



The Shadow™ **GAME**

INSTRUCTIONS

2 to 4 Players

OBJECT

Be the player to win the battle against Shiwan Khan.

CONTENTS

Gameboard, 2 Large Blank Dice, 1 Small Black Die, 1 Small White Die,
2 Plastic Buttons, 2 Label Sheets, Plastic Pawn Stand, 3 Parts Sheets

Game Assembly

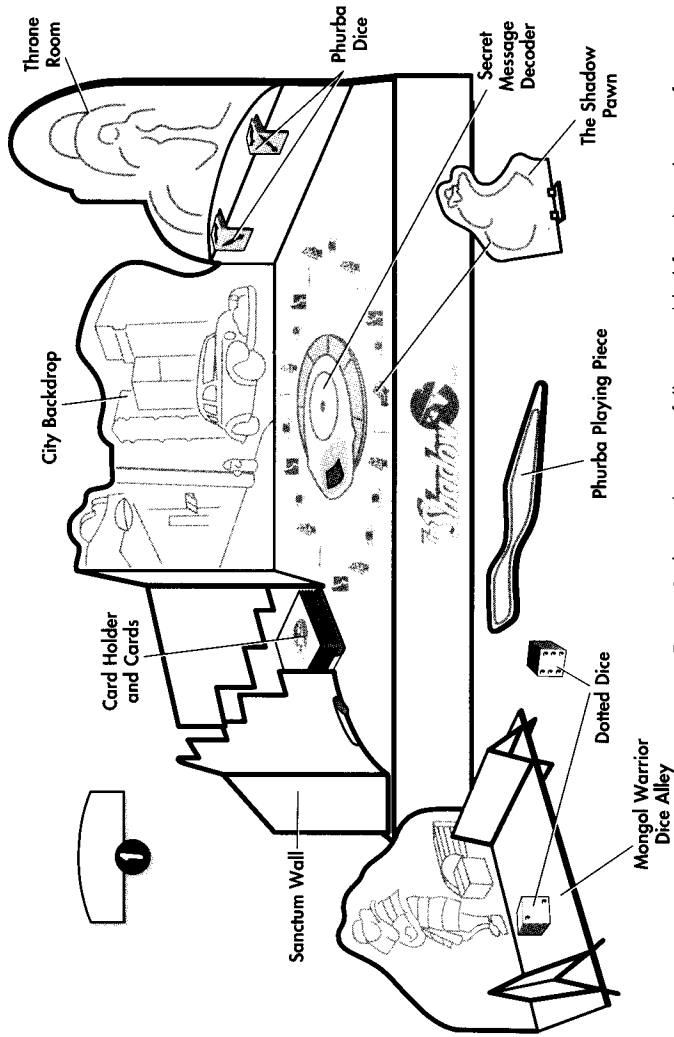


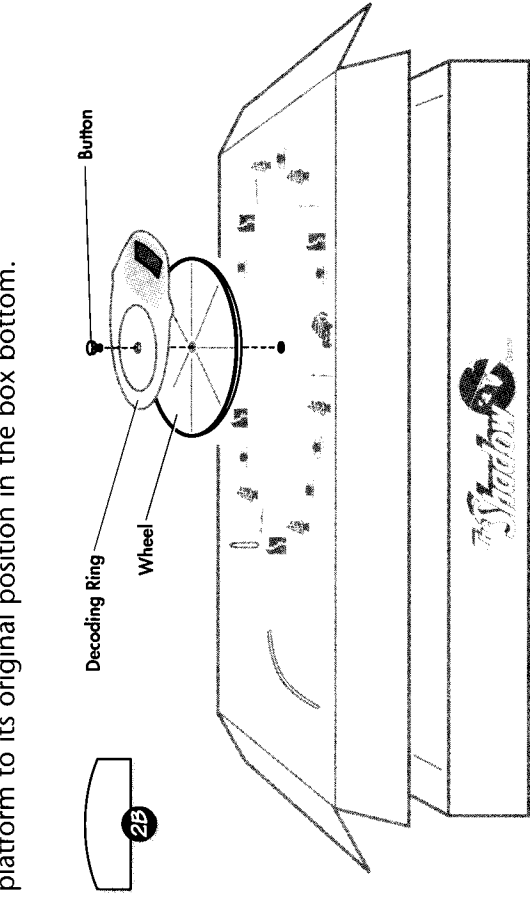
Figure 1 shows the game fully assembled for play. Please refer to it as you follow the Game Assembly instructions below.

1. Carefully lift the cardboard platform (gameboard) out of the box bottom and remove the game parts stored below. Punch out the slots in the platform and discard waste.
2. Carefully remove all parts from the parts sheets. Discard waste.

