



# ADVENTURES IN NEOPIA™

## GAME INSTRUCTIONS

FOR 2 TO 4 PLAYERS/AGES 8 +

### LET THE GAMES BEGIN!

Welcome to Neopia®, where life is one big game — and lots of little ones! Move your character pawn around the gameboard, and try your luck at the 7 Mini-Action games. Anyone with a Ticket card can play, and all winners collect NeoPoints® coins!

Keep playing games, collecting coins, and playing Random Event cards that can suddenly change *everything!* The first player to collect 5,000 or more NeoPoints wins!

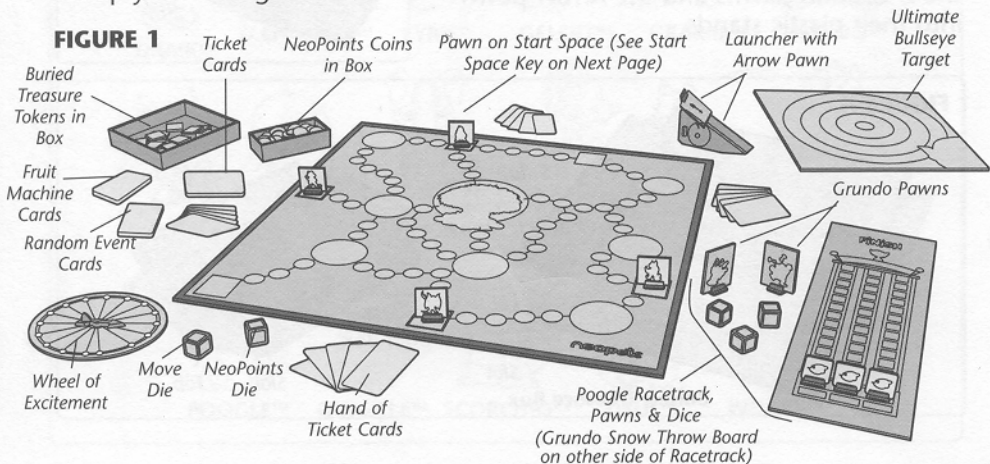
### OBJECT

Be the first player to have at least 5,000 NeoPoints on your turn.

### CONTENTS

• Gameboard • 40 Ticket cards • 26 Fruit Machine™ cards • 40 Random Event cards • 6 Neopets character pawns • Poogle Racetrack/Grundo Snow Throw™ board with 3 Poogle pawns, 3 Poogle dice, 2 Grundo pawns, and cardboard snowball • 12 Pawn stands • Wheel of Excitement™ spinner, arrow and base • Movement die • NeoPoints die • Ultimate Bullseye™ Target, Launcher and Arrow pawn • 54 NeoPoints coins with box • 20 Buried Treasure™ tokens with box • Mini-Action Game Card • Label sheet

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



## START SPACE KEY

Here's the starting space for each pawn:



## THE FIRST TIME YOU PLAY

Remove the game parts from their bags and cardboard sheets. Discard all waste, including the 2 blank Random Event cards.

**Label the dice:** Apply labels to the 5 dice, following the instructions on the label sheet.

**Assemble the Wheel of Excitement™:** Snap the plastic arrow and base onto the wheel, as shown in Figure 2.

**Assemble the Arrow Launcher:** Bend the arrow launcher along its scored lines. Next, fit the 2 tabs into their slots. See Figure 3.

**Assemble the Buried Treasure™ box:** Fold the 2 boxes along their scored lines. Next, fit the corner tabs into their slots. See Figure 4.

**Fit the pawns into their stands:** Place the 6 Neopets pawns, the 3 Poogle pawns, the 2 Grundo pawns and the Arrow pawn into their plastic stands.

