

MONSTERS OF EGYPT

RULEBOOK



1–6 players



7 and up



30+ minutes

ABOUT THE GAME

Let's explore the pharaoh's tomb! A cooperative adventure awaits! Brave (some might even say reckless) heroes venture into the pyramid in search of treasures! Inside they will encounter scary monsters, elaborate traps and the grumpy spirit of the master of the tomb.

This game is a dynamic platformer: heroes will go down from one level to another, blow up walls, and rummage through chests. Help them find the legendary pharaoh's crystal and get out of the pyramid together! But remember, if your hero dies, you will switch sides and play for the monsters — and an exciting competitive game will follow!

CONTENTS

A double-sided game board

2 ceiling tokens for escape mode

5 player boards

14 life tokens

2 door tokens

5 hero standees

29 chest tokens

26 threat tokens

1 boulder token

10 starting item tokens

22 chasm tokens

1 first player token

A die

This rulebook





SETUP

Choose a game mode.

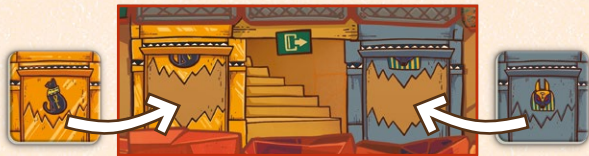
Exploration mode is a relaxing stroll around the tomb. Perfect for your first game. The following set-up and rules are describing this mode.

Escape mode, however, resembles a dramatic action movie — it has a time limit, because the ceiling is falling on the heroes' heads! It will better suit players who have played the game in exploration mode at least once. Read more about it on p. 11.

1. Place the game board on the table, orange side facing up.

2. Close the tomb.

Place the door tokens in their spots at the bottom of the game board: the yellow door goes on the yellow doorframe, the black one — on the black doorframe.



3. Prepare the boulder trap.

Take the boulder token and place it beside the game board near this space.



4. Prepare chests and threats.



Shuffle all chest tokens and place one random chest on each space with a picture of a chest.



Shuffle all threat tokens and place one random threat on each space with a question mark. You will be left with tokens with purple corners, for example like this , — these are the heroes' **starting items** that we will use later.

5. Prepare the die and chasms.

Place the die and all chasm tokens near the game board — you will use them during the game.

6. Choose and set up your heroes.

Each player takes a set of components and sets them up as illustrated.

A) A player board and a hero standee. Place a hero standee at the center of your player board.

B) 2 life tokens. Place them on top of empty heart slots.

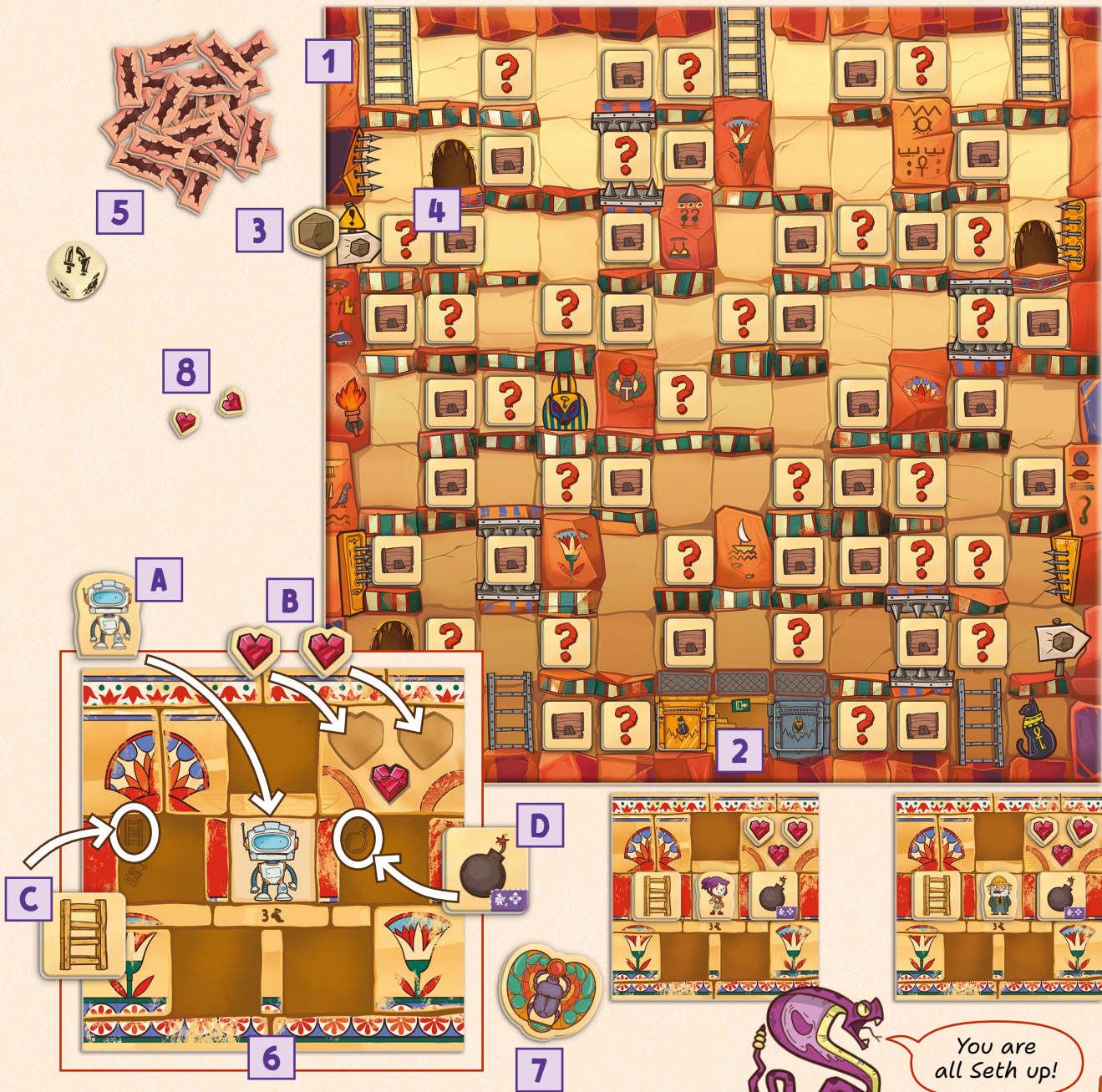
C) A ladder. Place it in the  slot.

