



**- RULE BOOK -**

PLAYERS: 2 TO 7 PLAYERS  
 TIME: 30 MINUTES  
 AGE: 10 YEARS AND OLDER

An unexcavated pyramid has been found in a desert somewhere in Egypt. The interior of the ruin is a complicated maze and it is rumored that there is a King's Chamber inside. A treasure of the ancient God Anubis would be hidden in the depth of the maze. Professor B. Gammon, his assistant Seneto and their pet dog Ludo are challenged to investigate the maze. However, the entrance is just a small gap in the wall. Only a small dog can get through it. The professor decided to use the Mask of Anubis. The person who wears this mask can see the maze through the walls and create a map to help the dog Ludo to find its way to the Kings Chamber. Will Ludo be able to reach the King's Chamber with your help as a member of the investigation team?

DIRECTOR...TAKASHI HAMADA, PROGRAMMER...KENJI SHIMOJIMA, PRODUCT DESIGN... ZIN SATO, ILLUSTRATIONS... HARUKA KAJIKAWA, CG ADVISER... RYUSEI MATSUO, SOUND...YUIKO UENO, VOICE...YUKI AMAZAWA, TSUKUSHI UMEZIMA

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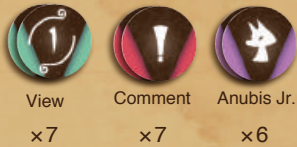
**MAP TILES**



**ITEM CHIPS**



**MARKERS**



There are 7 View Markers, numbered from 1 to 7.

**MONOLITHS**



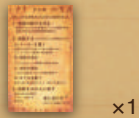
**LUDO THE DOG**



**MASK OF ANYUBIS**



**SUMMERY CARD**



...and this rule book.

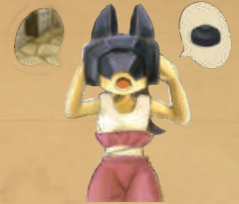
\*Build the Mask of Anubis according to the instructions shown on the other paper.  
 \* A Smartphone is needed to play this game. Install the app and play the game.



It is hard to read all the rules, isn't it? Therefore I will summarize them for you.

**OBJECTIVE**

This game is a cooperative board game which uses VR (Virtual Reality). The player wearing the mask of Anubis can investigate the interior as if she has landed on a site in the maze. The purpose of the game is to create a map of the maze and to guide Ludo to the King's Chamber.



**SET UP -TABLE-**

Place the Map Tiles, Item Chips, Markers, Monoliths and Ludo on the table, creating a circle as shown on the picture. Don't place the same type of items next to each other.




Place the items as shown in the picture above. Make sure that there is enough space in the center.


Times the number of turns.  
7 pieces generally

### STARTING THE APP

Download an app before playing the game.

 **Apple app**  
<http://anyubis.com/ios>



 **Android app**  
<http://anyubis.com/android>



The app is renewed from time to time to guarantee compatibility with new devices. Check the official website <http://anyubis.com> for information.

Start the app. The Mask of Anubis is a game which has 7 levels. Select the level you want to play.

Choose the "Practice" level when you play the game for the 1st time. Level 1 is the easiest one.

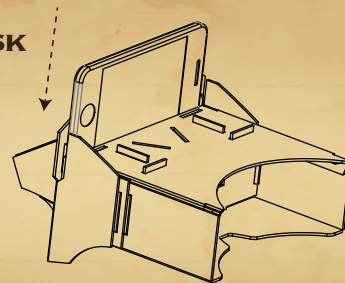
The difficulty of the game will rise as the number of levels increases. You can improve your game skill step by step by playing each level in order.



### INSERT A SMARTPHONE INTO THE MASK

After selecting the level, follow the orders from the app and insert the Smartphone into the Mask.

\* Take off the Smartphone cover as it can damage the Mask.



### STARTING THE GAME

You will see a dark world when you look into the Mask. You can find a light by looking up. When you cannot find a light, look around. Set the light at the center of the sight and look into the light for a while. Light will fill the sight and the game will start.

\*The start will be canceled if the light moves from the center of the sight. Set the light at the center of the sight again and the game will restart.



