

ESCAPE THE MAD MUMMY™

FOR 2 TO 4 PLAYERS / AGES 7+

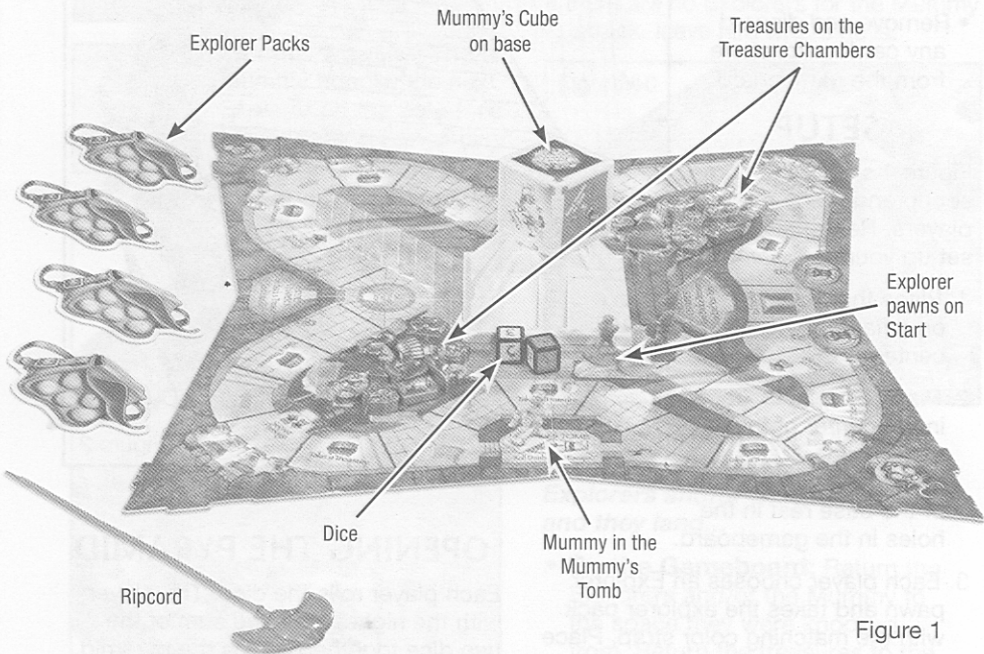


Figure 1

CONTENTS

- Gameboard • 4 Plastic Explorer Pawns (red, blue, green, purple) • 4 Cardboard Explorer Packs • 20 Plastic Treasures • 2 Dice • Plastic Mummy Pawn • Mummy's Cube • Ripcord • Plastic Base

OBJECT

Be the first Explorer to collect five treasures and escape from the Mummy's pyramid.

ASSEMBLY

- Remove the pieces from the plastic bag. Discard the bag.
- Carefully remove the treasures from the plastic runners. Discard the runners.
- Carefully punch out the explorer packs from the cardboard sheet. Discard the cardboard waste.
- Remove and discard any cardboard waste from the gameboard.

SETUP

Figure 1 shows the game set up and ready for 4 players. Refer to it as you set up your own game.

1. Place the gameboard on a flat surface in the center of the play area.
2. Place the plastic base in the center of the gameboard. Make sure the feet on the bottom of the base rest in the holes in the gameboard.

3. Each player chooses an Explorer pawn and takes the explorer pack with the matching color strap. Place any extra Explorer pawns and packs back in the box.
4. Place each Explorer pawn on the Start space. Place your explorer pack in front of you.
5. Place 10 treasures on each of the two Treasure Chamber spaces,

located near the center of the gameboard.

6. Place the Mummy pawn on the Mummy's Tomb space.
7. Place the dice, Mummy's Cube and ripcord near the gameboard within reach of the players.
8. Now fold the gameboard into a pyramid using the die-cuts at the top to close it. (See Figure 2.)