HINT: You can find ladders on the back of some starting items.

D) A bomb. Place it in the  slot.

7. The youngest among the players becomes the first player. Give them the first player token.

8. Set aside 2 life tokens — they will be used for the pharaoh. Put all extra components back into the box.



INSIDE THE TOMB



1. A space. Heroes move along them. A line of spaces from one side of the field to another is considered a level. The two spaces on the left and right of a space are considered **adjacent** to it.

2. A floor. Heroes walk on a floor, and without a floor beneath them a hero would fall. To the heroes standing below this floor (on a lower level), the floor would be a **ceiling**.

3. A wall. You can't go through it, or stand on the same space as a wall. You can stand atop a wall as if it was a floor.

4. A trap. Spikes and arrows are harmless unless a trap is activated. But at any moment someone may find this trap's token and trigger it!

5. A cave. Spaces with caves are considered adjacent to each other even if they are far away.

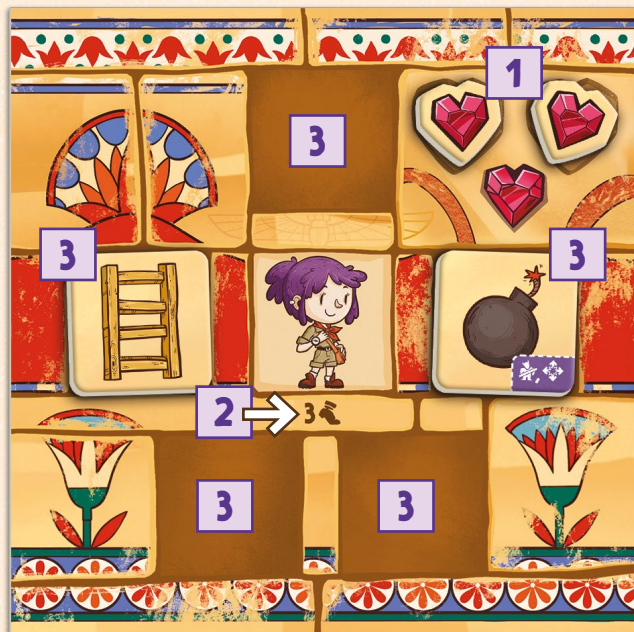
6. Doors and exit.



You can escape the tomb only through **the exit**  at the very bottom of the game board. But first you have to open one of **the doors** — yellow or black — blocking your way out. To open doors you need to find **statues** — the Bastet statue opens the yellow door, the Anubis statue opens the black door. Each has its own key that you need to find and bring to the statue. In different modes these statues are located in different parts of the game board.



