

AGES 7+

2 - 10 PLAYERS

30 MINUTES



# Instructions

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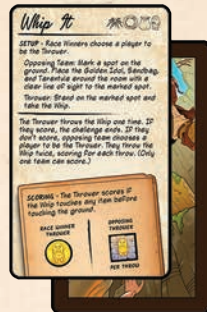
WHIP



11  
INDIANA JONES  
TEMPLE CARDS



11  
RENÉ BELLOG  
TEMPLE CARDS



12  
CHALLENGE  
CARDS



10 "WOOD"  
SCORE TOKENS



6 "STONE"  
SCORE TOKENS



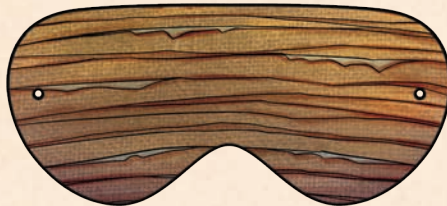
15 "GOLD"  
SCORE TOKENS



GOLDEN IDOL



SANDBAG



BLINDFOLD



TARANTULA



IDOL CHAMBER TILE



ARROW

# Setup

- 1 Place the Idol Chamber Tile in the center of the play area. Place the Golden Idol on top.
- 2 Shuffle the 12 Challenge Cards and place them in a Face-down deck.
- 3 Group the Score Tokens by type and place them in piles, number side down.
- 4 Split into two teams as evenly as possible—an Indiana Jones team and a René Belloq team. Have the teams sit on opposite sides of the Idol Chamber.
- 5 Each team takes their 11 Temple Cards and shuffles them to form a Face-down deck.
- 6 Each team flips one Temple Card face up and places it about two feet from the Idol Chamber, or at the edge of the table. The card should be positioned horizontally so at least two symbols are facing the Idol Chamber. This card will be the start of the path.
- 7 Each team deals three Temple Cards into a Face-down row near the Face-up card.
- 8 Learn to play with a quick video or continue reading these instructions!



# Object

The game is played over three rounds. In each round, the teams compete in a Temple Race to reach the Golden Idol. Then the Race Winners face the opposing team in a Daring Challenge.

Teams earn Score Tokens by winning the Temple Races and performing well in the Daring Challenges. When your team earns a



Score Token, you may look at the number on it, but keep it secret from the other team.

After three rounds, the team with the most points on their Score Tokens wins!



# Temple Race

Before the race, make sure each team has one Face-up card (the start of their path) and a row of three Face-down cards. Then each team chooses one player to be the "Explorer" for the round. You'll choose a different Explorer each round.

When both teams are ready, someone calls out, "Nobody's come out of there alive!" and both Explorers flip the three cards in their row Face up. Now the Explorers start racing through the Temple!



**THINK FAST AND PLAY AS QUICKLY AS YOU CAN. THIS IS A RACE!**

Choose one of the three cards in your row and play it to your path. To play a card, you must match a symbol on the card to a card in the path, lining up the doorways. (See **PLAYING TEMPLE CARDS** to the right.)

Only the Explorer for each team can play cards to their path. The other players may flip cards from the deck to refill the row and point out possible matches.



**REFILL THE ROW SO YOU ALWAYS HAVE THREE CARDS TO CHOOSE FROM.**

Continue playing cards to extend your path until a team reaches the Idol Chamber. (See **RACE WINNERS** on next page.) Look everywhere for possible matches—the path may fork, and playing a card in a different direction can be worth it to get a new card.

## **IF YOU ARE STUCK WITHOUT A MATCH**

Pick up the last card you played. Replay it another way or play a different card.

## **IF YOU HAVE PLAYED ALL YOUR CARDS**

Pick up the two cards at the start of the path (furthest from the Idol Chamber) and continue playing.

## **PLAYING TEMPLE CARDS**



**AS LONG AS A SYMBOL MATCHES, CARDS CAN BE PLAYED HORIZONTALLY OR VERTICALLY AND CAN BE OFFSET.**



**YOU ONLY NEED TO MATCH ONE SYMBOL, EVEN IF TWO SYMBOLS LINE UP.**



**CARDS CANNOT OVERLAP ANY PART OF A CARD THAT'S ALREADY IN THE PATH.**

# Race Winners

When an Explorer plays a card to the path that overlaps any part of the Idol Chamber tile, they grab the Golden Idol! As long as the path is correct (all the cards in the path follow the rules), their team wins the race. If any part of the path isn't correct, the other team wins the race instead.

The Race Winners earn a gold Score Token and Flip the top Challenge Card From the deck. The Opposing Team still participates in the Daring Challenge to try and score, or to keep the Race Winners From scoring.



# Daring Challenge

Read the Challenge Card out loud and do the Daring Challenge! Each challenge has unique rules and rewards. The objects you'll need are shown in the top right corner, and the Score Tokens you can earn are shown at the bottom.

You may want to do the challenges in a large room with lots of open space. Or you can move outside or adjust the challenge to fit your space. If you need a timer, use a phone or a watch with a second hand. If you need to mark a spot on the floor, use a Temple Card or Score Token.

If you draw a Challenge Card that says it requires four or more players (at least two players per team) and you have fewer than four, Flip another Challenge Card From the deck.



Although most challenges require only one or two players per team, each player must take part in at least one of the three rounds—either as the Explorer in the Temple Race or in a Daring Challenge.



**AFTER THE DARING CHALLENGE, START A NEW ROUND! BOTH TEAMS SHUFFLE THEIR TEMPLE CARDS TO PREPARE FOR ANOTHER TEMPLE RACE. IN THE LAST DARING CHALLENGE, THE SCORE TOKENS ARE DOUBLED!**

# Ending the Game

Play three rounds, including three Temple Races and three Daring Challenges. During the last Daring Challenge of the game, both teams earn double the number of Score Tokens listed on the Challenge Card.

After the last Daring Challenge, both teams flip over all their Score Tokens and add up their points. The team with the most points

wins! In case of a tie, do additional Daring Challenges (with the same Race Winners) until the tie is broken.

