



The Mummy has awoken!

Luxor: The Mummy's curse expansion contains four modules that may be played individually with the base game, or in any combination. In addition, all the needed materials for a fifth player are included. The modules provide players with new card effects, individual player abilities, new treasures to collect, and a cursed mummy to avoid.

Fifth Player

Components

1 Player marker 1 Scoring marker



18 Horus cards



5 Adventurers



Five players can now embark to hunt treasures in the temple. The rules of the base game remain unchanged.

However, when playing with five players we strongly recommend using the Equipment (2) and Artifact Treasure Tiles (3) expansion modules to ensure plenty of treasures for every player and to reduce the amount of shuffling.

Regardless of player count shuffle the Horus cards into the appropriate decks to ensure there are sufficient Horus cards for the whole game.

Module 1: The Mummy

Components

18 Mummy tiles

Front



Back



1 Mummy



20 Talismans



Changes to Setup

Place the Mummy on the first tile in front of the tomb chamber. Shuffle the mummy tiles face down and stack them next to the game board. Reveal the top three tiles and place them next to the stack. Put the supply of talismans near the mummy tiles, then each player takes a number of them depending on the number of players:

Number of players	2	3	4	5
Number of talismans per player	6	4	3	2



Changes to Game Play

Moving the Mummy and gaining talismans

The Mummy moves immediately each time a player adds a Horus card from the Horus board to their hand or plays a Horus card from their hand. The Mummy moves from tile to tile towards the starting space (in the opposite direction of the players), moving as many tiles as the number of eyes shown on the Horus card. If the Mummy passes any other player's upright adventurers on its way, these must be laid down immediately and are considered to be out of the game as long as they are laid on their side. The active player's own adventurers are not affected by the Mummy's movement.

Any adventurers on the same tile where the Mummy's movement ends must be laid down, including those of the active player. The active player takes one talisman from the supply for each opponent of whom at least one adventurer was laid down.



Example: Green plays a Horus card with 3 eyes. The Mummy moves 3 tiles, and any adventurers of other players it passes must be laid down. On the tile where the Mummy's movement ends, both Red and Green's adventurers must be laid down. Adventurers on their sides are inactive. Green takes one talisman for each opponent that had at least one of their adventurers laid down.

Once the Mummy arrives at the last tile before the starting stairs, it is placed back on the first tile in front of the tomb chamber, and continues on from there with the rest of its movement. Any adventurers still standing on the starting space are not affected.

An adventurer may pass the Mummy without suffering any consequences, but must be laid down if they end their movement on the same tile as the Mummy. In that case the player does not perform the action of the tile.

Standing adventurers back up again

Adventurers that are lying down are considered to be out of the game; they cannot move, and do not count when collecting treasures or artifacts. However, they do provide victory points for their final location at the end of the game.

Players may attempt to reactivate (stand up) their adventurers at the start of their turn, but are not required to do so. The player rolls the die once and checks the result:



The player stands one of their prone adventurers upright, then the next player takes their turn.



The player stands all their prone adventurers upright, then the next player takes their turn.



The player stands all their prone adventurers upright, then continues to perform their turn as usual.

When stood upright again, the adventurers remain on that same tile or space where they had been laid down. **This does not entitle the player to collect treasure tiles or resolve tiles.**

Important: An adventurer sharing its tile with the Mummy cannot be put upright. The Mummy would have to be moved away first.



Example: The Green player wants to reactivate his adventurers. He rolls a "3" and stands all his adventurers up again, except the one sharing a tile with the Mummy.

Using mummy tiles

At the end of their turn, after a player has completed **Step 3: Drawing a card**, they may decide to activate a mummy tile from the display. In order to do so, the player must return to the supply the number of talismans shown on the tile. The player performs the ability of that tile, places the tile on the discard pile, and then replaces it with a new tile from the stack. A player may activate only one tile during their turn.

Whenever the draw pile is exhausted, shuffle the discard pile and use it as new draw pile.



Example: Green discards two talismans and activates a mummy tile. This tile allows the player to discard one of the cards from their hand and choose one of the top Horus cards, placing it in the middle of their hand as normal.

Mummy Tile Effects



Discard cards and redraw – The player discards their complete hand and draws 5 new ones from the draw pile, one after the other, sorting them from left to right as drawn.



Move one adventurer – The player advances their adventurer standing nearest to the starting space by 1 or 2 tiles towards the tomb chamber. They do not resolve the tile where the movement ends.



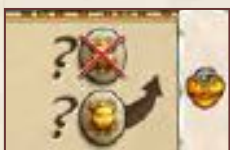
2 points – The player gains 2 victory points immediately.



Move card – The player may move any one card of their hand to another position.



Scarab – The player takes one scarab from the supply.



Exchange – The player may return one of their scarabs to the game box and take a new one from the supply.



Move one adventurer – The player advances one of their upright adventurers by 1 tile towards the tomb chamber. They do not resolve the tile where the movement ends.



Horus card – The player discards one card of their choice from their hand and draws the topmost horus card from one of the stacks. They must sort it in the middle of their hand. The Mummy does not move in this case.



Points – The player immediately gains 2 victory points for each 2 of their collected treasure tiles immediately.



Keys – The player takes 2 keys from the supply.



Move one adventurer – The player advances their adventurer standing nearest to the starting space between 1 to 4 spaces towards the tomb chamber. They do not resolve the tile where the movement ends.