PLAYER BOARD



1. Lives. Each hero has a maximum of **3 lives** — 2 are represented by life tokens and 1 is printed on the player board. When your hero **loses a life**, take 1 life token from your player board. When your hero **regains a life**, place 1 life token back on your player board. If your hero has to lose their last life (the one printed on your board), **they die**, and you begin playing on the side of the monsters (see "Death of hero and switching sides" on p. 8).

2. Number of moves. Each hero can make up to 3 moves on their turn.

3. Slots for items. Each hero can **carry** (have on their player board at once) up to **5 items**. At the beginning of the game you receive **starting items** — check their description in "Tokens" on p. 14. Any item can be placed into any slot no matter what is printed on them.



GAME OBJECTIVE



Legend says that the one who gets the pharaoh's crystal from his tomb will gain riches untold! But before his death, the pharaoh laid a curse on the crystal: anyone who attempts to steal it will face misery and misfortune. Luckily for our heroes, there is a way to lift the curse — they have to bring the crystal into the light of the sun. Then it will grant them both riches and success!

Survive, find the pharaoh's crystal and escape the tomb with it! Only those who escape will be considered winners, and only if one of them has the crystal. You can escape earlier or later than the hero with the crystal, but if the crystal stays in the tomb, the curse will haunt you forever.

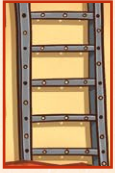


This is the pharaoh's crystal, it is hidden in one of the chests!





GAMEFLOW



Players take turns. **At the start of their first turn** each player chooses one of the three iron ladders on the top level and places their token flat on top of it — their path starts there.

A hero can make from 0 to 3 moves per turn .

A hero can make from 0 to 3 moves per turn. Whenever a hero enters a space with a concealed (face-down)  or  token, they must immediately reveal it (turn it face up). Check its description in the "Tokens" ("Chests" on p. 16, "Threats" on p. 20) to find out what happens.

◆ If there is **an item or a weapon** on this token, you can **pick it up** and place it in an empty slot on your player board. If you have no empty slots, you can drop however many of your items and leave them in a stack at the space where your hero currently is.

◆ If there is **a trap** on this token, it immediately triggers, even if the token was facing up. Then remove the trap from the game board.

◆ If there is **a monster** on this token, a hero **loses** all their moves and **enters a fight** (see "Fighting a monster", p. 7), even if the token was facing up, or the monster came up to them during a monster turn.

In 1 move a hero can go:

◆ **to an adjacent space.** If there is no floor there, a hero falls down until they reach a floor, but **doesn't lose a life**. All spaces with **caves** are considered adjacent to each other — to move from one cave to another you only need 1 move. You can't move through walls.

◆ **one space up OR down a ladder.**

If a hero is on a space with a ladder, they can move up. They can stand at the top of a ladder as if it was. If a hero is standing on a ladder, they can move down.

All ladders work the same way — both iron on the board and wooden on the tokens!



Several heroes can occupy the same space — you can place them in a stack. If they are, they can exchange as many items as they like.

On your turn you can use **as many item and weapon effects** as you like. Effects are indicated with symbols in the colored corners: effects in the top corners are reusable and can be activated once per turn, effects in the bottom corners can only be used once — discard the token after use. All effects are described in "Tokens" on p. 14.

Reusable effect



Single-use effect

End your turn when you don't want to or can't do anything else. Pass the turn to the player on your left.

Adventures can be unpredictable! If you encounter a rare situation not mentioned in the rules, resolve it however you like. Sometimes you have to improvise and use your adventurer's wit!



Fighting a monster

You fight by rolling the die, but first you can use as many of your items as you want. Don't forget to check the monster's description in "Tokens" on p. 22 — know your enemy!

NOTE: That a hero loses all their moves before the fight.



How many lives does a monster have?

All monsters other than the pharaoh have 1 life. The pharaoh has 3 lives (2 life tokens are placed on top of his token, which represents his third life). When a regular monster loses its one and only life, it is **destroyed**.



Other tokens under a monster

It might happen that a stack of tokens would accumulate in one place with a monster on top of it. It guards its precious! You can't get to these items without dealing with this monster!

Items in a fight

If there is a symbol of a type of monster on a token   , it means that this item can destroy a monster of that type. Check if a type of monster you encounter is the same as on the item.

This symbol  means that this item can destroy **a monster of any type** (but it takes only 1 of the pharaoh's lives).

If a monster is destroyed, discard it. If it is still alive, roll the die.

