



SANDS OF ADVENTURE

**A FIELD GUIDE to the
LOST CITY of TANIS
and its ARTIFACTS**

AGES 8+

2-4 PLAYERS

45 MINUTES



Components



7 Double-Sided Adventure Tiles



Round Tracker Tile



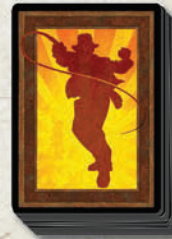
4 Character Mats and Figures



3 Villain Mats and Movers with Bases
Health Tracking Cube



Play Tile



92 Cards



Ark Mover with Base



Torch Die



2 Threat Dice



12 Gems



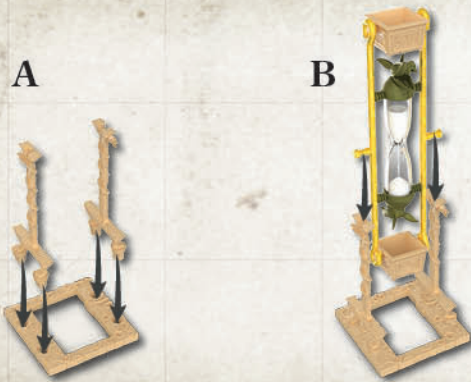
6 Power Tokens



Sand Timer

Game Setup

- 1** Assemble the sand timer as shown, and place it on one side of the play area.



- 2** Place the U-shaped Round Tracker tile around the sand timer. Insert the Ark mover into a base and place it on the "1" space of the Round Tracker.

- 3** Take the 32 Upgrade cards, with the black and gold bars on the fronts, and shuffle them. Place them in a face-down deck to the left of the sand timer.



- 4** Take the six Power tokens and separate them by type. Place them in three face-up stacks to the right of the sand timer.

- 5** Take the five Round 1 Adventure tiles, as indicated in the bottom left corners, and randomly place them in a row in front of the Round Tracker. Set the other two tiles aside for now.

*Adventure Tile
Round & Letter*



Note: For your first game, make sure the "A" sides are face up in the row. Once you've learned the game, you can mix and match which sides you use each time you play.

- 6** Place the Play tile in front of the row of Adventure tiles. Shuffle together all the remaining cards and place them face down to the left of the Play tile to form the Action deck. All cards in the Action deck are considered Action cards.

- 7** Each player chooses a character and takes that character's mat and figure. Return any remaining characters to the box. Then each player draws a starting hand of four cards from the Action deck. If you draw any Snakes, discard them to the right of the Play tile, but do not draw new cards to replace them.

Note: Marion draws six cards instead of four. Marcus chooses one Power token to take—see page 13 for details on Power tokens.

- 8 Choose one player to be the Excavation Leader. They take the Round 1 Villain mat (Colonel Dietrich) and place the Health Tracking cube on the highest number. Set the other two mats aside for now.
- 9 Insert the Villain movers into bases. Place the Colonel Dietrich mover on the leftmost Adventure tile in the row. Set the other two movers aside for now.
- 10 Place the dice and gems nearby.

Learn to play with a quick video or continue reading these instructions!



funkogames.com/PlaySandsOfAdventure



Object

The Third Reich is in search of the lost Ark of the Covenant, and it's up to Indiana Jones and his friends to stop them! Work together to battle through three rounds and defeat the final villain to win!

How to Play

The game is played over three rounds. Each round has two phases: an Exploration Phase and a Timed Phase. In the Exploration Phase, players draw and play cards, gain Power tokens, and roll Threat dice until the sand timer flips. When it does, the Timed Phase starts *immediately*, and the players try to defeat the villain before the sand runs out.