3. Assemble the Secret Message Decoder

Parts needed: Decoding Ring, Red See-Through Label, Secret Message Wheel and one Plastic Button.

Remove the label from the label sheet and affix it to the back of the Decoding Ring window as shown in Figure 2A.



Press the button through the Decoding Ring first, then through the Secret Message Wheel, and into the gameboard last.

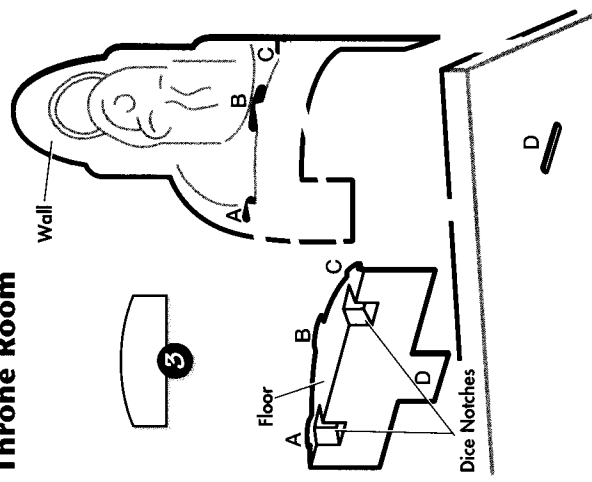
4. Assemble Shiwan Khan's Throne Room

Parts needed: Throne Room Wall and Throne Room Floor. Gently bend the Throne Room Wall towards you along the scored lines.

Now fold the Throne Room Floor down along the scored line, while pushing the dice notches away from you along their scored lines. See Figure 3.

Insert the tabs (A, B, C) of the floor into their matching lettered slots in the wall. Then insert tab (D) into its matching lettered slot in the gameboard.

NOTE: The legs of the wall must be inserted between the sides of the gameboard and the sides of the box bottom. See Figure 3.



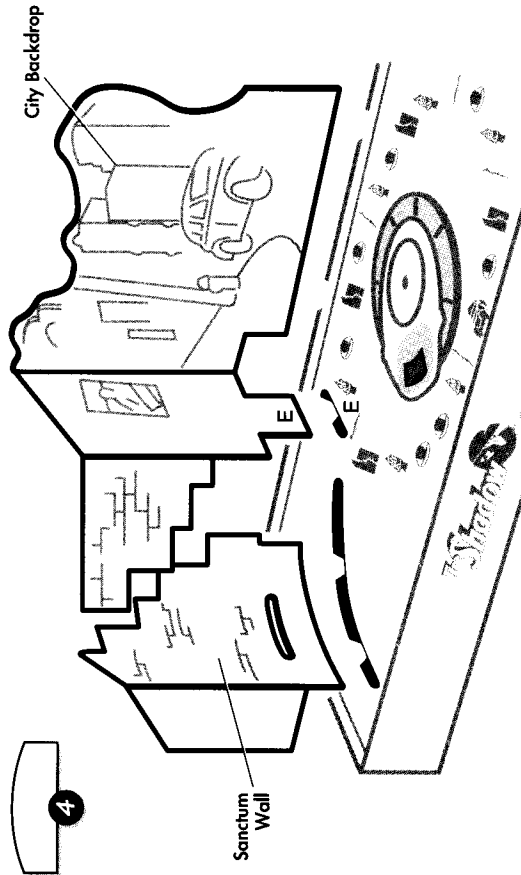
Press the sticky side of the label onto the outside edges of the window area.

5. Assemble The Shadow's Sanctum

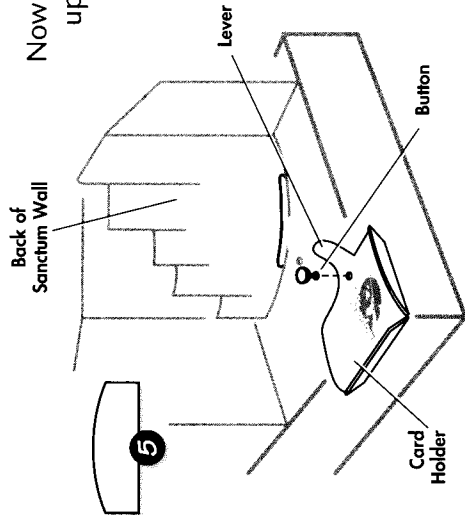
Parts needed: City Backdrop, Sanctum Wall, Card Holder and one Plastic Button.