Fight is over if:

- ◆ **monster is destroyed** — discard it.
- ◆ **hero retreats** — a monster stays on the same space face up. It is ready for a new fight!
- ◆ **hero dies** — it happens if they lose a life and have no more life tokens on their player board. Starting from their next turn this player can control monsters (see "Death of hero and switching sides"). The monster stays on the same space face up and awaits the next challenger!

If none of this happened, use your items and roll the dice until the fight is over.

NOTE: You have to apply the results of the die roll **in full** before using an item!

Roll the die and apply the result:

 — **monster attacks**, hero loses 1 life.

 — monster loses 1 life, if the hero has **a melee weapon** on their player board. If they don't, roll again.

 — monster loses 1 life, if the hero has any weapon on their player board — melee or firearms. If they don't, roll again.

2  or **3**  — hero **retreats**: they make 2 or 3 moves (depending on the symbol) following normal rules. Try not to get into another fight!

Death of hero and switching sides

If your hero dies, don't be sad — join the monsters!

After your hero's death, remove their token from the game board, and place all the items that were on their player board onto the space where they were, face down in a stack. If there is a revealed monster on this space, place it atop the stack.



Come here,
you stupid
mummy!

Look who's
talking, show me
your braaaaains!



From this point, on your turn you control monsters following the rules below. If there are several players whose heroes are dead, each controls monsters on their turn.

NOTE: Until the first hero dies, monsters don't make moves on their own.



Pharaoh's move

Control the master of the tomb himself! If the pharaoh is revealed at the start of the monster turn, you can roll the die. If you've rolled a — place the pharaoh on the space with a hero. They immediately start fighting, and the monster turn ends. If you've rolled anything else, the pharaoh rests — perform a monster turn following normal rules.

On a monster turn choose **one** of three actions:

1. Move a revealed monster.

Choose one of the revealed monsters. It has as many moves as shown in the top right corner of their token. Monsters move just like heroes do, except they do not reveal tokens. Some monsters have special **movement effects** — they can be found on p. 22.

NOTE: You can't move one monster twice in a row. If two players control monsters, they have to choose different monsters.



For example, a bat has 0—4 moves. But it also had a movement effect — it can move not both horizontally, and vertically!

2. Reveal any threat token.

- ◆ If it is **a monster**, you can move it starting from your next turn.
- ◆ If it is **a trap**, you can either immediately apply its effect (for example, activate arrows or spikes) and remove it from the game board, or leave it revealed on its space.

3. Activate a revealed trap.

Choose any revealed trap that can be activated during the monster turn, apply its effect and remove it from the game board. Trap effects are described in "Tokens" on p. 20.



Traps that can be activated during a monster turn



Hero turn example

It's Mary's turn, and she can make up to **3** moves.

FIRST move. Mary moves her hero to the right and reveals **a threat token**. It is fire! It can be put out with a fire extinguisher, but Mary doesn't have one, so she **loses 1 life** and discards the threat token. She has **2** moves left.

SECOND move. Mary moves her hero to the right again and reveals **a chest token**. Wow, there are **roller skates** inside! Mary places them on her player board.

THIRD move. Mary continues moving to the right — but there is no floor on this space, so she **falls down** to the space with a threat token. Mary reveals it — it's a mummy **monster**! The **fight immediately starts**.

Fighting a monster: Mary escapes from the fight using the **2** effect of roller skates, but she doesn't want to discard them. She doesn't have a weapon, so rolling the die would be dangerous — what if the monster attacks her? Luckily Mary has **a bomb** she received as a starting item. It can be discarded to destroy a monster, which Mary does — the mummy loses **1** life and is destroyed. Additionally, the bomb allows Mary to destroy a wall or a piece of the floor, which she chooses to do: she places a chasm token on the wall to the left — now it's possible to move there!

After the fight Mary's turn ends.



ENDGAME AND WINNING CONDITIONS

The game ends if:

- ◆ All remaining heroes **escaped the tomb**, and one of them has the pharaoh's crystal. *Congratulations!*

- ◆ All surviving heroes escaped the tomb, but **without the crystal**. *Eternal doom awaits...*

- ◆ All heroes **died**. The spirit of the tomb wins!

ESCAPE MODE

Are you ready to shake things up? In the escape mode, heroes already have the crystal, but they discover a new level of the tomb deep underground. It is crumbling down, so there is not much time left to escape!

In the escape mode you play following normal rules but with these modifications:

Setup

- ◆ Place the game board purple side up.
- ◆ Before placing tokens on the game board, find **the pharaoh's crystal** among them and give it to the first player — they place it on their game board and carry it with them from the start of the game.
- ◆ Heroes would have **an alternative starting item** instead of the ladder — you'll find it depicted below the ladder symbol.