IMPORTANT

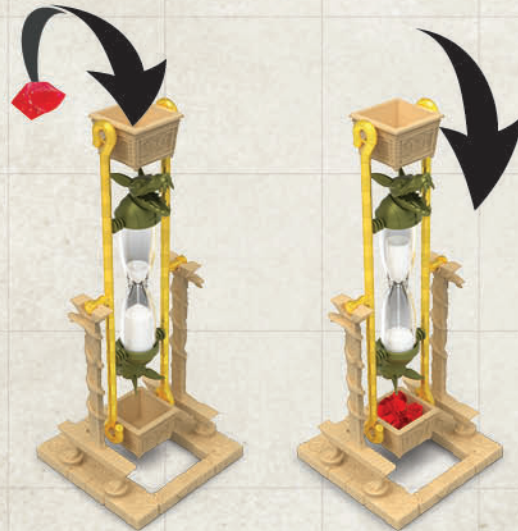
The Timed Phase is fast-paced and action-packed. Be sure to learn how it works before you play the Exploration Phase, since you never know when the sand timer will flip!

The Sand Timer

During the Exploration Phase, you'll be instructed to add gems to the sand timer. When adding gems, always drop them into the top basket. You can only touch the sand timer during setup and when removing the gems between rounds. Never touch the sand timer during play, even when adding gems.

When the sand timer flips **for any reason**, the Timed Phase starts. The current player may choose to finish any actions they are taking, but hurry—the sand is running out!

During the Timed Phase, the players must defeat the villain before the sand runs out. In Rounds 1 and 2, if you don't defeat the villain in time, you'll suffer a penalty in the next round. In Round 3, if the sand runs out before the villain is defeated, the players lose the game.



*Always place gems in the top basket.
As soon as the sand timer flips, the Timed Phase starts!*

Exploration Phase

Each round begins with the Exploration Phase. Starting with the Excavation Leader and proceeding clockwise, players take turns until the sand timer flips.

On Your Turn

- 1 Move**
Move to another Adventure tile—it doesn't matter if it's next to your current tile or not. You cannot move to the tile with the villain (unless you're Indiana), and you cannot stay on your current tile.

Note: Each round starts with your figure off the tiles. So on your first turn, you can move to any tile, as long as the villain isn't there.

Players may share information freely throughout the game, and may even choose to keep their cards face up in front of them.

- 2 Do the Adventure Tile**
Do what the Adventure tile says. If a sentence says you "may" do something, you can choose whether or not to do it. Cards are explained on pages 9–10. Power tokens are explained on page 13.
- 3 Roll the Threat Dice**
Roll the number of Threat dice shown in the bottom right corner of the Adventure tile (unless you're Sallah, who always rolls one). Depending on your roll, add gems to the sand timer or activate the villain, as explained on the next page.



Example: Marcus chooses to move to the Map Room. He draws two cards from the Action deck. He could play a card, but he chooses not to. Then he rolls one Threat die and must add one large gem to the sand timer.

Threat Dice

After you roll the Threat dice, do what's shown on them in the order of your choice. If the same symbol is shown on both dice, do it twice.

Note: If the sand timer flips, ignore any dice that you haven't done yet. Immediately start the Timed Phase, as explained on page 12.



Small Gem



Large Gem



Activate

Add a Gem of the Size Shown

Whenever you add a gem, place it in the top basket of the sand timer. If all of that size of gem are already in the basket, add a gem of the other size instead. If you need to add a gem when all 12 gems are already in the basket, you must physically flip the sand timer to start the Timed Phase.

Activate the Villain

Following the instructions on his mat, move the villain one Adventure tile to the right. If he is already on the rightmost tile, move him to the leftmost tile. Then each player on the same Adventure tile as the villain suffers the penalty written on the villain's mat.

Example: Indiana rolls two Threat Dice. He drops one large gem into the top basket of the sand timer. Then Major Toht is activated, moving one Adventure tile to the right. Now Marion and Sallah must each add one small gem to the sand timer.



Major Toht

Move right. Each player there must add a small gem to the sand timer.

X Move right. Each player there must add a small gem to the sand timer.



Cards

The Action deck contains Basic cards, Snake cards, and Attack cards. As you play, you will also add Upgrade cards to the deck.



