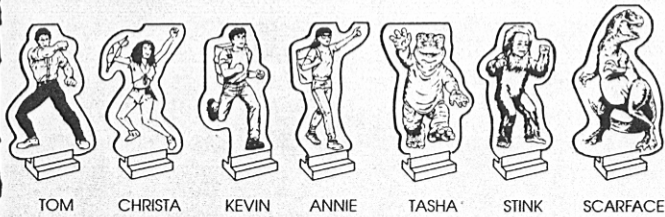


**OBJECT :**

Be the first player to reach the TIME PORTAL with three (3) Crystal cards and escape from THE LAND OF THE LOST. But you must avoid Scarface as he moves around the board.

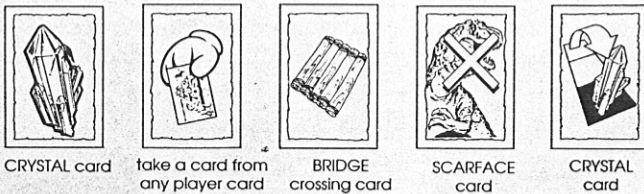
**EQUIPMENT :**

Game board, 6 game player markers, 1 SCARFACE marker, 7 game marker stands, 28 CRYSTAL cards



**20 LAND OF THE LOST cards :**

( 5 - take a card from any player cards, 4 - BRIDGE crossing cards, 4 - stop SCARFACE cards, and 7 - go to the nearest CRYSTAL cards )



**GAME PREPARATION :**

Set up board. Each player picks a playing piece, sets piece in a stand and places it in the tree house (START) space on the board. Attach SCARFACE to a stand and place this piece in Scarface's den.

Place 2 sets of cards to one side of the board: THE LAND OF THE LOST cards go in one pile and the CRYSTALS go in another pile.

**TO BEGIN PLAY :**

- The spinner has two rings. The outside ring contains the number to move play piece. The inside ring is only for Scarface.

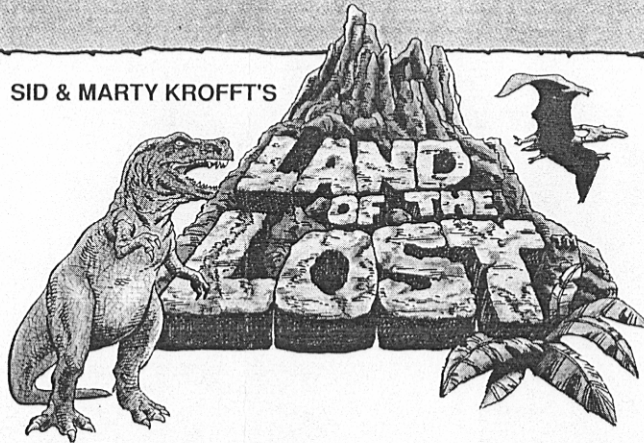
- Spin to determine play order. Player with the highest score on the outside number ring of the spinner goes first. Play continues in a clockwise direction.

- Each player spins to move their marker and Scarface marker. (Each turn has 2 parts)

1. Move game marker the number of spaces designated on the outside ring. Player must move game marker first.
2. Move SCARFACE the number of spaces designated on the inside ring.

NOTE : If there is a seventh player, this person should play as Scarface.

**SID & MARTY KROFFT'S**



**BOARD GAME INSTRUCTIONS**

**RULES :**

A player moves forward by the exact number of spaces designated on the outside ring of the spinner. Players can share a space.

A player may not cross a BRIDGE unless he has a BRIDGE card in his hand.

If a player lands on a CRYSTAL space he may take one CRYSTAL card. Display CRYSTALS in open view.

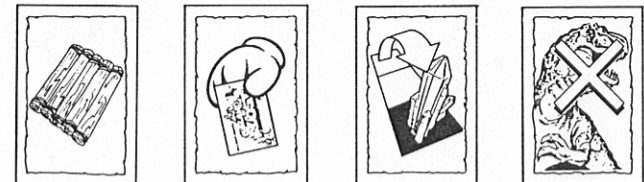
If a player lands on a LAND OF THE LOST card space he may take a card from the LAND OF THE LOST card pile. The player may play the card immediately then place it face up on the discard pile. A player may keep up to 3 "LAND OF THE LOST" cards in his hand at any one time. (This

does not include Crystals.) If a player picks up 4 cards during his turn he must play one card or discard one card. Only one card at a time may be played during a turn.

Scarface does not collect cards and is not affected by the other dangers of the board.

If SCARFACE lands on an opponent's space, the opponent must go directly to SCARFACE'S den and he cannot exit until he spins a 1 or a 6, OR, the opponent may stop SCARFACE by giving up a SCARFACE card OR give up a CRYSTAL card. Then Scarface must return to the space he was on and forfeit his turn. When exiting SCARFACE'S den, SHUNG'S den or the BONEYARD, if SCARFACE is at the exit and a player throws a 1 (one), player must stay until his next turn. Scarface cannot go into the Time Portal. Scarface never shares a space.

**DESCRIPTION OF THE LAND OF THE LOST GAME CARDS**

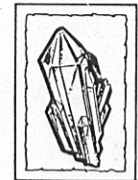


Player may use this card to cross a BRIDGE. Bridges count as spaces.

Player may take 1 card from any player. Player may take a Crystal card, or blind draw from face down "LAND OF THE LOST" cards.

Move to the nearest CRYSTAL (even if it means travelling backwards) and collect 1 CRYSTAL card. This card can be played immediately, or held until later in the game. If card is played to move instead of spinning, Scarface does not move.

Player may use this card to stop SCARFACE. Player stays on that space, and Scarface returns to original space and his turn is over.



If a player lands on a CRYSTAL space, player receives one CRYSTAL. Place card visibly at side.



Only if a player lands on SHUNG'S space, the player must go directly to SHUNG'S den and lose a turn. A player does not enter Shung's Lair just by landing on the exit.



Only if a player lands on the BONEYARD space, player must go to BONEYARD and lose a turn.



Play continues until a player collects three (3) CRYSTALS. Then player moves in turn toward the TIME PORTAL ZONE, hopefully to exit to present day San Francisco. Player does not have to reach the TIME PORTAL ZONE by exact count. You can only enter the Time Portal zone from the "ENTER" space with the arrow. Once a player is in the TIME PORTAL ZONE, he takes another turn and spins. If spinner points to 1, 3 or 5, (the #'s that say "ESCAPE" above them), that player is the winner. If the arrow points to 2, 4 or 6, player forfeits 2 CRYSTALS and exits from one of the pathways of his choice by the # of spaces shown on spinner. He must try to collect two (2) new CRYSTALS before re-entering the Time Portal zone. Play continues until player replenishes his CRYSTALS and attempts another escape.

**TO WIN:**

If the arrow on the spinner points to escape — you escape from THE LAND OF THE LOST and you are the winner !

**FOR 2 TO 6 PLAYERS**