HINT: Experienced players can choose between this item and the ladder.

- ◆ Take the two ceiling tokens, connect them and place them before the first player along with the first player token.

HINT: In this mode you won't need the boulder token, the trap that triggered it now activates the falling ceiling instead (see below).

I'm gonna call you Rocky!



Amaze, amaze!

Gameflow



◆ At the start of your first move, place your hero on one of the three vines. As you can see, there are no ladders on this side of the game board, but vines work just as well and follow the same rules.

◆ Each time, when the first player's turn starts, the ceiling falls down another level!

A) Before their first turn, the first player places the ceiling above the game board.

B) Before their second turn, they move the ceiling to the edge of the game board — things are getting dangerous, hurry up and escape the top level!

C) Before their third turn, they move the ceiling to the top level. On each consequent turn they move the ceiling one level lower. The game board is considered to **always** end at the ceiling, all levels above it cease to exist!

When the ceiling is moved down a level, **all tokens on it are revealed in any order and are immediately destroyed**. Remove them from the board. Heroes on that level immediately die. **The only tokens that are not destroyed are the pharaoh token and the crystal token** — move them one level lower. If there is a wall or no floor there, move them even lower, until they reach a space without any tokens and with a floor. Note that **keys to doors** can be destroyed, so hurry up and get them, before it's too late. If both keys are destroyed, you lose the game!



The ceiling has to be moved to the level below. Mary's hero is there — she immediately dies. Players reveal all tokens on the level — one of them is the pharaoh.

He moves two levels lower, because there is a wall on the level directly below him. All other tokens are returned to the box. Then the ceiling moves down to the emptied level and the game continues.

OTHER GAME MODES

For six players

If there are six of you, five play as heroes, and the sixth becomes the spirit of the tomb. They play on the side of the monsters from the beginning of the game.

Single player

You can play alone! Take as many heroes as you want and take turns for them one by one. If a hero dies, just discard them. You don't switch sides. To win you need to get all remaining heroes out of the tomb. But one of them has to have the crystal, or it won't count!

Chase mode

No matter how many players there are, one of them starts as the spirit of the tomb and plays on the side of the monsters from the very beginning.

SPIRIT OF THE TOMB, REMEMBER: At the start of the game, before any monster or trap would be revealed, you can reveal threat tokens.



TOKENS

STARTING ITEMS

Ladders and bombs are described here — most players have them at the start of the game. All other starting items work the same way as the similar items from the Chests.



Ladder

Place this token on the space your hero is on or an adjacent one — but there should be a floor or another ladder underneath it. Now you can go up or down this ladder. You also can pick it up as any other revealed item.



Bomb

A bomb has two single-use effects: destroy a monster and/or destroy your surroundings. You can use one or both of them at the same time — first destroy a monster, then decide what on that space to destroy.

Single-use effect:

Destroy a monster : choose where you use a bomb — in a space you're in or in an adjacent one. The monster there **loses 1 life**.



Destroy a floor, a wall or a ceiling : choose what exactly you want to destroy and where — in the space you're in or in an adjacent one.

◆ **a floor** — a piece of the floor is destroyed, and all tokens and heroes atop of it fall down until they reach a floor again. No heroes or monsters lose any lives;

◆ **a ceiling** (the floor of the space above) — it is destroyed, and if there were any tokens or heroes on top of it, they fall down.

◆ **a wall** — the floor beneath it stays intact, but you can't stand atop of this wall as if on the floor anymore, and all tokens and heroes atop of the wall fall down.

Place a chasm token on whatever you've destroyed — from that moment there is no floor, ceiling or wall there.

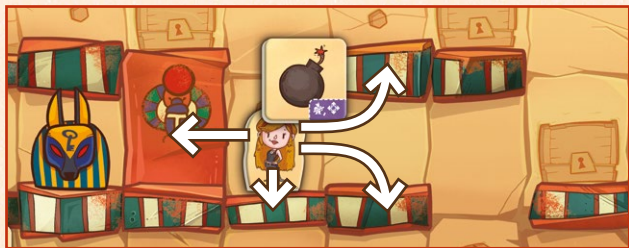
Note:

◆ three spaces at the lowest level have a reinforced floor that **can't be destroyed**. It looks like this:



◆ if a floor beneath a **cave** is destroyed the cave still functions as normal, you can still reach it with the help of a jet pack or a ladder.





