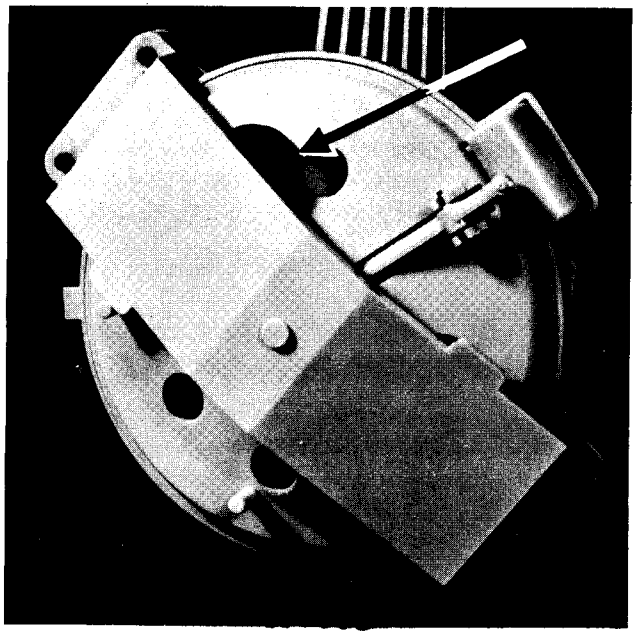
## OPERATION OF THE RECORD PLAYER



### PACKING SPONGE:

**After opening the Mummy case, remove and discard the packing sponge (see diag. above). Record player will not play until the sponge is removed.**

### BATTERIES:

**Only one battery is required to operate the record player. The left hand battery operates the player. The right hand battery is a spare. When the sound cannot be cleared up by adjusting the control knob, exchange the position of the batteries. When this no longer works, it is time to replace the batteries.**



# DIRECTIONS

# FOR
# VOICE OF THE MUMMY GAME

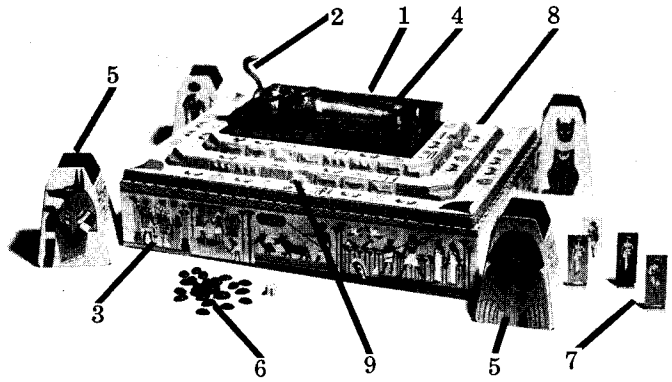
## (FOR 2, 3 OR 4 PLAYERS)

Players represent Explorers of a Mummy Tomb attempting to locate and collect Jewels. They have some freedom of movement but are sometimes told by the Voice of the Mummy to follow his commands.

The Great Jewel at the foot of the Mummy is the most valuable prize. However, Explorers attempting to collect 26 other Jewels is also the action for Part I of the game. Part II is for Explorers to race out of the Tomb and return to their own Temple to count up the value of their Jewels.

## OBJECT OF THE GAME

To collect and possess at the end of the game the most Value in Jewels.

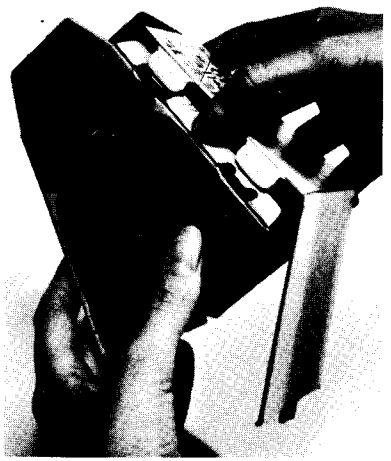



1 Mummy Case Record Player.
2 Cobra.
3 Box Bottom turned over.
4 Great Jewel.
5 Player's Temple.
6 Precious Jewels.
7 Explorer.
8 3-Level Playing Surface.
9 Steps.

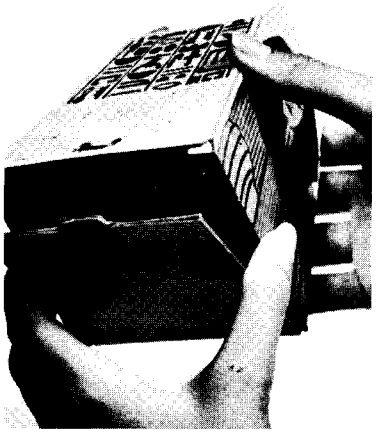
DIAGRAM #1 GAME SET-UP

## TO SET-UP THE GAME:

1. Remove the record found under the record player (Mummy Case) and place it and Record Player aside.
2. Remove 3 level playing surface from bottom of box.
3. Remove 2 printed boards with 4 Temples and 4 Explorers from under playing surface and place aside.
4. The box bottom is turned over and becomes a base upon which the playing surface is placed as shown in Diagram #1.
5. From the 2 printed boards carefully press out the 4 Temples and assemble as shown in Diagram #2 and place aside.
6. Carefully press out from the same boards the 4 Explorers (Pawns) and put aside.