Choice – The player may take 2 of the 3 depicted items from the supply. They may not take the same item twice.



One more turn – The player performs another turn immediately.



Move adventurers – The player advances all their upright adventurers by 4 tiles towards the tomb chamber. None of the tiles where a movement ends are resolved.



Fewest points – The player immediately gains as many victory points as shown on the treasure tile still in play having the fewest number of victory points.

Module 2: Equipment

Components

35 Equipment cards (7 per player)



Changes to Setup

Shuffle the starter cards of the base game and keep them nearby as a draw pile. Then, each player receives 7 equipment cards of their color, shown at the bottom edge of the cards. Each player shuffles their equipment cards and takes 5 as their initial hand. Important: As usual, the players are not allowed to change the order of the cards in their hand. The remaining cards are returned face down to the box and are not used this game.

Changes to Game Play

The equipment cards work the same way as the usual starter cards and are played from your hand to the discard pile.

The effects of equipment cards



6 – The player advances one of their upright adventurers by 6 tiles towards the tomb chamber.



0 – The player chooses one of their adventurers standing on a tile and does not move them. Then, that adventurer performs the action of that tile.



+/- 1 – The player rolls the die and may increase or reduce the result by 1 (thus the player could move from 0 to 7 spaces).



1+/2+/3+ – The player may decide to play one more card from their hand (either the leftmost or the rightmost), adding the number or die result. Their adventurer advances towards the tomb chamber as many spaces as the sum. Only starter or equipment cards may be played additionally, not Horus cards. At the end of their turn, the player refills their hand to a total of 5. Since the player has an odd number of cards, the first card is placed to the left of the middle cards, with the next card being placed in the middle as normal.

*Note: Even if a 1+ / 2+ / 3+ equipment card is played as the second card, the player may not play any further cards, **only one** additional card is allowed.*



Example: The Red player plays the 1+ equipment card on top of his played card. She can not play any more cards and moves her adventurer three tiles further.

Module 3: Artifact treasure tiles

Components

10 Artifact treasure tiles

Rear side



Changes to Setup

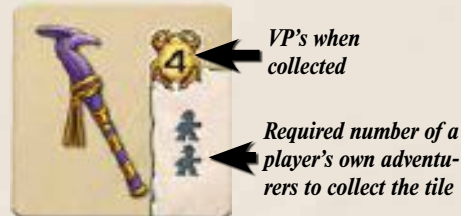
Mix the artifact treasure tiles with the treasure tiles of the base game. Place one treasure tile face down on each of the first 10 spaces not depicting any icon, starting from the temple's entry (see illustration). Place the remaining treasure tiles face up on all empty spaces of the temple, plus one on each face down tile.

Illustration of game setup:



Changes to Game Play

During the game, the artifact treasure tiles have the same function as other treasure tiles. They show the number of adventurers required to collect them, and the VP's they generate as reward.



However, at the end of the game, they provide additional VP's. An artifact treasure tile may be added to a complete set (with or without wild card treasures), and is worth 3 VP's in this case. Each set may only be augmented by 1 artifact treasure tile.



Example: At the end of the game, the player gains 6 VP's (3 + 3) for their artifact treasure tiles, because they can add both to a complete set.

When a player collects a treasure tile that is on top of a face down treasure tile, that treasure tile is turned face up. The adventurers are placed on that tile without collecting it, even if their number is sufficient to collect it. From the next turn onwards, that tile can be collected as usual.



Example: Red collects a treasure tile that is on top of a face down tile. The tile is turned face up, and the adventurers are placed back onto that tile.

The characters' abilities in detail:



Reroll – Each time the player has to roll the die due to a played card, they may use the first result, or choose to reroll the die (once only) and use the second result.



Extra turn – Each time the player has completed a pure set of treasure tiles (vase, statue, and jewelry w/o any wild card) they may perform one more turn immediately. Flip the tiles of that set face down to indicate it has been used for this purpose. Flipped tile sets still award points during final scoring.



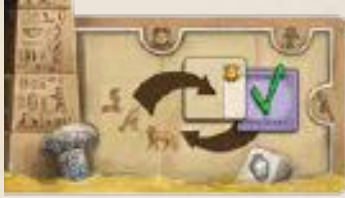
Select Horus card – Each time the player draws a Horus card due to a Horus tile, they may take the top card from any of the stacks, placing it in the middle of their hand as normal.



Extra VP – Each time the player collects a treasure tile, they gain 1 extra VP, recording it on the scoring track.



Ahead! – Any card played by the player can be considered a one movement instead. Then, that adventurer performs the action of that tile.



Temple tile action – Each time the player collects a treasure tile and reveals a temple tile by doing so, they perform the action of that temple tile immediately (but only once).



Rearrange hand – Each time a new adventurer of any player (themselves or other players) enters the game, the player may move one card in their hand to any other position.



Special key – Each time the player plays a card other than a Horus card, they may discard one of their keys to increase or decrease the card's number by 1. Their adventurer moves according to the new number. That number must not be negative, but zero is allowed. During setup, the player receives 2 keys from the supply.



Example: Blue plays a "2" starter card, enabling him to advance his adventurer by 2 spaces. He would rather advance only one space and use the tunnel, so he discards one key and moves only one space instead.



Example: Red passes an Anubis statue, and activates her adventurer lying down there. Due to his character's ability, Green moves a card (the "1" in this case) anywhere he wants.