Raloo Pali has given you 5 days to complete your mission. Therefore, every time you see the pictograph shown here you have to tick one day off your mission sheet. Only one day will be deducted on the mission tracker unless otherwise specified regardless how many times you visit that panel. To track this you may tick the box next to the pictograph or note the panel # on your sheet, so as not to count the same day passing several times.

At the beginning of the game you may choose to play the Great Explorer variant. This will enable you to extend your adventure for as long as you need to, even past the 5 days Raloo Pali has given you. Remember to take this into account on your final score.

If you are with young adventurers, you may wish to interrupt the game every so often and come back to it later. Another alternative could be to shorten the adventure (end the adventure once 3 days have passed).

Look at each panel VERY CAREFULLY as many things may be hidden in it: secret passages, objects, traps. The more players, the more opportunity for unique interactions there will be.

Do not hesitate to make notes on your mission sheet whenever needed. It will make it easier to retrace your steps, solve a riddle, etc.

Please do not cheat! You will only cheat yourself out of the fun of the adventure.

If you are stuck because you cannot solve a riddle despite your best efforts to do so, just go to our page www.VanRyderGames.com and you will find a document with all the answers.

To print additional copies of this mission sheet, visit www.VanRyderGames.com