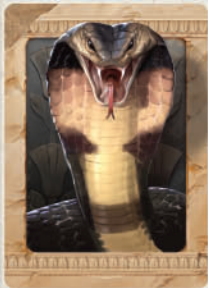
BASIC CARDS

Basic cards each have one of four colors (blue, green, red, yellow) and one of four objects (book, emblem, hat, shovel). To play a card, at least one color or object must match the last card that was played.



UPGRADE CARDS

Upgrade cards are the same as Basic cards, except that they each have one additional color or object, making them easier to match and play.



SNAKE CARDS

Why did it have to be snakes? In the Exploration Phase, if you draw a Snake, immediately discard it, but do not draw a new card to replace it. In the Timed Phase, Snakes pose an even greater threat, as explained on page 12.



ATTACK CARDS

Attack cards are how you damage the villain and ultimately defeat them to win the game. Whenever you play an Attack card, the villain is damaged and their health is lowered by one, as explained on page 11.



You can only play an Attack card if at least one color or object (shown in the corner) matches the last card played. There are also upgraded Attack cards that are easier to match and play.

Note: The character shown in the center of the card cannot be used to match. Only a color or object can be matched to play an Attack card.



Example: You cannot play the yellow Attack card on the red shovel Attack card.

PLAYING CARDS

Playing Attack cards will damage and defeat the villain. But you'll need to play other cards to help each other play more Attack cards.

In both phases of the game, cards are played to a shared pile in the center of the Play tile. However, you can only play a card during the Exploration Phase if an Adventure tile instructs you to.

When you play a card, place it face up on the Play tile. After the first card has been played, you may only play a card if at least one color or object matches the top card of the pile.

Any time an Attack card is played, even in the Exploration Phase, the villain is damaged and their health is lowered by one, as explained on the next page.



Example: Indiana plays a yellow book card.



Next, Marcus plays a green and red book, matching the previous card's object.



Marion then plays a red Attack card, matching one of the previous card's colors.

DRAWING CARDS

When you're instructed to draw an Action card, draw the top card from the Action deck. Unless it's a Snake, immediately add that card to your hand. When you're instructed to draw an Upgrade card, draw the top card from the Upgrade deck.

BURYING CARDS

When you're instructed to bury a card, place it face down on the bottom of the Action deck, even if it came from the Upgrade deck. If you're burying more than one card, you can choose the order.



Example: Sallah moves to the Peril in the Market tile and chooses to draw three Upgrade cards. Two of them have green, so according to the tile's instructions, he must bury them all. He places the three cards face down on the bottom of the Action deck.

Damaging The Villain

Any time you play an Attack card, you damage the villain! Alert the Excavation Leader so they can move the Health cube down one on the Villain mat.

As explained on the previous page, you can only play an Attack card if at least one color or object matches the last card played. The Attack card does not need to match your character—it can show any character. Also, your figure does not need to be on the same tile as the villain to damage them. Any time an Attack card is played, the villain loses one health.

You can play Attack cards and damage the villain in both the Exploration Phase and the Timed Phase. But you can inflict damage much faster during the Timed Phase!

DEFEATING THE VILLAIN

If the villain's health is reduced to zero (the Health cube reaches the skull) before the sand runs out, the villain is defeated! Prepare for the next round, as explained on page 14. In the rare case that the villain is defeated before the Timed Phase starts, skip the Timed Phase and prepare for the next round.

In Rounds 1 and 2, if the Timed Phase ends before the villain is defeated, the players suffer a penalty for the next round. After removing gems from the sand timer, you must add gems to the top basket. Add the gems shown in the row where the Health cube ended the round (on the far right).



Example: Indiana plays an Attack card and alerts the Excavation Leader. They move the Health cube down by one on the Villain mat. Then the sand runs out! The players must add two small gems to the sand timer before starting the next round.

Timed Phase

When the sand timer flips for **any reason**, the Timed Phase starts. The current player may choose to finish any actions they are taking, but hurry—the sand is running out!

Note: If the sand timer flips while you're doing what's shown on the Threat dice, you can ignore any dice that you haven't done yet.