Step 1
Fold Sides and lock
with two Side Tabs



Step 2
Fold Floor of Temple
with Tab on inside

Diagram #2

Assembly of Temples

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1 Press Here To Open Cover.

2 Press on both sides of base here to close cover.

3 Speed Control Knob.

4 Re-set Lever.

5 Well for Batteries (2 "D" Size needed).

6 2 Sided Record.

7 Cover Snap.

8 Record Player Needle.

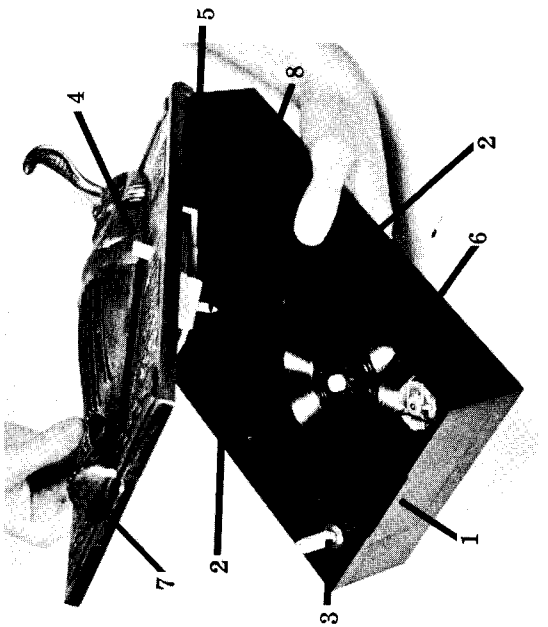



Diagram # 3 Record Player

## THE OPERATION OF THE RECORD PLAYER

1. To open the Mummy Case press in at the foot of the base while lifting the protruding latch.
2. Remove and discard packing insert from tone arm.
3. Remove parts bag and tray from battery well and put aside.
4. Place 2 D-size batteries in well in proper position as indicated in battery well.
5. Place record on turntable with #1 side facing up.
6. Carefully lower cover of record player until it rests on side bumper pegs inside cover. Press in sides of player where shown on Diagram #3 and press cover down until it locks.
7. When cover is closed, motor starts and record should play. If record does not play, move reset lever in slot toward head of Mummy and release. Records will automatically play each time for approximately 10 seconds, then shut-off. Each movement of the reset lever will play the record for approximately 10 seconds only.
8. There are twenty 10-second messages on each side of the record. The messages are played in random sequences.
9. While playing a message, if necessary, adjust speed control knob until sound is clear.
10. Place record player (Mummy Case) in well at top of playing surface.

### IMPORTANT NOTE:

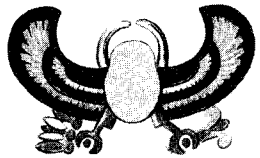
**ONLY ONE BATTERY IS REQUIRED TO OPERATE THE RECORD PLAYER. THE LEFT HAND BATTERY OPERATES THE PLAYER. THE RIGHT HAND BATTERY IS A SPARE. WHEN THE SOUND CANNOT BE CLEARED UP BY ADJUSTING THE CONTROL KNOB, EXCHANGE THE POSITION OF THE BATTERIES. WHEN THIS NO LONGER WORKS, IT IS TIME TO REPLACE THE BATTERIES.**

11. Open the parts bag which contains a Cobra, a Great Jewel, 28 precious jewels, one dice and 4 plastic bases for the Explorers.



A. Place the Cobra in the hole in the Mummy's head.
B. Place the Great Jewel on the cut-out at the foot of the Mummy.
C. The 28 precious jewels must be removed from their sprues by twisting. They are placed on spaces of the 3 levels of the playing surface with the design as shown below. There are 12 jewel spaces on the lower level, 8 on the middle level and 6 on the top level. Two jewels are extra and are not a part of the game.
D. Stand the Explorers in their plastic bases of their matching colors.

Diagram #4
Design of
Precious Jewel
Space



## TO PLAY THE GAME

Remember that the game is played in 2 Parts. Part 1 uses side 1 of the record and Part 2 side 2.

