

## THE CARDS/LIFE TILES

### LIFE TILES

During the game, an Adventure Card may tell you to take a Life Tile(s). The Life Tiles are all color-coded to match the different game paths. (Note, there are no Life Tiles on the gold Museum path.) Pick a tile from the corresponding colored game path. Life Tiles are worth money, so the more you can collect, the better!

If you are asked to pick up a Life Tile and there are no tiles left on the game board, take the correct colored Life Tile from another player.

Life Tiles can be exchanged for cash at the Museum Home Space at any time during the game. In order to turn in a Life Tile, you must move to the Museum Home Space by spinning and moving there (ie: you cannot turn in a Tile if you are sent there because of a Trap or Adventure Card.)

**Note:** Turning in Life Tiles during the game is a good strategy to keep players from stealing your valuable Tiles.

When you turn in a Life Tile before the end of the game, you will receive half of the dollar amount printed on that tile. Note: If you hold onto Life Tiles until the end of the game, you will receive the full amount listed on the card. Once you turn in a Life Tile, place it back into the box and out of play.

### Partner Cards

Partner Cards help during the game or allow you to do special things. They also prevent you from losing the precious Life Tiles and Relics you've gathered. Here are some quick rules about partners:

- You may collect more than one Partner, but you must collect them one at a time.
- You may collect any number of Partners, but their powers and abilities are not cumulative and may not be added together.
- Some Partner Cards will share the same name, but have different abilities that help you during the game. You may collect any number of Partner Cards with the same name.
- Anytime you're directed to discard a Partner Card, return it, color side up, to the bottom of its colored starting pile. If there is no pile, start a new one.
- You must always show the other players which Partners you have.

### Adventure Cards

Each Adventure Card will tell you to do something - some are good... some are bad.

There are 4 events on every Adventure Card, one for each of the four colored game paths. Draw a card and read the event next to the color matching the path you are on. If the card tells you to pick another player, you must pick a player that has already taken a turn. If you can't pick another player, because no one else has taken a turn yet, discard this card and draw a new card. After following the directions on an Adventure Card, discard it so it is out of play. If the card directs you to do something that you cannot do, then your turn ends. (Don't forget to discard the card and place it out of play.)



BLUE  
TEMPLE OF DOOM



PURPLE  
RAIDERS OF THE LOST ARK



GREEN  
THE LAST CRUSADE



Gold  
Museum Park

For example, when you are traveling along the BLUE TEMPLE OF DOOM path, you want to read and follow directions for the text next to the blue box. If you are on the PURPLE RAIDERS OF THE LOST ARK path, you want to read and follow directions for the text next to the purple box.

### Special Event Cards

There are five Special Event Cards at the end of the Adventure Card deck. Each one will direct you to complete a task. The tasks on the Special Event Cards are similar to the Adventure Cards events, but on a larger scale. These events could, give you money or cause you to lose Life Tiles or Partners, or end the game.



## STEALING TILES/RELICS FROM OTHER PLAYERS

### STEALING

If you land on the same space or a space adjacent to another player and want to steal a Relic or Life Tile, do not draw a card. Instead each of you spins the spinner. If you have the higher spin, you win! Take a Relic or Life Tile from the other player. If your opponent spins higher, nothing happens. If you both spin the same number, nothing happens and your turn is over.

## How To Win

At the bottom of the Adventure Card deck are five Special Event Cards, one which will end the game. Once someone has drawn the game-ending Special Event Card, add up your total value.

1. Count your money.
2. Trade in your Partner Cards for any leftover Life Tiles (regardless of what path it is on), in turn order (starting with the player who chose the game-ending Special Event Card). Continue until all players' Partner cards have been discarded or there are no Life Tiles left.
3. Add up all of your Life Tiles (the amounts listed on the Tiles).
4. Add up the value of any Relics you have (their values are listed on pages 2 & 3).
5. Add the figures together.

**The player with the highest total value wins!**

## STORAGE

When you have finished playing, you do not need to detach the buildings, mountains or bridge before storing your game back in the box. To easily store your game...

1. Place the center of the game board into the box.
2. Then fold end of the game board with the majority of the Raiders of the Lost Ark game path over the center section.
3. Now place all components into the box.
4. Fold the remaining end of the game board over into the box.
5. Remove the spinner knob and place it some place flat on the gameboard.
6. Place the cover on the box and store until your next game play.