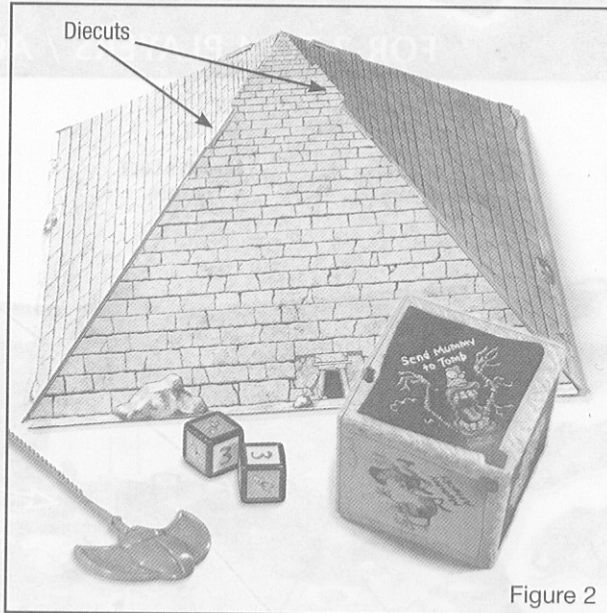


Figure 2

OPENING THE PYRAMID

Each player rolls the dice. The player with the highest roll (the sum of the two dice together) opens the pyramid. (If you rolled a Mummy, it counts as a zero.) If there is a tie for highest roll, the tied players re-roll until there is a highest roll.

GAMEPLAY

The player who opened the pyramid goes first. Play then passes to the left.

ON YOUR TURN

1. Spin the Mummy's Cube

Insert the ripcord into the Mummy's Cube. (See Figure 3.)



Figure 3

IMPORTANT: When inserting the ripcord, be careful not to use too much force. Too much force could

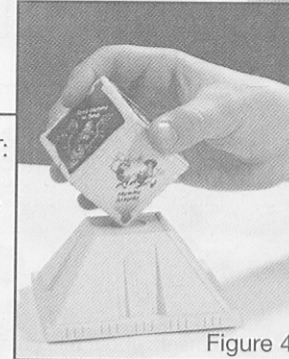


Figure 4

cause the cord to jam inside the cube, requiring extra force to remove it and possibly damaging the cord.

Now, while holding the cube securely, firmly pull out the ripcord. **IMPORTANT:** Make sure the hand holding the cube is not touching the ripcord when you pull it. Quickly place the cube, on either of its RED labeled corners, within the circle on top of the base (see Figure 4), and let it go. The cube will begin to spin.

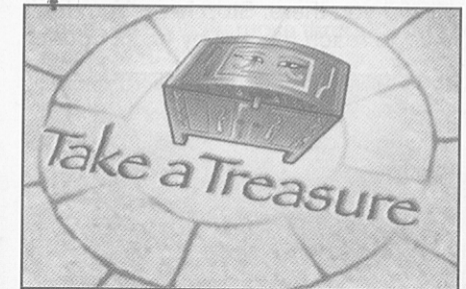
2. Roll the Dice and Move

While the cube is spinning, quickly roll the two dice. Each die counts as a separate move. First, move according to what is on one die, then according to what is on the other die.



Number Roll:

Move your Explorer pawn ahead the number of spaces indicated on the dice. You can only move clockwise around the gameboard. No backtracking!



- If you end a move on a **Treasure space**, take a treasure from either Treasure Chamber and place it on your pack.
- If you end a move on a **Trap Door space**, you "fall in." Move your pawn onto the matching color Hidden Chamber space. (See Figure 5.)