Starting with the current player and proceeding clockwise, take turns quickly until the round ends, as explained on page 13.

ON YOUR TURN

1 Play Any Number of Cards

You may play any number of cards from your hand, one at a time, as explained on page 10. You may choose not to play any cards, even if you have cards you could play.

2 Draw an Action Card

End your turn by drawing one card from the Action deck. Once you draw a card, you cannot play any more cards and it's the next player's turn—unless you draw a Snake!

SNAKES

If you draw a Snake during the Timed Phase, grab the red Torch die and keep rolling it until you roll a torch symbol. The next player cannot start their turn until you do! Once you roll a torch, discard the Snake and the next player can take their turn.



Example: On Indiana's turn, he plays a yellow hat card and then a yellow Attack card in order to damage the villain. He then draws a card.



On Marcus' turn, he plays a yellow and green shovel to set up Marion to play an Attack card on her turn. He then draws a card.



On Marion's turn, she plays a green Attack card to damage the villain. She then draws a card and gets a Snake! She hurries to roll a torch so that Sallah can take his turn.

Power Tokens

Any time during the Timed Phase, you can use your Power tokens as described below. When you use one, flip it face down. Each token can be used once per round. You'll flip them face up again before the next round.

Note: Power tokens cannot be used during the Exploration Phase.

Once you have a Power token, you keep it for the rest of the game. You may have multiple of the same token, but players cannot give each other tokens. Think carefully about which tokens you want!



Ignore a Snake

When **any player** draws a Snake, use this token to discard the Snake without them having to roll the Torch die.



Interrupt

On another player's turn, use this token to play a card from your hand. The card must match at least one color or object on top of the pile, as normal. Then the player you interrupted continues their turn.



Play Any Card

On **your turn**, use this token to play any card from your hand. It does not need to match the card on the top of the pile.

Ending the Round

The round ends as soon as any one of the following happens:

The sand timer runs out.

or

**A player can't draw a card
(the Action deck is empty).**

or

**The villain is defeated
(the Health cube reaches the skull).**

At the end of Rounds 1 and 2, follow the steps on the next page, no matter how the round ended. If the villain wasn't defeated, be sure to leave the Health cube where it is.



Preparing for the Next Round

- 1 Set Round**

Move the Ark one space to the right on the Round Tracker tile.
- 2 Reset Action Deck**

Collect all the players' hands and all the cards around the Play tile (the Action deck, the pile of played cards, and the Snake discard pile). Shuffle them together and place them face down to the left of the Play tile to form the new Action deck.
- 3 Reset Players**

Each player takes back their figure, flips their Power tokens face up, and refills their hand by drawing four cards from the Action deck (six for Marion). If you draw any Snakes, discard them and do not draw cards to replace them.
- 4 Reset Sand Timer**

Remove all the gems from the sand timer. If you didn't defeat the villain, add the gems shown on the Villain mat in the same row as the Health cube. Then return the Villain mat and mover to the box.
- 5 New Adventure**

Take the Adventure tile for the next round. Working together, choose one of the current Adventure tiles to replace with the new one. You also choose which side of the new Adventure tile to place face up.
- 6 New Villain**

Choose an Excavation Leader for the next round—it can be the same player. They take the next round's Villain mat, place the Health cube on the highest number, and place the matching mover on the leftmost Adventure tile.

Now begin the Exploration Phase of the new round, starting with the Excavation Leader.



Winning the Game

At the end of Round 3, if you weren't able to defeat René Belloq, he gets away with the Ark and all the players lose.


If you defeat René Belloq, the players rescue the Ark and win the game!




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INDIANA JONES™
SANDS OF ADVENTURE

Game by
Prospero Hall

This game was designed by the
 adventure-loving team at Prospero Hall.

Art by: Christopher Bretz,
 James Haybill, Damien Mammoliti,
 Christina Myrvoid, Costis Papatheodorou,
 Patricia Pria, and The Red Dress

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Bedford, Connecticut

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