



v2 - D. McCord, 062213

You are a group of explorers in the deep jungle, seeking knowledge about an extinct civilization - and maybe some treasure, too. You've found a crumbling ancient pyramid, five levels of weathered sandstone reaching high above the jungle treetops. The base of the pyramid is bordered on all sides by the dense jungle, but the top is flat and open to the sky. As you reach the first level of the pyramid, a mad screeching growl explodes from the trees. Then another, and another, until you hear the animal noises all around. It's a tribe of marauding apes, angry at you, the intruders in their jungle world. You call anxiously for your helicopter pilot. The apex of this pyramid will be a perfect landing pad for the helicopter - if only you can make it to the top on time! The mad apes are attacking, and you must make a run for it. Help each other up the five levels of the pyramid, and stay a step ahead of the apes all the way. If you all can make it to the top before the apes get you, you will live to tell the tale!

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The game board depicts a bird's-eye view of the pyramid, four rings of squarish stone spaces leading towards to center where your helicopter rescuers can land to pick you up. Each adventurer is represented by a colored "meeple" and there are four brown meeples to represent the attacking apes. There are two red dice and one white die which will be used to determine your movement options. There are also several markers to indicate where card effects will take place (described below).

There is also a small deck of 24 cards representing a few of the tools that will make your escape more successful, as well as items that will slow you down. They are:

Flare Gun (2)	Grapple and Rope (4)	Pistol (2)	Walking Staff (4)
Minor Injury (2)	Jungle Fever (2)	Treasure (6)	Adrenalin (2)

These cards are played face-up on the table and the effects are described on the cards themselves. The players should read all their cards so the entire party of adventurers knows their options as a team.

If a player uses a card that says “drop a treasure” or “use a rope and grapple,” discard that card and place one of the markers on the board where the event takes place. In the case of treasures, once an Ape is stopped by it, take it back off the board. In that case of a grapple, it stays on the board in that location for the rest of the game.

Normally, the adventurers will move around the levels left or right, looking for a way to move up to the next level, escaping the apes and attempting to reach the helicopter landing pad at the top. There are four ways you can move up to a higher level (towards the center of the board):

1. You'll see **ladders and stairways** that lead upwards. If any adventurer begins a turn at either end of a ladder or stairway, the next turn can begin by going up or down that ladder or stairway for the first space of the turn.

But there are also places where the stone levels have crumbled away and fallen down called “**Faults**”. If you end your turn in one of these spaces, you must drop down to the next level unless you have a Walking Stick card. The Walking Stick allows you to test the stability of the stone before you step on it,

and therefore you avoid losing your footing.

2. There are some spaces with **stone walls, barriers, or wooden railings** between the levels. These you can't cross without a Grappling Hook and Rope card. If you have a grappling hook and rope card, at the beginning of your turn lay it on the board to bridge the spot where you want to climb up, then carry on with your turn at the other end of the card. Leave the card behind! You're in a hurry, and can't stop to draw up your rope or untangle your grappling hook! But if you start your turn in a space with a grappling hook and rope card in place - lucky you! - you can use it! (So can the Apes.)

Anywhere else on the way up you can move to the next level on one condition: **If there is another adventurer to help you.** That works in the following two ways:

3. If you start your turn in a space with another adventurer, they will help push you up to the next level. So the first space you move to for your turn will be the higher level, closer to the center of the board.

4. If you start your turn in a space when another adventurer is in the space directly above you on the next level, they will help you up. So the first space you move to for your turn will be the space that they are in.

Note: Your cards can be played to fire guns or drop items or use grapples at any time during your turn, following the instructions on each card carefully. That said, there are minimum actions that must be taken on each turn, even if you don't play any cards.

SET-UP: Shuffle these cards and deal out three to each player, putting the leftovers (if any) back into the box. Then place an Ape meeple on each of the four corners of the board. Roll the red die once for each Ape and move them that many spaces leftward from the corner - this is where they start the game. Then each player can place his or her meeple on any one of those corner spaces to start.

Each player in turn around the table leftward does the following:

1. **Roll all three dice.**

2. **Move the Apes according to the red die.**

If the red die result is a 1, place an Ape on any one of the spaces at the lowest level of the board (the outermost ring). If the red die is any other result, and an Ape is already on the board, move any Ape leftward that many spaces. Remember the following about Ape movement:

Apes always move to the left.

Apes always take the stairway up to the next level.

Apes always stop when they encounter a card - and will use a grapple as a stairway.

Apes never fall down to the next level.

Apes on a line-of-sight with an adventurer who shoots a gun will jump down to the bottom level directly out from the center. If an Ape is already on the bottom level, it will move to any corner (player's choice).

3. **Move your adventurer according to the white dice.**

You can use one of the die results (ignoring the other one) or add the two dice together. You can choose which direction to move (left or right) around the level you're on. This might start with a move up or down (see the descriptions above) or might end with a move down (due to a "Fault" on the pyramid).

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If an Ape catches an adventurer, that player's meeple must move to their starting corner and start again. The best win is to get all the adventurers onto the helicopter before any Apes reach the top level. The not-so-best win is to get at least one adventurer onto the helicopter pad (the center space).

## APEX Card Descriptions:

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Flare Gun (2) = one shot to scare ALL the Apes down one level or back into the jungle, then discard to the box.

Grapple and Rope (4) = bridge a normally impassable step up or down, leave in place.

Pistol (2) = two shots to scare off the Apes on the adventurer's level in a line-of sight, then discard to the box. After the first shot, "tap" the card.

Walking Staff (4) = land on a fault without falling + move up a fault as if it was a ladder.

Minor Injury (2) = minus one to all die rolls - cannot be discarded

Jungle Fever (2) = minus one to all die rolls - cannot be discarded

Treasure (6) = minus one to all die rolls, drop on a space to stop an Ape's movement one time

Adrenalin (2) = double any die, but only twice, then discard to the box.