### FOR EXAMPLE:

Karen ends the game with \$20,000 in cash. She also has:

- 1- Partner, which she trades in for a random Life Tile valued at \$25,000
  - 2- Life Tiles, each worth \$50,000
- And the Sankara Stones, which are worth \$500,000

Her total is : \$20,000 + \$25,000 + \$100,000 + \$500,000 = \$645,000

### We will be happy to hear your questions or comments about this game.

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The  
GAME  
of



For 2 to 4 Players  
AGES 9+



## OBJECT

Collect money, Life Tiles and Relics and have the most money at the end of the game.

## CONTENTS

- 285 bill sheets of 5 denominations
- 4 Indiana Jones Figures
- One time assembly Game board
- 3 Relics (Sankara Stones, Holy Grail, Arc of the Covenant)
- 3 Mountains and a Spinner Base
- 40 Adventure Cards
- 4 Quick Reference Cards
- Museum Building
- Spinner Top
- Rope Bridge
- 5 Special Event Cards
- 9 Partner Cards
- 36 Life Tiles
- Feather pin
- Label sheet

## SET-UP

Carefully detach all of the cardboard pieces from the parts sheet. Discard the cardboard waste. Carefully remove the museum, bridge and spinner dial from the plastic bags and recycle the waste. Remove the mountains and spinner base from the plastic runner and recycle the waste.

### 1. Apply Labels to the Mountains and Bridge

Match the letters next to each of the four labels to the letters on the plastic mountains. Apply the labels to the matching plastic pieces as shown on the right. Apply the blue labels to the bridge.

### 2. Assemble the Spinner

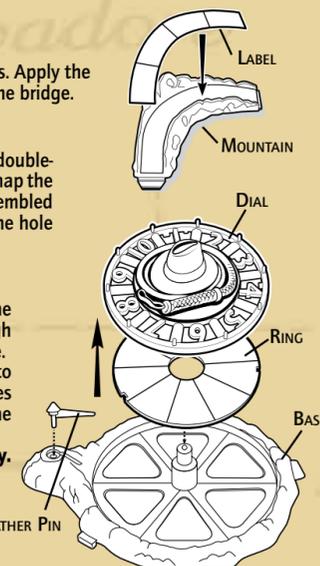
Take the spinner ring and match the double-notched section of the spinner ring to the double-tabbed section on the underside of the plastic spinner dial (under the number 8), then snap the ring into the dial by sliding the ring under each of the plastic tabs. Next, place the assembled dial onto the peg in the center of the spinner base. Then insert the feather pin into the hole in the base, as shown.

### 3. Attach the Museum, Mountains, Spinner and Bridge.

**A. Museum & Mountains:** Match the letters on the plastic Museum and Mountains to the letters on the game board. Then insert each piece by first sliding the long tab through the slot and under the game board, then press down to secure the small tab into place.

**B. Spinner & Bridge:** Match the letter on the plastic spinner and place the bridge into place as shown on page 3. Then insert the 3 posts on the spinner base into the 3 holes in the game board. Insert the four posts on the rope bridge into the four holes in the game board.

**NOTE: The spinner can be removed at any time and passed around for easier play. The bridge cannot be removed.**



## GETTING READY

### Assembling your game

As you assemble your game, refer to the corresponding numbers as they relate to the photo.

- Place each Relic (The Ark, Sankara Stones and the Holy Grail) on its corresponding Relic Space.
- Separate and shuffle the Life Tiles into 3 color piles and place them facedown.
- Separate and shuffle the 9 Partner Cards into 3 color piles and place them facedown.
- Choose an Adventurer pawn and place it on the Museum Home Space. Place any extra Adventurers back in the box.
- Give each player one Reference Card.
- Shuffle the 40 Adventure Cards and place them facedown and off to the side of the game board.
- Shuffle the 5 Special Event Cards and place them facedown on the bottom of the shuffled Adventurer Card deck as shown.
- Choose a player to be the Investor. This player is in charge of all money paid to and from the Investment Fund. Each player gets \$20,000 (1 - \$10,000 bill and 2 - \$5,000 bills).

## BEFORE YOU BEGIN...

### THE GAMEPATH

During the game you will draw Adventure Cards and move around the gamepath. Notice there are different colored game paths. This is important because when you are directed to draw a card, it must match the gamepath you are on.

