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Game: **Curse of the Mummy's Tomb**

Pub: **Games Workshop (1988)**

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v1

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For best results, print on card, laminate and trim to size.

Setup & Turn Sequence

Assemble the **3D Pyramid of Khonsu**. Each player takes a **playsheet** and **8 attribute markers** which he places in the appropriate boxes of the tracks and the 4 box of the **Lives** track.

Shuffle the cards and deal 5 facedown to each player, then place the rest facedown in a draw deck.

Sort the **Tana Leaf** markers. Each player takes **6 Tana Leaves**.

Turn Sequence

The highest die roller is the first player. Play continues clockwise, with the **Mummy** always taking a turn before the first player's turn. The game begins with a Mummy move.

After dealing with Encounters, a player's turn ends. Every play draws new cards to bring the total in their hand to 5, and the next player's turn starts. If the deck runs out, shuffle the discards to form a new deck.

Moving the Mummy

Players bid **Tana Leaves** to control the **Mummy**. Each player puts the number they wish to bid in one hand (you do not have to bid any) and the rest in the other hand. Then place the former hand on the table with the Leaves hidden.

When everyone is ready, simultaneously reveal the bids. **The player who bid the most controls the Mummy**. If there is a tie, no one controls it. Everyone then returns the Leaves they bid to the Tana Leaf marker pool.

The player controlling the Mummy can now move it, starting on any space marked with a **Pharaoh's Head** if it is not already on the board. If already in the pyramid, it can move 1 space vertically or horizontally (not diagonally), or up and down levels. If it is on the 3rd floor, it can move into the **Chamber of Osiris** from any of the **Key** spaces.

If you can move the Mummy into a space occupied by another player's piece, you can **attack** him. **You can try to wound him, or take a Discovery card from him**.

Attack: move the marker on the victim's Lives track 1 space down. If at 0 the character is killed and the player out of the game.

Take Discovery Card: the card is discarded.

After the Mummy attacks someone it is removed from the pyramid. The next controller will start the Mummy on a Pharaoh's Head space.

Exploring the Pyramid

When it is your turn you may either *Move*, *Heal Yourself* or *Swap Cards*.

Move: pick a **Movement card** from your hand.

A **Stair card** means you can move up or down 1 level to the space above or below.

A **Compass card** means you can move 1 space in that direction (if there is more than 1 direction you can pick which one).

You cannot move out of the pyramid, or into a space occupied by another player or the Mummy.



After you have moved, going clockwise, each player has a chance to put another card on top of the one you just played and move your piece 1 space in the direction shown, subject to the rules. Another player may also play a **Dead End** card on you, halving your movement.

A **Dead End card** finishes your movement and makes you miss a turn. If you have a **Dead End** card on top of the Movement cards in front of you at the start of your turn, all you can do is discard it (you may not move, and other players may not move you).

Once you have finished moving, **discard all but the top 2 cards in front of you**; the top 2 are always kept.

Heal Yourself: Return 10 of your Tana Leaves to the pool and move your Lives marker up 1 space. You can never have more than 3 Lives left.

Swap Cards: Swap any or all of the cards in your hand for others drawn from the deck. Add up the numbers on the cards you are discarding, and take that many Tana Leaves from the pool. Then discard the cards and take the same number from the top of the deck.

Hazards and Creatures

After a move, if the space where your figure ends up has a **number** in it, you have found something unless you *passed*, *healed yourself*, got rid of a *Dead End card* or *missed a turn* for another reason.

Starting with the player clockwise, each of the other players *may* play an **Encounter card** on you, up to the number on the square. Each player may choose to *pass* or *play a card*, with players taking turns clockwise until everyone has passed, or you have a number of cards in front of you equal to the number on the square. You may even play cards on yourself on your turn.

You can only face a maximum of 1 each of the **Hazard**, **Creature** and **Discovery** cards, resolved in that order.

Hazards

An Attribute test is a d12 roll. Roll a number equal to or less than your score in that Attribute. If you fail in a Hazard, discard any other Encounter card played against you this turn. If the Hazard card is finished with, discard it as well and end your turn.

If you beat the Hazard, move on to any other cards.

Creatures

You can attempt 1 of 3 strategies with Creatures: **Attacking**, **Trickery** or **Retreating**.

Attacking: roll the **d12** and add your **Strength**. Another player rolls the d12 and adds the Creature's Strength.

If the Creature wins, you lose 1 Life. You may still take any Discovery card and end your turn.

If you win, discard its card. Take any Discovery card.

If the scores are tied, you are **captured**. Discard any Discovery card, put the Creature beside your playsheet, and end your turn. In subsequent turns,

make a **Cunning test** to escape from the Creature. If you succeed, discard the Creature and move normally; if you fail, you may try again next turn. You may not *pass* or *heal yourself* while captured.

Trickery: roll the **d12** and add your **Cunning**. Another player rolls the d12 and adds the Creature's Cunning.

If the Creature wins or the scores are tied, you are **captured** as above.

If you win by 1-3 points, discard its card. Take any Discovery card.

If you win by 4 or more points, take any Discovery card and take the Creature as a **Decoy**. Put the Creature beside your playsheet, and end your turn. In any subsequent turn, instead of facing a Hazard or a Creature yourself, you may send this Creature in front; discard both the Encounter card and this Creature card (this has the same effect as beating the Hazard, or beating the Creature with an *Attack*).

Retreating: roll the **d12** and add your **Speed**. Another player rolls the d12 and adds the Creature's Speed.

You may not Retreat if the card in front of you is a *Dead End*.

If the Creature wins, you are **captured** as above.

If you win or the scores are tied, discard the Creature, discard the top Movement card in front of you, move back to the last area you were in, and end your turn.

In either case discard any Discovery card.