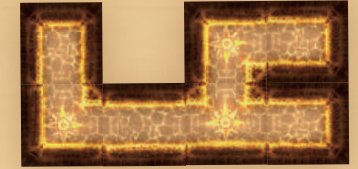
The screen will get brighter as you look into the light.



Install the free app and select a level you want to play. Insert the Smartphone into the Mask. Look into the light above for a while and the game will start.

### 1. STRUCTURE OF THE PASSAGE

There is one huge maze in the virtual world. The areas of the maze (where the viewers stand) are connected with each other by passages. There are 4 types of passages. Straight road, turning road, dead end, and T junction.



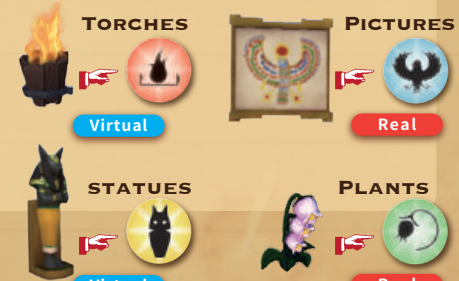
### 2. START AND GOAL

The starting point is where the dog, Ludo stands by. There is a king's chamber where the treasure of the god Anubis is hidden in the depth of the maze. This will be the goal.



### 3. WALL AND ITEM

There can be items on the walls of the passages. Make sure to check them since they can provide hints to complete the map. However there will be no items in the spaces where Ludo or a monolith is, And neither in the king's chamber.



### 4. MONOLITHS

There can be one or more ancient artifacts named monoliths in the maze. There are 3 types of them with different shapes. Of each type there is only one object with the same shape in a maze. More than one monolith can be placed on a tile. Monoliths will provide important hints for creating the map since there is only a few of them.



### 5. ANUBIS JR.

Anubis Jr. moves around in the maze, always following the same route. He can move through a wall, which separates parts of the maze. There is only one Anubis Jr. (and sometimes he is not in the maze)



Use the corresponding items above to create the map. They represent what you saw in the virtual world.



Look below for the summary of how to play. Check rule details for details.

**CREATE THE MAP**



**CONVERSATION TIME**



Check the mistakes in the map.  
Combine or break down the map.

**CHANGE THE MASK PLAYER**

The Mask player informs the other players about the interior of the maze using words and gestures.  
The other players will make a part of the map using the Map Tiles.

\*One turn includes all of these actions. \*The number of turns differs in each stage.

**COMBINE THE MAP**

When the last turn is over, combine the parts of the map and create a single map with a connected starting point and goal.

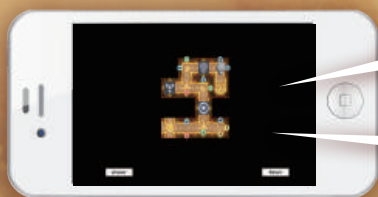


Combined!



**CHECKING THE ANSWER**

Move Ludo on the map following the orders from the app. the game is cleared if Ludo reaches the goal, the King's chamber, following the right path.



Step forward

Turn right



Go on, go on

**1. DECIDE THE ORDER OF PLAYERS TO WEAR THE MASK**

The person who participated in an adventure most recently will wear the mask first.

\*If no one did, the eldest player will begin the game.

**2. CREATE A PART OF THE MAP**

Only one player at the time can look into the maze wearing the Mask. She can view the maze for 60 seconds, meanwhile turning around 360 degrees. She communicates her observations to the other members during that time. The others will try to create a part of the map using the information given by the player who is looking into the maze. They use the Map Tiles and Item Chips in cooperation with each other. The viewing player cannot take off the Mask when looking into the maze. She takes it off immediately when time is over. Viewing can be stopped, even if there is time left, when the view is directed towards the ceiling. The parts of the map can only be changed in "combining" or "breaking down" of the map.

**UNKNOWN MAP**  
You can place them when the shape of the maze is unknown. They are convenient tiles but use them wisely, since there is only a few of them.

**VIEW MARKERS**  
The marker should point into the direction the player is facing. They are numbered from 1 to 7. Use the marker with the number of the turn you are playing.

**MAP TILES**  
Connect the tiles creating the same shape as the maze.

**START**  
The starting point is where the dog, Ludo is. Place Ludo on the Map Tile. (In doing so, check the direction Dog Ludo is facing at.)

