

Tal der Abenteuer

Limited Edition Rules

Reiner Knizia has designed an exclusive game with 8 special cards.

How to Play

- 1. Read the main game rules first!**
2. After you have dealt the standard cards for the Tibetan Temple side, shuffle the special cards and deal one card, face down, to each player.
3. Add your special card to your hand and keep it secret from the other players.
4. Once during the first half of the game you may play your special card at the start of your turn. Your special card is only valid for the first half of the game. If you don't use it, you lose it!
5. After scoring the Tibetan Temple side, separate all the special cards from the standard cards before shuffling and dealing both sets of cards again for the second half of the game. Each player receives one special card for the second half of the game.

The Special Cards

Image of adventurer (in the four colours)

Move the matching adventurer back 2 spaces along any path.

Note: you may not cross a bridge that has already been broken.

x2

Play this card before moving an adventurer onto a tile space to allow you to do whatever the tile tells you **twice!**

Retrieve from discard pile

After playing this card, you may take the next card you play out of the discard pile and put it back in your hand at the end of your turn.

Move 4 spaces

After playing this card, the next card you play, whatever its value, moves the matching adventurer 4 spaces.

Swap 2 tiles

Play this card to swap the positions of any 2 face-up tiles. To benefit from this swap, you must then move an adventurer onto one of these tiles. You get nothing for swapping a tile on a space where an adventurer is already located.