Discoveries

You can only use Discoveries, or have them taken from you, if you have played them on yourself (those in your hand don't count) and beaten any Hazards or Creatures played on you (or if there were none to begin with).

Winning the Game

The winner is the first player to get to the **Chamber of Osiris** and find the **Elixir of Life**. To get there from the 3rd level you need a **Key of Osiris** Discovery card, which you can only play on a **Key space** on the 3rd level. You can only play a Key card on these 4 spaces, and you must defeat any Hazard or Creature cards played on you to take the card.

You may automatically move up on your next turn once you have the Key. The turn after that, test all 3 attributes on your sheet marked with a (*) in any order. Try each turn until you pass all 3 tests in 1 turn and win the game.

Solo Play

Put all the Movement cards into 1 deck and the Encounter cards in another. Start the Mummy on the Pharaoh's Head space nearest to where you start.

Before each of your turns roll d12: on a 10-12 the Mummy moves 1 square towards you. Then draw a Movement card. If it can't be used, take the number of Tana Leaves it shows; if you can move, you must.

Move your piece; if the space is marked with a number, take that number of Encounter cards. If you draw a duplicate of a type, discard the second one and draw the number of Tana Leaves it showed.

CREATURE CARDS



Keeper of Khonsu

You *must* total the scores of your 7 attributes and roll d12. The card player rolls d12 and adds 34. If the Keeper scores equal or higher, lose 2 Lives. Otherwise discard the card.



Horus

+1 to your **Egyptology** if you *Escape*. If *Captured*, discard all your Discoveries.



Thoth

You may not *Attack* Thoth, but may *Retreat*. If you use *Trickery*, add your **Will** and **Cunning** to the roll; Thoth uses his **Cunning** and **Wisdom**. Fail: lose 1 Life and miss a turn. Thoth may not be used as a *Decoy*.



Giant Scorpion / Nest of Vipers

You may not use **Cunning**. All results that result in *Capture* are treated as Lose 1 Life instead.



Sphinx

If you use **Cunning**, discard any remaining cards. Test **Egyptology**; succeed: discard the Sphinx. Fail: test again each round; you may only move the round after you succeed. If *Captured*, test your **Egyptology** to escape. You may only take Discovery cards played on you this turn if you defeat the Sphinx with an attack, or you answer the riddle your first time.



Otto

If you are *Captured*, any round in which you do not escape, roll d12. On 10-12, you lose 1 Life.

HAZARD CARDS



Fool's Fall

Test Dexterity. Fail: fall to the bottom level under your space, losing 1 Life for each level you fall. Discard any other Encounter cards.



Sealed Portal

Test Dexterity. Fail: discard any other cards and end your turn. Test your Dexterity again in subsequent turns; the turn after you succeed you may move again.



Poison Dart

Test Fortune. Fail: -1 from your Speed, Dexterity and Strength. Succeed or fail you must face remaining Encounter cards.



Falling Slab

Test Fortune 3 times:

Fails Effect

- +1 Fortune.
- Face remaining cards.
- Lose 1 Life.
- Lose 2 Lives, -1 Dexterity and lose all your Discoveries.

0-1 face other cards; 2-3 discard.



False Sarcophagus

Test Egyptology. Succeed: may take any played Discovery card even before facing any Creature. Failed:

d12 Result

- 1-4 Miss a turn.
- 5-8 -1 point from 3 attributes.
- 9-11 Lose 1 Life.
- 12 Lose 1 Life, roll again.



Puzzle Lock

Test Egyptology and Dexterity.

Both succeed: +1 Fortune. Fail Egyptology: -1 to Speed, Cunning and Strength. Fail Dex: miss a turn. Fail both: lose 1 Life and discard all Discoveries by your sheet.



Sands of Time

Test Will. Fail: swap spaces and Will scores with card player. He faces any remaining Encounters, after which it will be the turn of the player on your left. In future turns you must finish penalties the other player was facing.



Wrath of Sutekh

Test all Attributes:

Fails Effect

- +1 to any 3 attributes.
- +1 Fortune & Willpower.
- Escape unharmed.
- 1 Will.
- 1 Cunning & Will.
- 1 Speed, Strength, Dex.
- 1 Strength, lose 1 Life.
- 2 Will, -1 Dex, Str and Cunning, lose 2 Lives.

+1 to Egyptology, face rest of cards.



Mantrap

Test Fortune. If you fail, lose 1 Life.



Descending Ceiling

Test Egyptology 4 times:

Fails Effect

- +1 to Egyptology.
- Escape unharmed.
- 1 to 3 attributes.
- Lose 1 Life.
- Lose 2 Lives.

0-1 face other cards; 2-4 discard.



Deep Pit

Test Fortune. Fail:

d12 Effect

- 1-5 Miss a turn.
- 6-8 Miss 2 turns.
- 9-11 Miss 3 turns.
- 12 Roll again, +2 turns.



Waiting Room

Test Will. Fail: -1 Will and the card player moves you to an adjacent space (even up, down or diagonally). Discard remaining Encounter cards.



Evil of Aapep

Test Will. Fail: lose all the Discoveries by your sheet. You must still face Creatures but discard Discoveries.

DISCOVERY CARDS

Effects last as long as the card is by your play sheet.



Hiding Place

In any future turn, discard this and 1 Creature to avoid the Creature.



Scarab Ring

+1 to Fortune and Will.



Key of Osiris

Can never have more than one.



Archaeologist's Kit

+1 to Dexterity and Egyptology.



Lantern

+2 to Speed.



Map

Reject 1 Movement card played on you each turn. Roll d12: 1-4, return to player, 5-12 take effects of card normally.



Eye of Horus

In any future turn, discard this and 1 Hazard to avoid the Hazard.



Pickaxe

+2 to Strength.



Disguise

+2 to Cunning.