**GOAL**  
The King's Chamber is the goal. It is a tile with the picture of the god Anubis

**ANUBIS JR., ITEM, MONOLITH**  
Place what you found in the maze on the Map tiles.



The map can only be changed when the Mask is worn, but there are some exceptions.

<b>MOVABLE WHEN THE MASK IS WORN</b>	<b>MOVABLE ANY TIME</b>
Item, Monolith, Map Tiles	Markers Unknown Map Tiles

### 3. CONVERSATION TIME



Players cannot create or fix parts of the map when the mask is not worn. Parts of the map without View Markers should be broken down and all their components should be put back into the stock where they belong. If there is a part of the map without a View Marker, choose a marker to place upon it. Item Chips, Markers, Monoliths and dog Ludo cannot be kept if not placed on a part of the map. The part of the map made during a turn should be kept aside since it can be used later to create the map. A turn consists of "Viewing and Creating a part of the map" followed by the "Conversation time" to review it. When a turn has ended, the Mask is passed to the next player.

#### POSSIBLE ACTIONS DURING CONVERSATION TIME



##### 1) PLACE THE MARKER



The player wearing the Mask can tell anything about what she/he sees without limitations. However the viewing player is not allowed to fix a part of the map if it is wrong, But she/he can use the Comment Marker to show the mistake. (Other Markers can be moved to.)

##### 2) COMBINE THE PARTS OF THE MAP

This is important.



The players can combine parts of the map. They can break down parts of the map if they overlap. \*View Markers of parts of the map should be moved to the larger combined part of the map.



##### 3) BREAK DOWN PARTS OF THE MAP

Parts of the map can be broken down if they are not needed. However a part can never be reduced to an incomplete smaller portion, Items are placed back into the stock where they belong after breaking down a part. There is a limited number of Map Tiles and Item Chips. Make sure to break down the unneeded parts of the map so there are enough items left in stock to be used.

##### 4) ADD UNKNOWN MAP TILES



You can add an unused Unknown Map Tile to (a part of) the map. Unknown Map Tiles can only be used if they are not used in other parts of the map.

### 4. THE LAST CONVERSATION TIME



Create a single map by "combining" and "breaking down" parts of the map.

#### ACTIONS THAT CAN BE TAKEN DURING THE LAST CONVERSATION TIME

1) Combining... Same as usual

2) Breaking down... Same as usual

4) Place the starting point and goal

"Ludo" and the "King's Chamber" must be on the map at the end of the last conversation time. Place them on any part, if they aren't on the map.

3) Adding the Unknown Map

If parts of the map cannot be connected to make a single map, use the "Unknown Map Tile" to combine or change parts of the map.

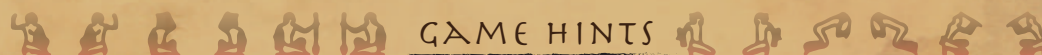
### 5. CHECKING THE ANSWER



Take off the Smartphone from the Mask when the last turn has been completed. Press the button following the orders from the app. The checking of the answer begins. Players must move Ludo on the map, according to the orders from the app. The game is cleared if Ludo reaches the king's chamber in the end.

There are 3 types of orders. Move Ludo according to these orders.

- **Step forward...** Move Ludo one tile forward in the direction he faces.
- **Turn right...** Turn Ludo 90 degrees to the right.
- **Turn left...** Turn Ludo 90 degrees to the left.



#### GAME HINTS



When creating a part of the map is difficult...talk with your team members and come up with a strategy. (B.Gammon)



The purpose of the game is to lead the dog, Ludo to the King's Chamber. There isn't any problem, even if some of the wall items are wrong or missing. (Seneto)



Bow-wow! (There can be something at the ground)  
Woof Woof? (You may hear footsteps if you listen carefully) (Dog Ludo)

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〒185-0024 Maju Nishikokubunji 104, Izumicho  
3-37-3, Kokubunji Tokyo, Japan,  
URL: <http://gift10.net/> Mail: [info@gift10.net](mailto:info@gift10.net)

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URL : <http://hacosco.com>



Translator : Mari Ishizuka, Peter Oud