FIGURE 2

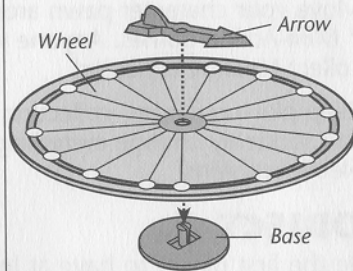


FIGURE 3

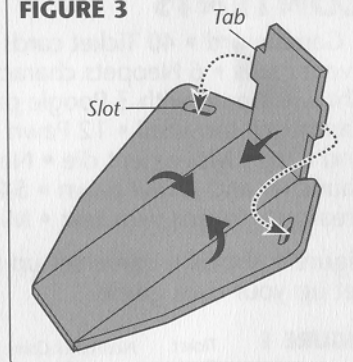
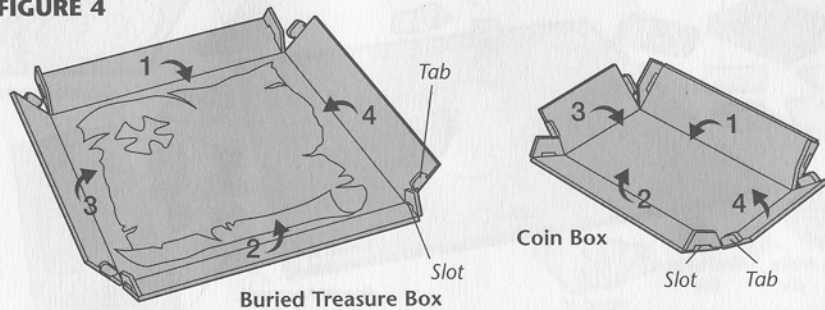


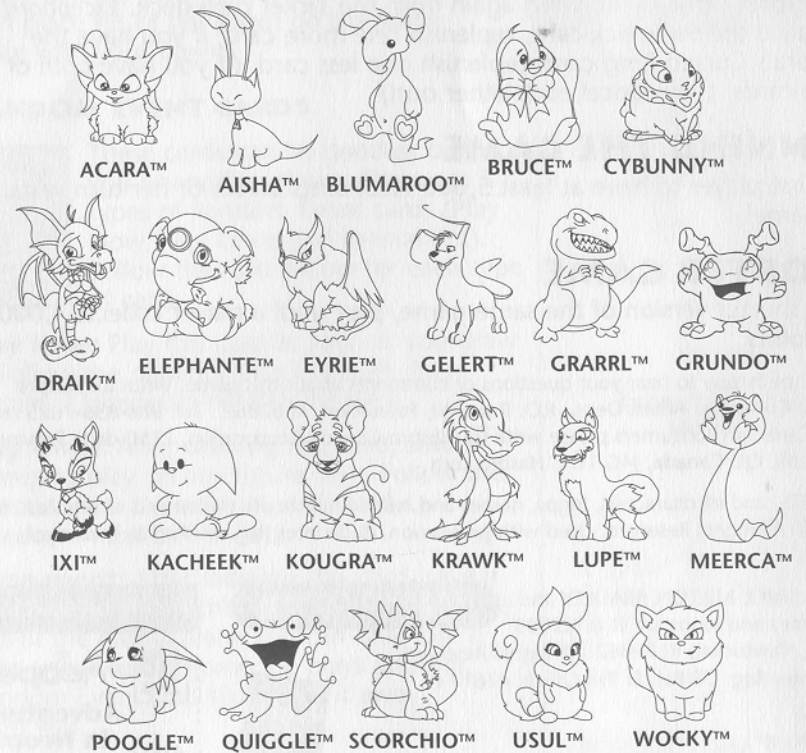
FIGURE 4



## SET UP THE GAME

- The Pawns:** The game features 6 Neopets character pawns. Choose a pawn and place it on its gameboard START space (see the START SPACE KEY, on page 2, for pawn placement). All players do the same. Set unused pawns aside and out of play.
- The Cards:** Shuffle the Ticket cards, and deal 5 cards facedown to each player. Place the remaining Ticket cards in a facedown deck beside the gameboard. Players hold these cards in their hands, keeping them secret. Shuffle the Fruit Machine and Random Event card decks, and place them facedown beside the gameboard.
- The Tokens and Coins:** Place the Buried Treasure tokens facedown in their box, and mix them up. Place the NeoPoints coins in the coin box. Place the boxes near the gameboard.
- The 7 Mini-Action Games:** Place the game parts for the 7 Mini-Action Games beside the gameboard.

## THE NEOPETS



## GAME PLAY

The youngest player goes first. Play passes to the left.

### ON YOUR TURN

**Step 1. Roll and move**

**Step 2. Play one or more cards**

**Step 3. Replenish your Ticket cards**



## STEP 1. ROLL AND MOVE

Roll the yellow die. Then move your Neopets pawn along the gameboard spaces according to the movement rules.

### MOVEMENT RULES

- Move from space to connected space in any direction by the number you rolled, *or less*. (See **The Money Tree space** for the only exception.)
- Instead of moving, you can stay on your space and follow the space directions.
- You can't move onto the same space twice in one move.
- You can pass or land on any game space, including **START** spaces.
- You can pass and land on spaces with other pawns.

### SPACE DIRECTIONS

Follow the directions below for the space your pawn is on.