Mary has a bomb and yearns for destruction — but there are so many options to choose from! She can destroy the floor under her feet, the wall to the left (but a floor underneath it would remain intact), the floor to the right, or the ceiling to the right.



Mary destroyed the wall — now there is a chasm token here, and everyone can go through.



If she chose to destroy the floor, a chasm token would be placed there. And everyone entering this space would fall down.



A trick!



You can use a bomb on an unrevealed threat token! Reveal it — if it is a monster, it **immediately** loses 1 life. If not — nothing happens, but the token stays revealed.



CHESTS



You can find **an item** or **a weapon** on **a chest token**. You can **carry** them with you, placing them on your player board, and use them when needed, or leave them somewhere for another player to pick up. Any time on your turn you can leave items or weapons you don't need — place them facing up in a stack on a space you are in.

Chest token effects



Green corners with symbols depict what effects this item or weapon has.

The symbol at the top means the effect is reusable. While you have this item on your player board, you can use it, but only once per turn. You can turn your token on the other side to remember that you've already used it.

The symbol at the bottom surrounded with a dotted line, means the effect can only be used once. After you use it, discard the token.

Weapons also have a symbol of their type: **melee**  or **firearms** . They matter when you roll the die during a fight.

NOTE: One of the chests contains a trap, not an item or a weapon! Surprise! Traps are described on p. 20.

ITEMS

Bulletproof vest



Reusable effect, once per turn: if you are about to lose 1 life (in a fight with a monster or because of other effects), don't lose it. But the bulletproof vest won't help in cases where the hero doesn't just lose a life, but **dies on the spot**, like with a boulder or a falling ceiling.

Fire extinguisher



Single-use effect: if there is a token with a  symbol on an adjacent space, remove it from the game board. There are two types of such tokens — fire (see "Threats" p. 20) and Fire Genie (see "Monsters" p. 22.)

Spike boots



Reusable effect, once per turn: if this hero falls on a space with a monster, this monster **loses 1 life**. It works even if the hero falls on an unrevealed threat token that concealed a monster. Spike boots don't discriminate!



Grappling hook

Single-use effect: choose a direction from your hero — to the left, to the right, above or below. Find the closest token in that direction and pull

it toward you — place it on the space your hero is located on. It can be a chest token, a threat token or another hero, even if there is a wall/floor in the way. It doesn't matter if the token is revealed or not.

NOTE: If it is a stack of tokens with a monster on top, you pull the monster. If it is not, you choose one of the tokens in the stack to pull.



Laura can pull a chest token from the left, a threat token from behind the wall to the right, a revealed monster from above (and immediately get into a fight with it) or Andrew from below (so they can exchange items).



Jet pack

Reusable effect, once per turn: this hero can move **in any direction**. If at the end of their turn they are not standing on a floor (or atop a wall or a ladder), they fall down.



Andrew with a jet pack goes up with his first move, and to the right with his second move, to reach the floor. Amazing — he got up without a ladder!



Teleporter

Single-use effect: this hero can move **strictly two spaces in any direction**, even if there is a floor, a wall or a ceiling on their way — they do not affect the teleporter.

Exceptions:

- ◆ you can't move to yellow or black door through a reinforced floor ,
- ◆ you can't stop inside a wall,
- ◆ you can't move outside of the tomb (the game board).



The pharaoh's crystal

The crystal is the mystical treasure, the main reason why the heroes ventured into the tomb. When one of the heroes finds it, everyone can rush toward the exit to win — of course, only if one of the doors is open.

Special effect, once per game at any moment: every remaining hero regains 1 life . If a player has already joined the monsters, their hero can't be revived that way. If a hero already has 3 lives, they can't get a fourth one that way. After you use that effect, turn the crystal token to the side or cover it, to remember it has already been used. Even if the crystal exchanges hands, the effect won't be renewed.

The crystal can't be destroyed or removed from the game.



Fruit: a pineapple, a banana, a pear, an apple

Single-use effect: your hero regains 2 lives. Remember, that each hero can have no more than 3 lives.

An apple a day keeps the pharaoh away



Roller skates

Reusable effect, once per turn: make 1 additional move .

Single-use effect: in a fight discard this token to escape, as if you rolled **2** .

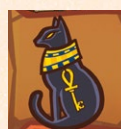


Binoculars

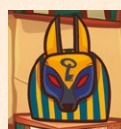
Single-use effect: reveal any three tokens on the game board. If a trap is revealed that way, don't activate it, just leave it revealed in its place. It will activate when someone enters its space.

