

## STARTER TILE (Kickstarter exclusive)

**Component:** 1 tile

**Players:** 2 to 4

**Setup:** 1. Place the starter tile in the middle of the table at the beginning of game setup.

2. The starting player must place their first tile adjacent to the starter tile.

**Game:** During the game, nothing can be placed on the starter tile, and players cannot score or gain points from this tile.



## CAESAR TILES

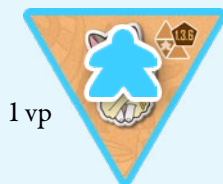
**Components:** 3 tiles

**Players:** 2 to 4

**Setup:** 1. Remove all orange tiles from the game.  
2. Shuffle ALL three Caesar tiles face-down into the draw pile.

**Game:**

- When scoring a rescuer on other types of tile, the player receives 1 vp from the Caesar tile as a unique tile. A helper on a Caesar tile is also scored.
- When scoring a rescuer on the Caesar tile, the player receives points based on the number of Caesar tiles in the area (i.e. The Caesar tile it is on, and Caesar tiles adjacent to it). Helpers are not scored. One Caesar tile gives 1 vp, two gives 3 vp, and three gives 6 vp. See four examples on the right.



## MASTER RESCUER (Kickstarter exclusive)

**Components:** 4 larger meeple

**Players:** 2 to 4



**Setup:** 1. Each player takes two rescuers of their color, instead of three.  
2. Each player takes a master rescuer of their color. Any remaining master rescuers are removed from the game.

**Game:**

- Treat a Master Rescuer as a regular rescuer, except during scoring.
- When using a Master Rescuer to score, helpers are worth 2 vp each instead of 1 vp.
- When a Master Rescuer is scored as a helper, it is worth 1 vp, the same as a regular rescuer.

## MUMMY TILES

**Components:** 3 tiles

**Players:** 2 to 4

**Setup:** Shuffle all mummy tiles face-down into the draw pile.

- Game:**
- When a mummy tile is drawn, place the tile face-up to the side of the play area, then take another action.
  - To use the ability on one of the face-up mummy tiles, take a tile action (on your turn).
    1. Place a rescuer on the mummy tile.
      - a. There is a maximum of one rescuer per mummy tile.
      - b. A player may not occupy more than one mummy tile at any time.
    2. Activate the ability on the tile.
  - After taking a rescue (score) action, retrieve your rescuer from the mummy tile.



**LANDSLIDE**

Swap two unoccupied tiles. The player cannot take a tile that will break the pyramids into two groups, or a pyramid that is surrounded by pyramids.



**CHASE**

Move ANY rescuer up to two spaces. The rescuer can move through a tile occupied by two rescuers.



**QUICKSAND**

Remove all tokens from a tile and return them to their players or the supply, as appropriate.

**PUBLISHER**  
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**DESIGN**  
Ta-Te Wu

**ARTIST**  
kaiami.net