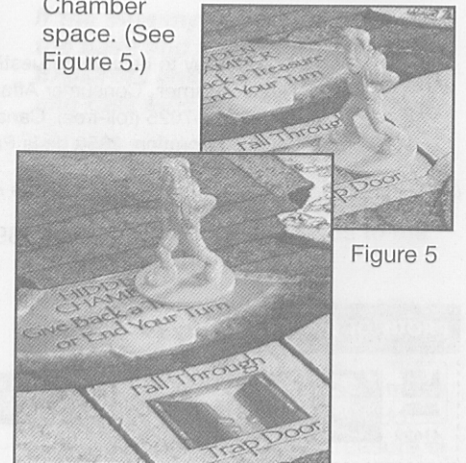


Figure 5

Now, either give back a treasure (take one from your pack and put it back in a Treasure Chamber) to get out and continue your turn, OR keep your treasure and end your turn. If you have no treasures, you must end your turn.

- If you end a move on a **Secret Passage space**, you may move through the secret passage to the space on the other side. This is optional. (See Figure 6.)

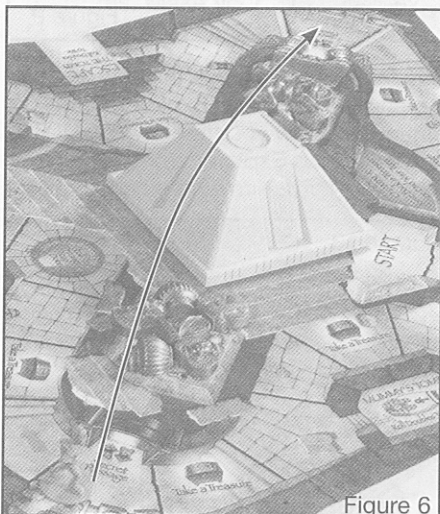


Figure 6

An Explorer landing on this secret passage can use it to cross to the other side of the board.

- If you end a move on a **space with the Mummy pawn**, you must give back a treasure. Take one from your pack and put it back in a Treasure Chamber. If you have none, you give none back.
- If you end a move on a **space with another Explorer**, you may take a treasure from that Explorer's pack and put it on your own. If he/she has none, you take none.



Mummy Roll: Move the Mummy pawn ahead one space for each mummy rolled. The Mummy moves clockwise around

the gameboard. The Mummy is not affected by Treasure or Trap Door spaces but may use Secret Passages. If the Mummy lands on a space with an Explorer, that player must give back a treasure (if he/she has any).

IMPORTANT: If you roll a number and a mummy, you must always move the Mummy first, and then move your Explorer.

MOVEMENT EXAMPLE: (See Figure 7.) Deb rolls the 2 dice. One die shows a 2 and the other shows a 4. She decides to move 4 first because this allows her to land on a Treasure space. She takes her treasure from the Treasure Chamber; then she moves her pawn 2 (the amount on the second die).

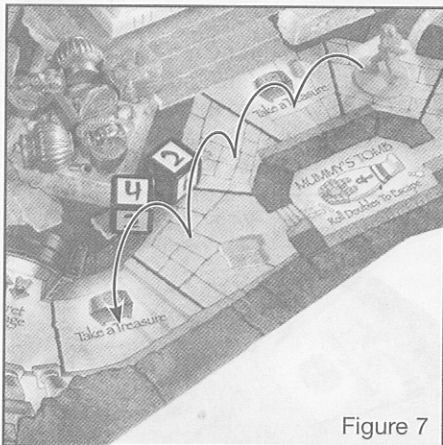


Figure 7

3. Keep Rolling!

That's right... keep going! Keep rolling the dice, moving your pawn (and the Mummy), and collecting treasures if you can. You have until the Mummy's Cube stops spinning, then you have to stop too. Right now! You only get until the cube stops and not a second longer!

4. The Mummy's Cube Stops Spinning

Most often when the Mummy's Cube stops spinning, it will fall off the base. Sometimes, however, it doesn't. Regardless of whether it falls or not, check which side is facing up and follow its directions:



Collect a Treasure:

You take a treasure from a Treasure Chamber and place it on your pack.



Send Mummy to Tomb:

You move the Mummy back to his tomb.