**Blank spaces and START spaces:** You do nothing on these spaces. Go on to Step 2.



**Star spaces:** Draw the top Random Event card from the deck. Go on to Step 2.



**Mini-Action Game spaces:** There are 7 of these spaces on the gameboard. If your pawn is on a Mini-Action Game space, you may play that game if you have a matching Ticket card or the Wild card. To do this, go on to Step 2.



**The Money Tree space:** This special space has special rules. This is the space where players donate NeoPoints coins — and they will be yours if you land there!



To land on the Money Tree space, you must move there by *exact count* (the full amount of your die roll). If there are any NeoPoints coins on that space, you get to collect them!

If any coins are placed on the Money Tree while your pawn is there, you can't collect them. You must move off the space, then land there again on a later turn, by exact die roll, to collect any coins that are there.

## STEP 2. PLAY ONE OR MORE CARDS

There are 2 kinds of cards you can play during your turn: Ticket cards and Random Event cards. Both kinds of cards are explained below.



### TICKET CARDS

These cards allow you to play the 7 Mini-Action Games.

**Playing a Ticket card:** If you have a Ticket card that matches the Mini-Action Game space your pawn is on, you may discard it next to the Ticket card deck, then play the game! (The Wild Card allows you to play *any* game!)

*Any other player who has a Ticket card for that game can also play.* Each player who wants to play the Mini-Action game must discard one matching Ticket card for that game (or the Wild card), then place his or her pawn on the game space with your pawn.

### RANDOM EVENT CARDS



These cards can be good or bad, for you or another player. There are 3 types of Random Event cards (Play Now, Play Once and Permanent). Follow the rules below for each type of card.

**Play Now:** Play this card as soon as you draw it. Follow the directions on the card, then discard it facedown next to the deck.

**Play Once:** After drawing this card, save it faceup to play on any future turn. Follow the directions on the card, then discard it facedown next to the deck.

**Permanent:** After drawing this card, save it faceup, and follow the directions on it for the rest of the game. *Note:* You can only lose a Permanent card if someone plays another Random Event card that takes it away from you.

### THE FAERIES



FYORA THE FAERIE QUEEN™



AIR FAERIE™ LIGHT FAERIE™

### THE PETPETS



BABAA™



DOGLEFOX™



KADOATIE™



NOIL™



SNORKLE™



TURMACULUS™



TURTUM™

## STEP 3. REPLENISH YOUR TICKET CARDS

At the end of each of your turns, always remember to replenish your hand to 5 Ticket cards by drawing again from the Ticket card deck. *Exceptions:* If you have the Backpack card, replenish one more card; if you have the Jhudora's Cursed Ring card, replenish one less card. (If you have *both* of these cards, they cancel each other out!)

## WINNING THE GAME

The first player to have at least 5,000 NeoPoints on his or her turn wins the game!

## SHORTER GAME

For a shorter version of the same game, play until a player collects 4,000 NeoPoints.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. Hasbro.com

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Adventures  
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## ADVENTURES IN NEOPIA™ THE MINI-ACTION GAMES

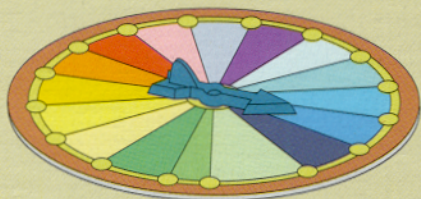
**H**ow you get to play: On your turn, your pawn must begin or end its move on a Mini-Action game space, and you must have a Ticket card for that game (or the Wild card). Discard your card next to the deck, then play!

**How other players get to play:** Any other player(s) with a Ticket card for that game (or the Wild card) can also play. They discard their cards next to the deck, then place their pawns on that Mini-Action game space.

Here's how to play all 7 of the Mini-Action games:

### THE WHEEL OF EXCITEMENT™

Spin the Wheel of Excitement spinner.



- If you spin a number, all players in the game collect that number of NeoPoints® from the coin box.
- If you spin **nothing**, no one collects any NeoPoints.



- If you spin the 2 Aisha Thieves™, roll the NeoPoints die. All players in the game collect that many NeoPoints from the coin box.



- If you spin the Ghost™, roll the NeoPoints die. All players in the game donate that many NeoPoints to the Money Tree space.



### TOMBOLA™

Roll the NeoPoints die. All players in the game collect that many NeoPoints from the coin box.

