE...

...indicates the entry point for Explorers of the same colour to enter into the Crystal Steps area.



SNAKE PITS...

...have raised steps either side of the snake which are safe areas, so Explorers and Mummies can stand on them. However if an Explorer lands on the snake...aaAAH! They have to go back to their Team Tent. Mummies landing on snakes, move to the nearest Mask Square.



TEAM TENTS...

...are where the 4 team members of each players team wait to start. If any unfortunate incidents happen to members of the expedition, they must return here to rest, and wait for a 6 or for a member of the same team to land on a Mask Square, then they can step out on to the Map Square.