Mummy Attacks:

The Mummy attacks the next Explorer on the path (see Figure 8), and brings him/her back to the Mummy's Tomb. Move the Mummy

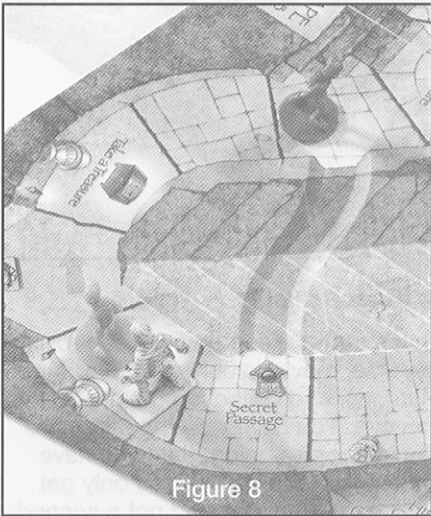


Figure 8

to the attacked Explorer pawn, then move both to the Mummy's Tomb. (See Figure 9.) On his/her next turn, the attacked Explorer must roll doubles in order get out of the tomb.

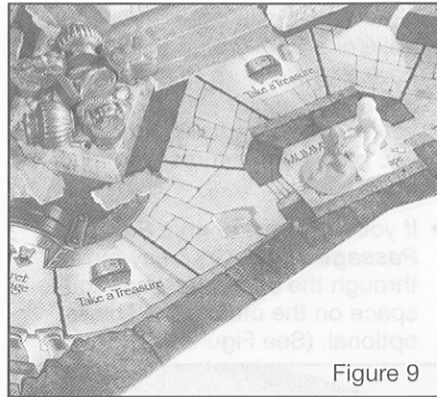


Figure 9

The Mummy may move through a secret passage to attack an Explorer. (See Figure 10.) Now your turn is over. NOTE: If there are no Explorers for the Mummy to attack, leave him where he is.

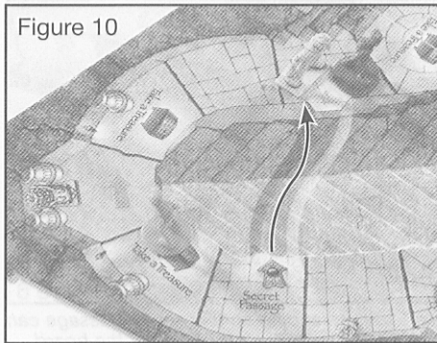


Figure 10

If the Mummy's Cube falls off the base and knocks treasures, Explorers and/or the Mummy over and they land...

- **On the Gameboard:** Return the Explorers and/or the Mummy to the space they were knocked from. Return the treasures to the Treasure Chambers.
- **Off the Gameboard:** Place any Explorers knocked off of the gameboard on one of the Hidden Chamber spaces. It doesn't matter which one. These Explorers do not have to give back a treasure or end a turn in order to escape the

Hidden Chamber. On your next turn, just move your pawn back through the Trap Door onto the path and continue from there. If the Mummy is knocked off of the gameboard, return him to his tomb. Return the treasures to the Treasure Chambers.

ESCAPING THE PYRAMID

Once you've collected five treasures on your pack, it's time to escape. You cannot collect more than five treasures. Make your way to the exit of the pyramid as fast as the dice rolls will get you there. Stop here. You don't need to reach the exit by exact count.



Now, in order to escape you must roll doubles (yes, they can be double mummies). Roll as many times as it takes, as long as the Mummy's Cube is still spinning. If you don't escape this turn, stay here and try again next turn.

Watch out! While you are here trying to escape, the other Explorers and the Mummy are still moving around the board. If they land on the space with you, you'll lose a treasure. Then you'll need to go back into the pyramid and get another before you can escape.

WINNING

The first Explorer to collect five treasures and escape the pyramid wins!

We will be happy to hear your questions or comments about this game.
Write to: Hasbro Games, Consumer Affairs, P.O. Box 200, Pawtucket, RI 02862.
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