

REMINDER RULES

1. Set up as shown on page 2 and make sure each player has 2 gold coins and 2 Fortune & Glory cards.

2. Roll to decide who starts and take turns to play. If the DVD interrupts the game to command you to do something, do it, then continue your turn.

On Your Turn

- Look at your cards.
- Roll the die and move the exact number rolled (lay temple tiles if you need to).
- Depending on where you land, select the matching symbol on the DVD to complete challenges.
- Play cards (at any time during your turn).

3. When all relics have been collected, race back to the Hall of Ancestors as fast as you can.

4. When all players have made it back, select **Adventure Over** on the DVD and follow the steps to count up your fortune and see who has won.

Should you experience any technical difficulties we recommend you first clean the disc by wiping it with a soft cloth in straight lines from the center of the disc.

If the problem persists when you have re-inserted the disc into your DVD player, please call Hasbro Consumer Affairs at 1-888-836-7025 (toll-free) for additional assistance. You may also visit our website at HASBRO.COM for contact information.

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PROOF OF PURCHASE



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FOR 2 TO 4 PLAYERS • AGES 8+

INDIANA JONES™

DVD ADVENTURE GAME

- Adventure Guide -

Indiana Jones is braving new adventures, searching for lost relics deep in the heart of the Amazon.

Explore an ancient temple in search of three lost relics, but beware - the temple is under a terrible curse. Once all of the relics have been found, the temple will start to crumble to stop you escaping with its precious relics. It could collapse at any moment! Race back to the Hall of Ancestors before you're buried alive.

AIM OF THE GAME

Be Indiana Jones and collect as much fortune as possible before the temple collapses!

Collect fortune by:

- Fighting battles - fight villains or other adventurers to win gold coins.
- Escaping traps - win trap challenges to escape the trap and win Fortune & Glory cards (worth gold coins at the end of the game).
- Collecting relics and trading them in at the end of the game.
- Winning a bonus for being the first adventurer to return to the Hall of Ancestors... if you make it...

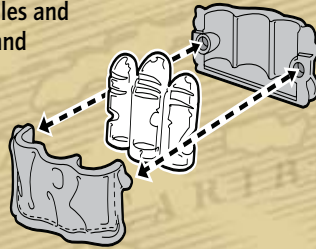
CONTENTS

24 temple tiles • 1 Hall of Ancestors start tile • 4 plastic Indiana Jones movers • 1 DVD • 1 8-sided die • 31 cardboard gold coins • 5 cardboard gold medallions • 3 plastic relics (The Ark, The Sankara Stones, The Holy Grail) • 1 part sheet with boulders • 40 Fortune & Glory cards

The DVD will guide you through the game, but keep these written rules handy in case you need to check on a rule.

FIRST-TIME ASSEMBLY

Remove the gold coins, medallions, tiles and boulders from the cardboard sheets and take everything out of its packaging. Throw away the waste (recycle everything you can). Clip the Sankara Stones relic together as shown.



SET-UP

Set up as shown. Make sure everyone can reach the temple tiles, Fortune & Glory cards, gold coins, medallions and relics.



Note: Once a chamber is unlocked, it stays open, so any adventurer can take the challenge to steal the relic you have found.

As soon as all three relics have been collected, the curse is unleashed and the temple could collapse at any time.

At the end of the game, trade in your relics for gold. Each relic is worth a different amount every game (up to 12 gold coins).

Boulders

The DVD may command you to place or move boulders around the temple.

A boulder might block any pathway. You may want to use another route. Boulders can only be moved if an adventurer plays a Dynamite card or moves to the space next to the boulder and waits there for one full turn. On their next turn, they can move the boulder off the board, then roll and move as normal in any direction.

Being Buried Alive

Once the temple starts to collapse, the DVD will command you to remove all tiles with certain letters on them (A-H). If your mover is on a tile that is removed, you are buried alive! Lay your mover on its side on your start space in the Hall of Ancestors. You cannot take any more turns or receive a bonus for returning to the temple, but you could still win the game.