Keys

Keys don't have any effects — you just have to bring them to the matching statues.



The yellow key — to the Bastet statue.



The black key — to the Anubis statue.

The moment the hero with the key reaches the space with the matching statue, discard the key and open the matching door.

◆ **the yellow key** — discard the yellow door;

◆ **the black key** — discard the black door.



Flashlight

Reusable effect, once per turn: reveal a token  on the same level as your hero (meaning on the same row of spaces). It can't be a token behind a wall (but remember, that if there is a chasm token on the wall — there is no wall). If you reveal a trap, leave it revealed on the game board.

Single-use effect: if there is a ghost , on an adjacent space, it is destroyed. No ghost can stand light!



On this level only two tokens are available for Mary to be revealed. All the others are behind walls, so the ray of the flashlight can't reach them.



On this level, however, there are no walls, so Mary can reveal any token she likes!



WEAPONS

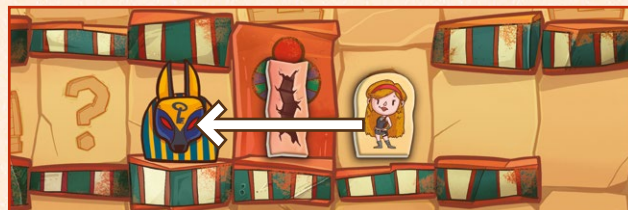
Weapons are used in fights with monsters. They are not discarded — only if you wish to dispose of them yourself or after your hero dies. Symbols on green and purple corners indicate effects that a weapon has — such effects can be used not only during a fight, but also in other cases.

Sledgehammer



Reusable effect, once per turn: destroy a wall  to the left or to the right from the space your hero is in.

The floor under this wall remains intact. Place a chasm token on this wall — there is no wall there from now on.



Portal gun



Reusable effect, once per turn: if you've rolled 2  or 3  during a fight, instead of retreating, teleport the monster you are fighting

2 or 3 (depending on the roll) spaces away. Ignore floors, ceilings and walls. If there is no floor on the space the monster ends up in, it falls down. If the monster was teleported to another player, they will start a fight at the beginning of their turn.



Machine gun and shotgun

Reusable effect, once per turn:

choose where to shoot — you can aim toward an adjacent space, if there is a revealed monster or concealed threat token there. Roll the die — if you've rolled , the monster loses **1** life or the threat token is revealed (if it's a monster, it will also lose 1 life). In any other case



nothing happens.

Flamethrower

Reusable effect, once per turn: has the same reusable effect as the machine gun and the shotgun.



Single-use effect: if there is a mummy on the same space as your hero or on an adjacent one, discard the flamethrower to destroy the monster. These guys sure are flammable!

Saber and axe

No effects, just weapons.



Its naym is snek.



THREATS



Threat tokens contain traps and monsters. Traps immediately activate — apply its effect and discard its token. Monsters immediately start fighting (see Fighting a monster, p. 7).

TRAPS

Crack



The floor under your hero collapses! Place a **chasm token** on it. The hero **falls down** following normal rules, but **loses 1 life** due to a bad landing. Even if the hero can't fall (if they are at the lowest level, for example), **they still lose 1 life**.

NOTE: If a hero was standing on a wall, it destroyed entirely.

Arrow trigger



This trap is hidden in one of the chests. Surprise from the spirit of the tomb!

When this trap is activated, **all walls with arrows** (4 total) fire at once. Arrows fly **in a straight line until they reach the closest token**. If it is a monster, it is destroyed (the pharaoh remains un-



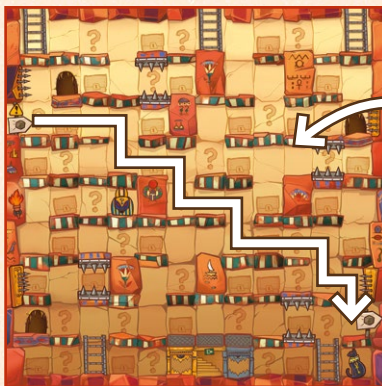
When you reveal such a trap, immediately reveal **all tokens on spaces with spikes**. Monsters are immediately destroyed (the pharaoh red, though), heroes immediately die. Lay revealed.



In escape mod: lower the ceiling according to the rules of this mode.

- 1 
- 2 

A great boulder comes rolling down the tomb! It starts from space **1**, to the left and rolls to the right, falling wherever there is no floor. It continues rolling till it reaches space **2** or the nearest wall (where it crashes).



Here is the whole path the boulder makes through the tomb. It will change if there are any collapsed floors in its way.