### PART I OF THE GAME

1. Each Player takes a Temple and places it on the table at his corner of the board as his "Home." He uses an Explorer with a base matching the color of his home corner and places it on lower level of this corner space.
2. High roll of dice goes first and play continues clockwise. Explorers move the number of spaces thrown on the dice each turn.
3. In Part I all Explorers must move CLOCKWISE and the first moves must be on lower level. All corner sections on each level count as a space.
4. If an Explorer ends his move on a space containing a Jewel, he collects it and places it in his Temple. He does not collect a Jewel from a space on which a Jewel has previously been collected.
5. If an Explorer's move ends on a space occupied by one or more opponent Explorers, he collects a Jewel from each of them. If an Explorer has no Jewels to give up, there is no penalty.

6. When an Explorer lands on spaces with the Head of the Mummy as shown in the Diagram below, he moves the reset lever, listens to the message, and MUST do as the Mummy Commands.

Diagram #5
Design Of
Mummy's Head
Space

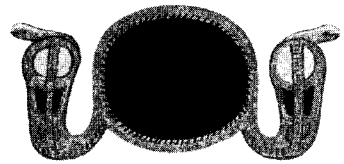


7. If an Explorer ends his turn on a corner space, or any of the 6 spaces with protruding steps, he may move up or down these steps to change his level on which to travel next turn.
   A. The player must make his decision and move up or down at the end of his turn. He cannot change his mind at the beginning of his next turn.
   B. Players may move up or down one level only and must move along the new level at least on one turn, before changing levels again.
   C. Competitive Explorers therefore can be travelling and collecting Jewels from 3 different levels.

8. Only after the 6 Jewels have been collected from the top level can the Great Jewel be collected, regardless of whether or not Jewels on other levels have been collected.
   A. The First Player to land by EXACT COUNT on one of the two top level spaces with the Great Jewel design as shown on next page collects the Great Jewel.
   B. Any Player may collect the Great Jewel. It need not be a Player having collected Jewels from the top level.
   C. The Great Jewel has a value of 5 points, whereas Precious Jewels have a value of 1 point.



Diagram #6
Design of
Great Jewel Space



9. The Player collecting the Great Jewel also automatically collects the Cobra that carries with it an Evil Spell to those possessing it. He removes both the Great Jewel and the Cobra from the Mummy and places them before him near his Temple.
   A. While an Explorer possesses the Cobra he is not allowed to end the game.
   B. When the game ends, the Player possessing the Cobra deducts 5 points from the value of his Jewels.

### Special Rules On The Commands From The Mummy

1. If an Explorer has no Jewels, the Mummy cannot make him give one back. If he does give one back, he may place it on any empty Jewel space.
2. If an Explorer is on the bottom level, the Mummy cannot make him go down a level.
3. If an Explorer is on the top level, the Mummy cannot make him go up a level.
4. If an Explorer is told to move up or down a level, he moves his Explorer to the space directly above or below the one he is resting on. He may collect a Jewel on the new space if it is a Jewel space and one is available there.
5. Return to your Starting Corner Space when told to return to the Temple.

### END OF PART I

After the Great Jewel and Cobra have been collected, the Explorers and remaining Jewels stay in their same spaces, Part I of the game immediately ends.

## PART II OF THE GAME

The Mummy case is opened and the record is turned over. Then it is closed and locked as before, and Side #2 is ready for play. The Basic Play of the game continues as in Part I with the Following Exceptions and Additions.

1. Explorers may move CLOCKWISE or COUNTER-CLOCKWISE but NOT BOTH WAYS in the same turn, to collect remaining Jewels; or return to their temple, whichever is their choice.

2. An Explorer with the Cobra landing by EXACT COUNT on another Explorer's space collects a Jewel as in Part I but in addition gives the opponent Explorer the Cobra and its spell.

3. Any Explorer landing by EXACT COUNT on an opponent Explorer with the Great Jewel, collects the Great Jewel from him, but NOT THE COBRA even if that opponent has both.

4. An Explorer collecting the Great Jewel from another Explorer does not collect an additional Precious Jewel.

5. If told by the Mummy you receive the Spell, you are given the Cobra. If you already have it, you must keep it.

6. The game ends when the first Explorer, without the Cobra, returns to his Temple "home corner space" by EXACT COUNT. Therefore an Explorer with the Cobra must pass it to an opponent Explorer before he may end the game.

7. An Explorer reaching home first and ending the game receives as a bonus a Jewel from each opponent Explorer. If an opponent Explorer has only the Great Jewel he must give it as a bonus to the Explorer ending the game.

8. Explorers total their scores by counting the values of their Jewel collection at the end of the game. They receive 1 Point for each Precious Jewel in their possession and 5 Points for possession of the Great Jewel. The Explorer with the Cobra must deduct 5 Points from his score.

9. The Explorer with a collection with the most point value is the WINNER OF THE GAME.