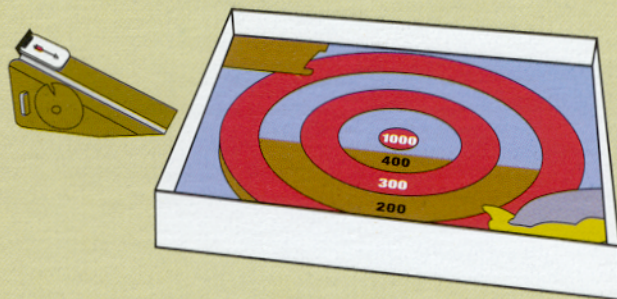


### BURIED TREASURE™

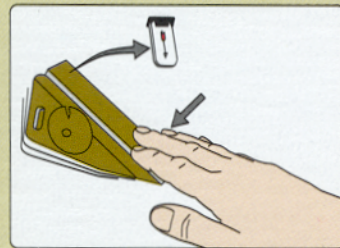
Turn over any facedown Buried Treasure token in the box. All players in the game collect that many NeoPoints from the coin box. Leave the token faceup in the box, so it won't be picked again.

### ULTIMATE BULLSEYE™

Place the Ultimate Bullseye target inside the box bottom, and place the launcher and arrow outside (see the illustration). The launcher can be as close to or far away from the target as you want.



**How to Play:** Launch the arrow pawn at the target as shown, aiming for the highest-numbered ring. You score for the highest-numbered ring that the arrow pawn or stand touches. (The Neopets™ character, Turtum™, counts as part of the 100-point ring.)











You get up to 3 launches. You can stop at any time, but your *last* launch is the only one that counts! All players in the game collect the amount of NeoPoints you score (if any) from the coin box.



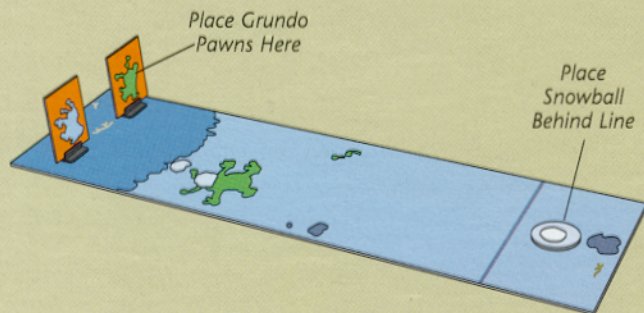
## FRUIT MACHINE™

Shuffle the Fruit Machine card deck. Then draw the top three cards, and place them faceup next to each other. All players in the game collect NeoPoints from the coin box for these lucky combinations:

 200 NeoPoints	 300 NeoPoints
 500 NeoPoints	 600 NeoPoints
 700 NeoPoints	 1000 NeoPoints
 1500 NeoPoints	 2000 NeoPoints

## GRUNDO SNOW THROW™

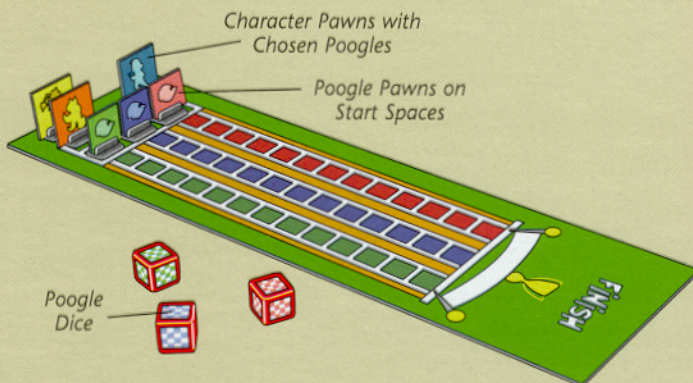
Set up the Snow Throw board (on the other side of the Poogle Racetrack), 2 Grundo pawns and snowball as shown below.



**How to Play:** Flick the snowball down the board toward the Grundo pawns. All players in the game collect 500 NeoPoints for each Grundo it knocks over!

## POOGLE RACES™

Set up the Poogle Racetrack (on the other side of the Snow Throw board) and Poogle pawns as shown below. Choose the Poogle you think will win the race, then place your pawn next to that Poogle. All players in the game do the same. More than one player can choose the same Poogle.



**How to Play:** Roll all 3 Poogle dice, then move each Poogle pawn space by space down its track by the die roll (red first, blue second, green third). Keep rolling and moving until one Poogle reaches the last colored square. All players who chose that Poogle collect the amount of NeoPoints shown at the start of that Poogle's track. For example, if the red Poogle finishes first, all players rooting for the red Poogle get 500 NeoPoints; if the blue Poogle finishes first, all players rooting for the blue Poogle get 1,000 NeoPoints; if the green Poogle finishes first, all players rooting for the green Poogle get 2,000 NeoPoints!

After the game, players replace their pawns on the Poogle Races gameboard space.

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