Open **all tokens on the boulder's path from the beginning to the end**. Monsters are immediately destroyed (the pharaoh remains unharmed, though), heroes immediately die. Other tokens stay revealed.



The hero **loses 1 life** . If they have a **fire extinguisher**, discard the fire without losing a life.

MONSTERS



Many monsters have red corners with symbols marking their effects. They can apply in **a fight or during a monster turn**.

1. The monster's effect.
2. A number of moves the monster has.
3. Monster type.



The pharaoh

The master of the tomb and the strongest monster of all!

When you reveal the token with the pharaoh, immediately put 2 life tokens on it.

NOTE: The pharaoh can lose lives only when a hero strikes him with a weapon. He never takes damage from traps or the falling ceiling.

In a fight: to destroy the pharaoh you have to make him lose all 3 lives. When he loses his first and second life, remove his life tokens, when he loses the last one — discard his own token. Lives lost are not replenished, so if one hero was able to wound the pharaoh without killing him, he would be an easier target for the next one.

On a monster turn: if the pharaoh is revealed at the start of a monster turn, you can roll the die. If you've rolled — place the pharaoh on the space with

a hero. They immediately start fighting, and the monster turn ends. If you've rolled anything else, the pharaoh rests — perform the monster turn following normal rules.



Winged critters and spiderlings

In a fight: no effects.

On a monster turn: winged critters and spiderlings can move in any direction — to the left, right, up and down . If at the end of its move there is no floor under the monster, it descends lower, until it reaches a space with a floor.



Mummies

In a fight: if you have a flamethrower, you can discard it to destroy a mummy.

On a monster turn: no effects.



Ghosts

In a fight: if you have a flashlight, you can discard it to destroy a ghost.

On a monster turn: can move in any direction — to the left, right, up and down , passing through floors, ceilings and walls .



Insects

In a fight: no effects.

On a monster turn: no effects.



King cobra

In a fight: if you've rolled , the cobra bites your hero with deadly venomous fangs — they **lose 3 lives**.

On a monster turn: no effects.



Fire Genie

In a fight: if a hero wasn't able to destroy the genie in a fight, they **lose 1 life** from burns. If you have a fire extinguisher, you can discard it and

destroy the genie without losing a life.

On a monster turn: no effect.



Golem

In a fight: the golem is too tough for melee weapons . If you've rolled a , reroll the die, even if you have a melee weapon.

On a monster turn: no effects.

The end!
Stay for the
post-credit scene!



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REFERENCE



In the top corner — a reusable effect.

In the bottom corner with a dotted line — a single-use effect, discard the token after using it.

Corner colors: **items** and **weapons**, **starting items**, **traps**, and **monsters**.

Hero turn:

- ◆ Make up to 3  1  = 1 space.
- ◆ Reveal concealed tokens. Pick up and use items.
- ◆ If you encounter a monster — fight it!

Fighting a monster:

- ◆ Use items.
- ◆ Roll the die.
- ◆ The fight stops if the monster is destroyed, you escape or you die.

All monsters have 1 life, but the pharaoh has 3 (2 life tokens and his own token).

Monster turn:

Choose: either move a revealed monster, or reveal a threat token, or activate a revealed trap.

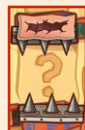
Escape mod:

Before each turn of the first player, lower the ceiling. Reveal all tokens on the level that would be destroyed by the ceiling: the crystal and the pharaoh should be moved to a level lower, all other tokens are discarded.

FAQ

Can I destroy a floor or ceiling with spikes? What would happen to the trap then?

Of course, you can! You destroy part of the trap and its spikes. But when the trap is activated, it will still work, because there are spikes on the other part. Although, if you destroy both parts of the trap (the floor and the ceiling), it ceases to exist.



The trap still works!



The trap is gone



I've used the bulletproof vest on my turn to avoid losing a life, but then another player moved a monster, and it attacked me! Can I use the bulletproof vest again?

No. All effects that are used once per turn can't be used again until the beginning of your next turn. But if you haven't yet used its effect, the bulletproof vest can protect you even on monster turn.

I exited a cave and there is no floor under me! Do I fall?

Yes, the same way as if you enter the space without a floor.

I'm supposed to lose my last life and die, but I have a fruit! Can I still use it to regain a life?

Alas, it's too late. Your hero dies. But the effect of the crystal could still help, since it can be used at any moment!

Can I jump down a ladder (and fall down) and not waste my move on going down?

No, it's considered impolite for adventurers to ignore ladders.