

# GRAVE ROBBERS

a variation of "Up the River" by Atwood Deng, Gabriela Gomes & Xian Lu.

Join our adventure to explore an Ancient Egyptian tomb and find the most incredible treasures! Quickly take your grave robbers to the King's Chamber before the quicksand swallows them all! It's an unpredictable path ahead, so, be wise!

## Number of Players

3-4

## Contents

- 1 board
- 1 King's Chamber Tile
- 12 Shifting Tomb Tiles
- 12 Grave Robbers (in 4 different colors)
- 1 Die
- 36 cards

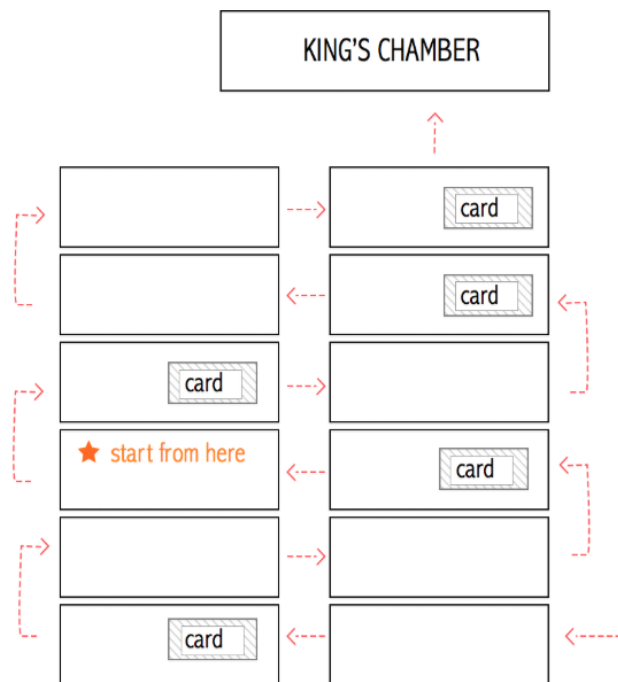
## Objective of the Game

The objective of the game is to get all three of your grave robbers into the King's Chamber and to earn the most treasure points.

## Setting up the Game

Place the 12 Shifting Tomb Tiles on the board following the exact order shown in the diagram on the right.

Each player chooses a color and takes all three grave robbers of that color. All the robbers begin the game on the start position shown in the right.



Shuffle the cards. Randomly pick 5 cards, and place them on the Shifting Tomb Tiles that have a special CARD area printed on them. One card face down in each of these tiles.

Deal three cards face down and clockwise to all the players. The players keep these cards secret from the opponents at all times.

Put the rest of the cards in a pile near the board.

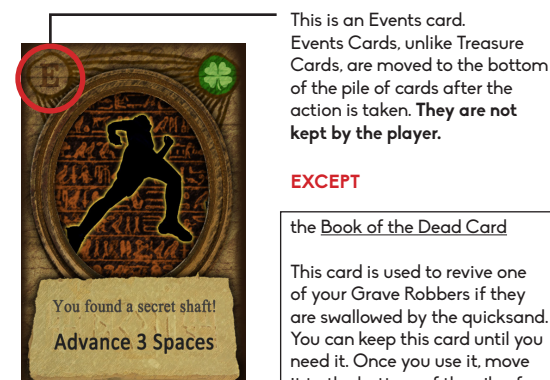
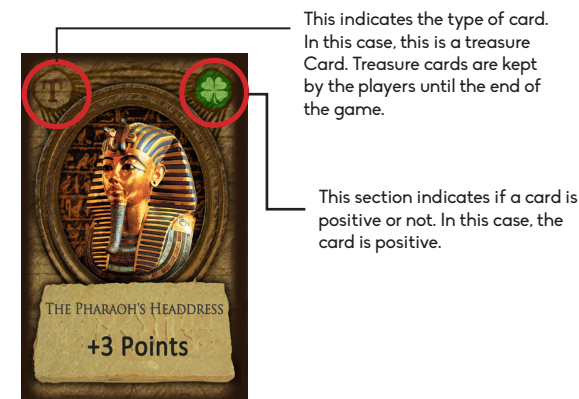
## How to Play

The players throw the die to decide who begins. The player with the highest number starts, and the play proceeds in a clockwise direction.

On your turn, roll the die and move one of your

graver robbers towards the King's Chamber. You can only move one grave robber each turn, following the pattern shown in the diagram on the left.

**If your robber lands in a special tile with a card,** you must take this card and turn it face up so all the players see what the card is, and then follow the directions on it. You can apply this card to any of your grave robbers.



## EXCEPT

the Book of the Dead Card

This card is used to revive one of your Grave Robbers if they are swallowed by the quicksand. You can keep this card until you need it. Once you use it, move it to the bottom of the pile of cards. When you revive one of your Grave Robbers, he will restart the game in the game's initial starting position as shown in the diagram.



Finally, at the end of your turn, replace the card you have just received with one of your own set. Place it in the special tile, without letting your opponents see it. You must then pick a card from the top of the pile of remaining cards. **Players should always have 3 cards in hand.**

**If you roll a six,** you must do the following: Choose one of the cards in your hands and cast it to either one of your robbers, or against one of your opponents' robbers.

Now comes the exciting part!

### The QUICKSAND.

At the end of each round, one of the players roll the die. If the number is even, take the bottom Tomb Tile of the right column and move it to the top (closest to the King's Chamber), shifting all other tiles down. If the number is odd, take the bottom Tomb Tile of the left column and move it to the top. If there are any grave robbers on the bottom tile that has been shifted up, they are swallowed by the quicksand, and consequently out of the game.

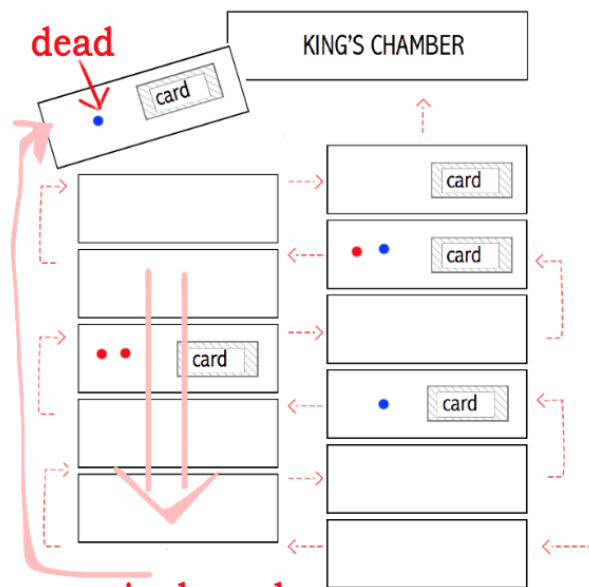
### Entering the King's Chamber:

You do not need a direct throw to reach the King's Chamber. Once you reach the Chamber, you want to take over the most valuable treasures, and the highest treasure points.

### The End of the Game

The game ends when all the grave robbers have

## THE QUICKSAND



either been swallowed by the quicksand or reached the King's Chamber. Each player adds up the number of points related to the treasures held in the Chamber, as well as the treasure cards points they have collected during the game. The player with the highest score wins.