Gently bend the City Backdrop along the scored lines. Insert the backdrop between the gameboard and the box bottom, while inserting the backdrop's tab (E) into its matching lettered slot in the gameboard. See Figure 4.

Fold the Sanctum Wall along the scored lines. Insert the wall into the curved slot on the gameboard as shown in Figure 4. **IMPORTANT!** Make sure you position the Sanctum Wall behind the City Backdrop.



Now fold the Card Holder's edges up along the scored lines. Insert the Card Holder lever through the slot in the back of the wall. Then attach the Card Holder to the gameboard by pressing the plastic button through the holes as shown in Figure 5.



Insert the lever of the Card Holder through the back of the wall. Then attach the Card Holder to the gameboard with the button.

Back View of Game

It's Time to Test the Wall!

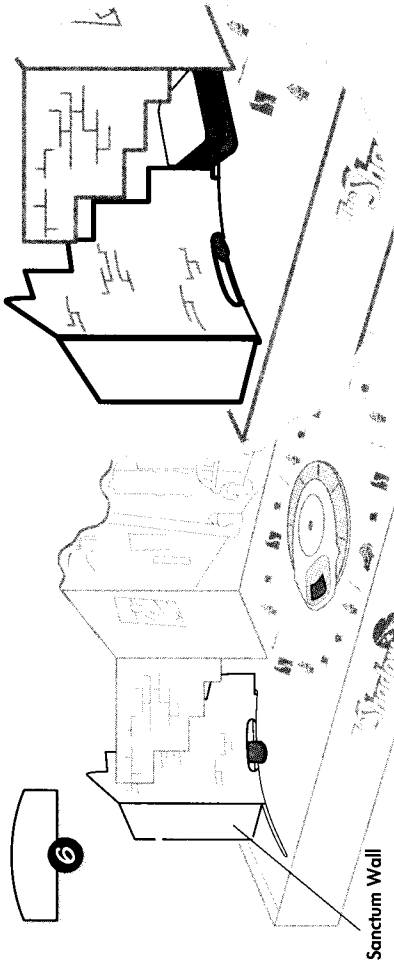


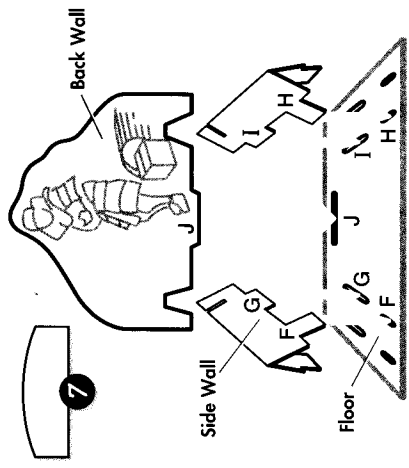
FIGURE 6. To open the wall, gently pull it in the direction of the arrow as shown.

When you slide the Sanctum Wall along the curved slot in the direction shown, the wall will open and the Card Holder will swing forward. This will allow you to reach the cards during gameplay. See Figure 6. If you slide the wall back to the right, the wall will close and the Card Holder will disappear. Give the wall a try now!

6. Assemble the Mongol Warrior Dice Alley

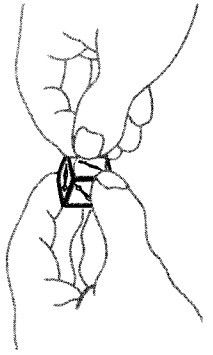
Parts needed: 2 Alley Side Walls, Alley Back Wall and Alley Floor.

Gently bend the Alley Side Walls along the scored lines. First insert the lettered tabs (F, G, H, I) into their matching lettered slots in the Alley Floor. Now insert the Alley Back Wall tab (J) into its matching lettered slot in the Alley Floor. Then fit the ends of the back wall into the notches in the side walls. See Figure 7.



7. Label the two large blank dice as shown in Figure 8. **IMPORTANT!** Make sure there are six different colors per die. (It doesn't matter which colored label is placed on which side of the die.)

8. Insert The Shadow pawn into the pawn stand.



Setup

See Figure 1 for game setup!

1. Shuffle the 18 cards and place them facedown in the Card Holder behind the Sanctum Wall.
2. Place the Phurba dice (the large labeled black dice) into the notches in Shiwan Khan's Throne Room.
3. Place the Mongol Warrior Dice Alley and the black die within easy reach of all players. Place the white die in the dice alley.
4. Turn the Decoding Ring until only one message is showing through the decoder window.
5. Place The Shadow pawn on the Taxi space. (This is also the Start space.)
6. Place the Phurba playing piece within easy reach of all players.

