

INDIANA JONES™ from **RAIDERS** of the **LOST ARK™**

Parker Brothers Game of Adventure and Intrigue

For 2–4 players/Ages 7–14

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OBJECT

You and your opponents are racing to find the Lost Ark. To find it, you must be the first to collect 4 clue cards—MARION, RA, IMAM, and MAP ROOM—of the same color (red, yellow, green, or blue). The cards can be located anywhere around the board or belong to any opponent. Learn where they are, then use your memory to go after them!

EQUIPMENT

game board • 4 playing pieces • 16 clue cards, in 4 different colors (red, blue, green, and yellow)
• a spinner

SET UP

1. Select a playing piece and place it onto the corner space closest to you (MARION, RA, IMAM, or MAP ROOM). This is your starting space.
2. Separate the clue cards into 4 groups: MARION, RA, IMAM, and MAP ROOM. Shuffle each group, then place it *color-side down* onto its matching corner.
3. Pick 1 of the 4 cards from the corner where your playing piece is located, look at it, then place it *color-side down* in front of you. *Don't let your opponents see what color it is.*
4. Place the spinner onto the center of the game board.
5. Choose a player to go first. Play then passes to the first player's left.

PLAYING

At the start of the game, you already have 1 clue card. If you wish, you may try to find clue cards that match the color of your starting card. However, as you play, **you may go after any other color at any time.** That's because you may lose, collect, or look at cards of other colors when you land on the various spaces around the board.

Try to remember the location of the cards you've seen and the ones you've lost. Knowing where cards are located will help you collect the ones you need to win.

On your turn, spin the spinner and move—in a *clockwise direction*—the appropriate number of spaces. What you do next depends on the space where you land. So begin the game and refer to the following information for each space as you need to.

TRAP Spaces: Gotcha! When you land here, you may—if you wish—try to “trap” any opponent for 1 of his or her clue cards. If you're successful, you'll get a card; if you're not, you may lose a card!

If you don't want to trap anyone, end your turn. But if you do: a) Announce which player you wish to trap. b) Move his or her playing piece to the TRAP space you occupy. c) He or she spins the spinner, then you spin. d) The one who spins the higher number *wins* the trap and gets to pick 1 card from the loser. e) The winner doesn't look at the color side of the card until after he or she has taken it. The winner then looks at the card so *no one else can see it* and places it *color-side down* in front of him or her. f) Your turn ends.

NOTES: If you both spin the same number, no one is trapped. Your turn ends. Your opponent's playing piece *remains on the TRAP space* until his or her next turn. *Don't trap someone who has no cards—you'll have nothing to win!* You can't trap someone who is on a SAFE space.

HAZARD Spaces: Warning—If you have at least 1 card or there is at least 1 card at the HAZARD space, you must spin the spinner to determine what will happen.

- a) If you spin a 1, 2, or 3, you're “caught” and lose a card. Take 1 of your cards and place it *color-side down* just under the edge of the board at the space you occupy. Your turn ends.
- b) If you spin a 4, 5, or 6, you “escape” the hazard. And, if there are any cards at the space you occupy, take 1 of them. Don't look at the color side of the card until after you've taken it. Then place it *color-side down* in front of you. *Don't let anyone else see it!* Your turn ends.

NOTE: If you have *no cards* and there are *no cards* at the space you occupy, *don't spin*. Your turn ends.

SAFE Spaces: Whew! While you're here, you can't be trapped, raided, or challenged to a fight. And you get to look at 1 card located anywhere around the board or belonging to any opponent. After you look at it, return it to its original position. *Don't let anyone else see it!*

RAID Spaces: Charge! When you land here, you have a choice:

- a) You may look at 1 card located anywhere around the board or belonging to any opponent. After you look at it, return it to its original position. *Don't let anyone else see it!* OR . . .
- b) You may go on a "raid" for clue cards. If you're successful, you'll collect clue cards; but if you're not, you'll be helping your opponents learn where cards are!

Going On a Raid: To go on a raid, you must try to locate 2, 3, or 4 clue cards of the same color. You may know for certain where these cards are, or you may wish to take a guess. These cards *can't* belong to you, but they can be anywhere around the board or belong to any opponent.

To go on a raid:

1. Announce which color you're going to raid.
Example: "I'm going on a RED RAID."
2. Turn over all the cards you're after—one at a time—for all to see. (*Don't move them from their positions.*)
3. If you turn over a card of the *wrong* color, *stop!* Your raid has been unsuccessful. Return the cards to a *color-side down* position and end your turn. You can't keep any cards, even if one happens to be the color of your raid.
4. If *all* the cards you turn over are the *correct* color, your raid has been successful. You take the cards, then end your turn.

NOTE: If an opponent has more than 1 clue card of the same group, and you believe one of them is the color you're after, ask the opponent to turn over the card of that color. *Example:* Let's say your opponent has 2 RA cards. Say, "Turn over the RED RA CARD." If he has the card, he *must* turn it over. If he doesn't have it, he tells you so and your raid ends.

GO ANYWHERE Spaces: Now's your chance to travel! When you land on one of these spaces, move to *any other space on the board* and follow the directions for that space.

NOTE: *The space you move to should be one that will help you get the cards you need to win.* For example, if you need a RA card, move to the RA corner space; if you know where 2, 3, or 4 cards of the same color are located, move to a RAID space; if you want to look at a card belonging to an opponent, move to a SAFE space; and so on.

Corner Spaces: Eureka—a card! When you land on a corner space, you have a choice:

- a) You may pick 1 clue card from that space. Don't look at the color side of the card until after you've taken it. Then place it *color-side down* in front of you. *Don't let anyone else see it!* OR . . .

- b) You may look at 1 card of the same group located anywhere around the board or belonging to an opponent. After you've seen it, return it to its original position. *Don't let anyone else see it!*

Example: Let's say you land on a RA corner space and you don't want to take one of the cards that's there. Instead, you'd like to see the color of the RA card that an opponent has. Point to the card you wish to see and ask your opponent to show it to you. He or she shows you the card so *no one else can see it*, then returns it *color-side down* in front of him or her.

NOTE: If there are no cards at the corner space you land on, follow the directions given in b) above.

LANDING ON AN OCCUPIED SPACE: Whenever you land on a space occupied by 1 or more opponents, follow the directions for the space where you've landed. Then, you may—if you wish—"fight" any or all of the opponents occupying that space. If you win the fight, you'll win a card; but if you lose the fight, you may lose a card!

If you don't want to fight anyone, end your turn. But if you do: a) Announce that you're going to fight an opponent. *If there is more than 1 opponent occupying the space, identify and fight each one in turn.* b) He or she spins the spinner, then you spin. c) The one who spins the higher number wins the fight and gets to pick 1 card from the loser. d) The winner doesn't look at the color side of the card until after he or she has taken it. The winner then looks at the card so *no one else can see it* and places it *color-side down* in front of him or her. e) Your turn ends after you've fought all the opponents you wish to fight.

NOTES: If you both spin the same number, no one wins. Your turn ends. *Don't* fight an opponent who has no cards—you'll have nothing to win!

WINNING

The first player to collect 1 MARION, 1 RA, 1 IMAM, and 1 MAP ROOM card of the same color announces it to the other players, turning over the cards for all to see. This player wins the game.

PARKER BROTHERS

We will be happy to answer questions about INDIANA JONES from Raiders of the Lost Ark. Contact the Consumer Response Department in the location nearest you:

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