Wait until all other players have returned to the temple (by one means or another), then count up your fortune to see who has won the game.

Relics

There are three precious relics in the temple, which you must try to find and win before the other adventurers reach them:



THE ARK



THE SANKARA STONES



THE HOLY GRAIL

To win a relic:

1. Stop at the space before the relic chamber.
2. If you cannot unlock it, you're stuck! Play any cards you want to and end your turn.
3. If you have a medallion or the correct coins, place them on the board, move on to the relic chamber space and select DVD relic symbol on the DVD to complete a challenge.



- If you win - take the relic. Move the medallion or coins, if you used them, into the coin pile.

- If you lose, stay where you are and leave the coins on the board. You must move away from that chamber on your next turn.



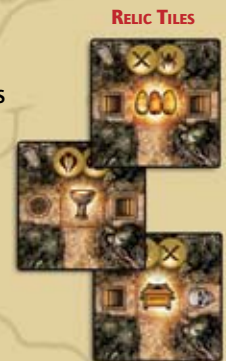
RELIC CHAMBER

When you lay a tile with a relic chamber on it, place the matching relic next to it on the board.



Shuffling the Temple Tiles

1. Find the three temple tiles with relic chambers on them and remove them from the tile deck.
2. Split the rest of the tiles into three roughly equal piles and add one relic tile to each pile.
3. Shuffle each pile well, then put them back together into one big pile, face down. This is your temple tile deck.



Before you Start Each player must:

1. Choose an Indiana Jones mover and place it on its matching start space.
2. Take 2 gold coins at random (for your eyes only - don't let the other players see the symbols on your coins).
3. Take 2 Fortune & Glory cards at random (another important secret).
4. Now put the DVD in the player and select how many people are playing.

How to Play

Roll the die. The adventurer with the highest roll starts their adventure first and play passes to the left.

On your Turn

1. Take a secret peek at your cards (see Fortune & Glory Cards).
Knowing what cards you have will help you choose how to use your roll. Play cards at any time during your turn, unless the card says otherwise.
2. Now roll the die and move the exact number of spaces shown in any one direction (unless you are stopped by a trap or boulder or choose to stop on a battle space or relic chamber). You can move forwards **both** horizontally **and** vertically (not diagonally) on any turn, but you cannot go back in the same direction within one turn.



CORRECT MOVES

INCORRECT MOVE

3. If you reach the edge of the Hall of Ancestors (or any other tile), take the top tile from the temple tile deck and place it on the path to path in front of your mover, then continue your move. Keep adding tiles as long as you still have moves left. This is how you explore the temple (see Temple Tiles).

Note: Any number of adventurers can be on the same space.



If you need to break a medallion down into 5 gold coins to pay for something, you must take the coins from the coin pile face down and cannot choose which symbols you get. You cannot break a medallion down for any other reason.

Temple Tiles

When you roll, you must always move the full number shown on the die (unless you are stopped by a trap or boulder or choose to stop on a battle space or relic chamber). Often, you will reach the edge of the temple before you have used your full roll. When this happens, take the top temple tile from the deck, line it up with the tile you are on and continue your journey. You can do this as many times as you need to on any turn.

TIP: If you have the Map card in your hand, you can choose your tile from the top 5 in the deck.

If you place a tile with a relic chamber on it, put the matching relic on the board next to it.

You do not have to add a temple tile. If you can move around the tiles that are already in place without going back on yourself (see point 2 of On Your Turn).

Each temple tile has a letter on it (A-H). These come into use once the temple starts to collapse (see Being Buried Alive).

Archaeological Research (The Temple in Detail)

Fortune & Glory Cards

Fortune & Glory cards are vital to a successful adventure, so use them wisely!

Look at the cards in your hand on every turn, before you roll the die. They could help you decide how to use your move.

