

A game created by Henri Kermarrec



1-100 players
7 years and up
15 minutes

Experience the fabulous adventures of the famous explorers, Penny Papers & Dakota Smith!

Our two adventurers finally managed to gain entrance to the legendary temple of Apikhabou, determined to explore it so they can discover the secrets and secret passages it contains.



CONCEPT OF THE PENNY PAPERS ADVENTURES SERIES

Equipped with a pencil (not included) and an Adventure sheet, all players use the same result from a die roll to explore a location more thoroughly than the other contestants. Each player attempts to place the numbers in their grid the best, and to make wise use of special powers to score the most ★. Everyone plays at the same time!



SETUP

Materials included: 3 dice and 100 two-sided Adventure sheets (the back offers a different temple).

Each player grabs a pencil and an Adventure sheet (everyone uses the same side), on which they jot their initials in the upper-left corner. Place the three dice in the middle of the play area, so everyone can see them.

GAMEPLAY

Someone (it doesn't matter who) rolls all three dice.

If no special face is rolled, each player must use the numbers indicated by the dice to **write a number in any single empty, doorless space** of their grid.

The number you write can be the **number from just one of the dice, or the sum** of any two of the dice, or the sum of all three – your choice!

After everyone has filled a space in their grid, roll the dice again to start the next turn.

Example

The dice rolled 2, 3, and 5. Each player can choose any one of the following numbers to write in their grid:



Or add two to write 7 (2+5):

$$\text{2} + \text{5} = 7$$



Or add two to write 8 (3+5):

$$\text{3} + \text{5} = 8$$



Or add all three to write 10 (2+3+5):

$$\text{2} + \text{3} + \text{5} = 10$$

Special Faces



Lockpick (Dakota Smith's ability)

When this symbol is rolled, each player **must** write a number (chosen in the normal way) in a Door space.



Penny Papers

When this symbol is rolled, each player writes a **number of their choice** from 1 to 15 in their grid (in a doorless space, unless the Lockpick symbol was also rolled on another die).



Mummy

When this symbol is rolled, **ignore both of the other dice!** Everyone does the following: Put your sheet in the middle of the play area, take another sheet at random, then draw the Mummy symbol on this sheet in a doorless space of your choice; finally, return the sheet to its owner (look at the initials in the upper-left corner of the sheet).

MUMMIES

Penny Papers & Dakota Smith are menaced by the mummies that lurk in the temple.



*Drawing a mummy in an opponent's grid not only makes this space unusable, but also makes them **lose 2★** at the end of the game. Unless...*

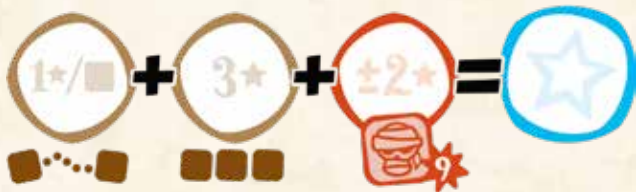
*Our heroes can vanquish these mummies! To do so, simply write **the number 9** (according to the normal rules) in a space adjacent to a mummy. Then you can **cross out** the mummy, and **it will earn you 2★** at the end of the game.*

You are welcome to write a 9 before you need it to "protect" certain spaces. Even if you place a 9 adjacent to a mummy, you are not required to cross it out immediately; by waiting, you could trick your opponents into placing future mummies poorly, but you might trick yourself, too! Finally, the same 9 can vanquish several mummies.

END OF THE GAME & COUNTING YOUR ★

The game ends when all of the doorless spaces are filled.

Each player counts their ★ in the following fashion, writing their subtotals in the spaces provided at the bottom of their Adventure sheet:



- **+1★** per space in the longest sequence of adjacent consecutive numbers in order (*e.g.* 3, 4, 5, 6).
- **+3★** per contiguous group of at least 3 adjacent identical numbers.
NOTE: Only one group counts for each number.
Example: *If you have created several groups of the number 4, only one of them will earn you 3★.*
- **+2★** per mummy vanquished (crossed out).
-2★ per mummy not defeated (not crossed out).

See the **example** of endgame scoring ★, page 6.

A single space can be used as part of a sequence of consecutive numbers, as part of a group of identical numbers, and/or to vanquish a mummy.

The player who has scored the most ★ wins the game.

In the event of a tie, the tied player with the longest sequence of consecutive numbers wins. If there is still a tie, the tied players share the victory.

CLARIFICATIONS

Adjacent

In this game, “adjacent” always means orthogonally or diagonally adjacent (i.e. in one of the 8 surrounding spaces).



Strikethroughs & Scribbles

You are not allowed to strike through or erase a space of your grid: Everything you write is permanent, so think carefully before making your marks!

However, if someone notices a violation of the rules, you may use a proper strikethrough to correct the mistake.



Example

Henri scored 9★ for his sequence of nine numbers (2-3-4-5-6-7-8-9-10, marked in white). He also scored 15★ for the five groups of identical numbers (2s marked in orange, 4s in green, 5s in blue, 7s in yellow, and 9s in pink). Finally, he vanquished (and crossed out) four of the five mummies, thanks to having an adjacent 9 ($2★ + 2★ + 2★ + 2★ = 8★$), but not the fifth ($-2★$). Thus he earns 6★ ($8★ - 2★$) for mummies.

HK

9 + 15 + 6 = 30

SOLO ADVENTURE

Play alone and try to achieve the highest score to determine your adventurer level!

The solitaire mode of *Penny Papers Adventures: The Temple of Apikhabou* follows all the normal rules of the game, with one exception: When a mummy is rolled, you must place it on a doorless space adjacent to the space you filled in the previous turn. If this is not possible, you can place the mummy in an empty, doorless space of your choice.

Once your game has ended, evaluate your success level according to how high your score was, as follows:

- **TOURIST** → 0★ - 14★
- **PATHFINDER** → 15★ - 24★
- **VOYAGER** → 25★ - 29★
- **EXPLORER** → 30★ or more





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