**Raiders of the Lost Ark - (Purple Path) Movie Gamepath** Travel this path and you will receive moderate rewards (such as money, Life Tiles and Partners) at moderate risk.

**Last Crusade - (Green Path) Movie Gamepath** Travel this path and receive the greatest rewards at a higher risk.

**Temple of Doom - (Blue) Movie Gamepath** Travel this path and you will receive fewer rewards and encounter less risk.

**Museum Park - (Gold) Note: This is not a movie path.** Travel this path to get to the Museum Home Space to trade in Life Tiles or Relics.

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1 **ARK OF THE COVENANT RELIC**  
(VALUE \$750,000)

2 **GREEN LIFE TILES**

3 **GREEN PARTNER CARDS**

1 **HOLY GRAIL RELIC**  
(VALUE \$1,000,000)

5 **REFERENCE CARD**

6 **ADVENTURE CARDS**

7 **SPECIAL EVENT CARDS**



8 **INVESTMENT FUND**

3 **BLUE PARTNER CARDS**

2 **BLUE LIFE TILES**

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## LET'S PLAY!

Spin to see who goes first. The player with the highest spin starts the game. Play continues clockwise.

### ON YOUR TURN

Spin the spinner. Then, starting from the Museum Home Space, move the number of spaces you spun, always following the arrows on the game board.

### WHERE DID YOU LAND?

**Note:** If you move to a space marked STOP, you must always pause on that space, regardless of how many moves you have left. If there is a Partner or Relic on that space, you must STOP and take a card or Relic. If the space is empty, continue moving.

### Museum Home Space

The Museum Home Space is where your adventure begins but you may return here later in the game provided you:

- Have a Life Tile which you want to trade in for money, or
- Get moved there by an Adventure card or trap.

Enter or exit any of the three spaces connected to the Museum Home Space by way of the Museum Path (the gold path). If you enter the Museum Home Space, you must STOP even if you have moves left.

### Blank Space

If you land on a space that is blank, draw an Adventure Card and follow the directions on the card. Then your turn is over.

### Relic Spaces

There are 3 Relic Spaces, one on each colored movie game path. Whenever you reach a Relic Space you must pause. If there is a Relic on that space, STOP and pick it up. Hang onto the Relic because it will be worth money at the end of the game. This ends your turn even if you have moves left. If there is no Relic at the space, continue to move.

### Partner Spaces

There are 3 Partner Spaces; one on each of the three movie game paths. Whenever you reach a Partner Space you must pause. If there is a Partner Card available for that space, STOP and pick it up. This ends your turn even if you have moves left. Show everyone which Partner you have chosen. If there is no Partner Card available for that space, continue your move.

**Remember:** Only draw a Partner Card matching the color of the game path you are on. If you end your turn on this space while there are no Partner cards, draw an Adventure Card instead.

### TRAPS

There are two kinds of traps. Trap Spaces on the game board (one on each of the three movie game paths) and Trap Events included in the Adventure Cards.

- If you land on a Trap game board space, STOP immediately, even if you have moves left. Do not draw any cards. Instead, spin the spinner. If you spin a 6 or higher, you survived the trap and your turn is over. If you spin lower than a 6 follow steps 1 through 4, below.
- If you draw a card with a TRAP event on it, you must spin.

If you spin the number or higher, nothing happens and your turn ends.

If you spin lower than the number, you must now perform one of the following tasks, in order, if possible.

- If you have a Partner(s), remove one by placing it on the bottom of its starting pile. If there are no piles left, start a new pile.

- or -

- If you do not have a Partner, you must lose a Relic. Place the Relic back on its Relic Space.

- or -

- If you don't have a Partner or a Relic, you give up one of your Life Tiles. Place it back into the Life Tile pile and shuffle them.

- or -

- If you can't do any of the tasks in steps 1 through 3, move your pawn back to the Museum Home Space.

- Once you have given up a Partner, Relic, Life Tile, or you have moved your pawn back to the Museum Home Space, your turn is over.

**Note:** If you begin your turn on a Trap Space you do not have to try to escape again. Spin and move as usual.

Need help escaping a trap? Don't forget your Partner! He or she could help you add to your spin and get you out of the trap.

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