A Fortune & Glory card could allow you to move further, collect gold pieces, keep another player stuck in a trap or even unlock a relic chamber. Each card tells you exactly what to do.



Cards can be used only on your turn unless the card says 'Play at any time'. Use each card only once and place it face up on a discard pile after use. Complete trap challenges to get extra cards. If the card pile runs out, shuffle the discard pile and place it face down to start a new card pile.

Gold Coins & Medallions

Each gold coin has a symbol on it. As well as counting towards your fortune at the end of the adventure, the symbols on gold coins unlock the relic chambers. If other adventurers know what symbols you have, they may block your path to a relic chamber, so make sure you keep your coins face down.

Win battles to get extra gold coins.

Each gold medallion is worth 5 gold coins. As medallions have all 5 symbols, one medallion can open any relic chamber. As soon as you have any 5 gold coins, you can swap them for a medallion if you want to.

If you want to play any cards, remember to do this before the end of your turn.

4. Where did you land?

• If you land on a trap, STOP, even if you have moves left. Select the trap symbol on the DVD to complete a trap challenge and win Fortune & Glory cards.



- If you win - take cards as instructed, then complete your move. You can use your new cards if you want to.
- If you lose - you're trapped and cannot complete your move or play any cards.

Your turn is now over.

• If you land on a battle space (or if you pass one and want to stop and fight*), you can fight a villain or another adventurer to win gold pieces if you want to.



- If you don't want to fight, treat the battle space as a normal space.
- To fight, select the skull symbol on the DVD and complete the challenge. As soon as the battle is fought, your turn ends, whether you win or lose. You can play cards during the battle, but not after it.

* If you stop to fight a battle, you cannot use the rest of your move.

• If you land on a secret passageway, you can try to move to any other secret passageway in the temple if you want to. If not, treat it as a normal space. To use the passageway, select the secret passageway symbol on the DVD to find out if the passageway is open or not.



- If it is, move to any secret passageway space in the temple, then complete your turn. The passageway counts as one space.
- If it's a dead end, stay where you are - your turn is over.

- When you reach a relic chamber, STOP on the space before it. You need a gold medallion or gold coins with the matching symbols on them to enter. If you don't have them, stay on that space and end your turn. If you do, place the coins or medallion on the board, move onto the relic space and select the relevant relic symbol on the DVD.



If you win the challenge, take the relic off the board and move the coins off the board. Your turn is now over.

5. At the end of your turn, the player to your left takes their turn.

BE WARNED!

The temple is an enchanted and unpredictable place. Keep an eye on the DVD - it might tell you that a strange and unexpected event has occurred! If this happens, do as you are commanded by the spirits of the temple, then continue your turn... if you can!

Escaping the Temple

Keep playing in turn until all the relics have been collected, then race back to the Hall of Ancestors as fast as you can - the curse has been unleashed and the temple could collapse around you at any time to stop you escaping with the relics!

As soon as the last relic has been found, all traps, battle spaces and secret passageways are disabled - treat them as normal spaces.

The DVD will command you to remove parts of the temple. If it's your turn when this happens, stop, follow the instructions, then continue your turn... if you can (see Being Buried Alive).

Winning the Adventure

Once all players are back in the Hall of Ancestors, select Adventure Over on the DVD. It's time to start adding up your fortune.

1. Who got back first?

Win bonus gold for reaching the Hall of Ancestors first. This will differ depending on how many people are playing.

If you arrive last, or if you were buried alive, you win nothing.

2. Count Your Money

Now count up all your gold medallions and coins (1 medallion = 5 coins).

Add this amount to your total.

3. Trade in Your Cards

Count the value of your Fortune & Glory cards (1 card = 1 gold coin).

Add this amount to your total.

4. Trade in Your Relics

Relics have different values each time you play.

If you have relics, add the value shown to your total.

5. Compare totals!

The player with the most fortune wins the game!