How to Play

Object - Be the player to win the battle against Shiwan Khan. To go into battle, you must have a Margo Lane card, a Reinhardt Lane card, and the Phurba in your possession.

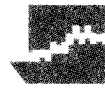
To Begin - All players take turns moving The Shadow pawn. The youngest player goes first. Play then continues to the left.

On Your Turn - Roll the small black die and move The Shadow pawn clockwise the number of spaces shown on the die. The type of space you land on determines what you do next:

THE SPACES



If you land on the Taxi space, roll again.



If you land on a Broken Wall space, you may take a card from The Shadow's Sanctum or from another player.



If you land on a Phurba space, you must take the Phurba.

IMPORTANT! Before you can battle Shiwan Khan, you must have the Phurba in your possession. It may change ownership several times during the game. If you land on a Mongol Warrior space, you must **battle!**



If you land on a Ring space, you must turn the Decoding Ring clockwise the number of segments shown on the Ring space. You must then follow the directions given to you by the secret message revealed in the decoder window.

MORE ABOUT THE SECRET MESSAGES:

- If the secret message tells you to pass the cards to the left or right, ALL players must pass all of their cards.
- If the secret message tells you to take a card, you must take a card from The Shadow's Sanctum or from another player.
- If the secret message tells you to take the Phurba, you must take it into your possession.

How to Battle

Take the small black and white dotted dice and roll them together into the Mongol Warrior Dice Alley.

If the black die shows the higher number, you win this battle. Take a card from the Sanctum Card Holder (or from another player if the Card Holder is empty).

If the white die shows the higher number, you lose this battle. You must give one of your cards (if you have one) to another player of your choice. If you roll a tie, roll again.

A Look at the Cards

Collecting cards is very important throughout the game. When you collect a card, keep it secret in your hand. Some cards you need before you can battle Shiwan Khan; some you play on your turn or on another player's turn. Once a card is played, it is placed in a separate discard pile and is out of play for the rest of the game.

No player may have more than four cards in his or her hand at any time. If a player collects a fifth card, he or she must give a card to another player (of his or her choice). If all players already have four cards, then the fifth card is placed on the bottom of the pile of cards in the Sanctum Card Holder.



There are 3 Margo Lane cards. You need at least one of these cards in your hand to battle Shiwan Khan.



There are 3 Reinhardt Lane cards. You need at least one of these cards in your hand to battle Shiwan Khan.



There are 3 Phurba cards. You may use these cards to prevent the Phurba playing piece from being stolen from you. When another player is directed to take the Phurba, you may play this card and keep the Phurba in your possession. Once a Phurba card has been played, it is out of play for the rest of the game.

IMPORTANT! A Phurba card may NOT be used to steal the Phurba playing piece away from another player.



There are 5 Positive Number cards and 4 Negative Number cards. Positive Number cards tell you to move forward (clockwise) along the gamepath the number of spaces shown on the card; Negative Number cards tell you to move backwards (counterclockwise) along the gamepath the number of spaces shown on the card.

You may play these cards on your turn to move to a better space on the gamepath, or you may play them on another player's turn to move him or her to a less advantageous space on the gamepath.

NOTE: Only one Number card may be played during a player's turn. Once a Number card has been played, no one can play another Number card on that turn. After a Number card has been played, it is out of play for the rest of the game.

IMPORTANT! You must play a card on a player quickly—before the player takes any other action. If another player plays a card on your turn (or if you play a card on your own turn), follow the directions of the space the card sends you to. Do NOT follow the instructions of the space you first landed on.

When Can You Battle Shiwan Khan?

Before you can battle Shiwan Khan, all of the following must be true:

- You must have at least one Margo Lane card and one Reinhardt Lane card in your possession.
- You must have the Phurba playing piece in your possession.
- It must be your turn.

How to Battle Shiwan Khan

Remove the Phurba dice from their place in Khan's Throne Room. Now roll the dice into the Throne Room and try to "master the Phurba" by rolling doubles of the same color. You only get five rolls to master the Phurba.

If you roll the same color doubles in five rolls or less, you defeat Khan. See Figure 9.

If you do NOT roll the same color doubles in five rolls or less, you must surrender the Phurba by placing it in the center of play within easy reach of all players. You do NOT, however, surrender your cards. Keep them in your hand. The game then continues with the player to your left.

IMPORTANT! You may battle Shiwan Khan on your next turn if you still meet the three requirements listed above.

How to Win

The first player to defeat Shiwan Khan in battle wins the game!

You've rolled two matching color Phurbas. You've mastered the Phurba and have defeated Shiwan Khan!

