

Squad 7

mission Brief:

- **DESTINATION: 67°W, 04°S**
- A PLANE FLYING NORTH FROM LA PAZ, BOLIVIA, CARRYING A STOLEN CARGO OF PRICELESS INCA TREASURE, HAS DISAPPEARED OVER A REMOTE REGION OF THE AMAZON JUNGLE.
- **OBJECTIVE:**
- YOUR TEAM MUST SURVIVE EXTREME DANGERS AND RECOVER THE TREASURE AT ALL COSTS.
- **DANGER:**
- REPORTS FROM THE LOCATION INDICATE THE PRESENCE OF HOSTILE TRIBES. THE LAST KNOWN EXPEDITION RETURNED WITH SPECIMENS OF VENEMOUS SPECIES AND SIGHTINGS OF STRANGE CREATURE S.

> Setup:

- Each player picks a Squad and places the seven Squad members face up in front of them.
- Divide all the other cards among the players.
- Put the targets in a place about 10 feet from the table.
- Make sure the table is free standing so people can easily run around it.
- Place the gun within reach loaded with a Dart.
- Designate an area from which to shoot at the targets.
- Place the CD in the CD player.

> If this is the first time you play!

- Play the first track on the CD to familiarise yourself with the noises of the Jungle. The mission will start with the sound of the Chopper landing. Since you will be collecting treasures around the clock you will have to know the difference between night and day. During the day you will hear the fast paced rhythm of the bongos. During the night you will hear the slow beat of the drums. Some treasures can only be collected during the night and some only during the day. Beware of the treasures trapped with poisonous snakes. Your mission will end with the sound of the helicopter taking off. Beware of the screams, they are a sure sign of trouble.

> Start of the game:

- Every player takes his stack of cards and the CD is started on track 2. Players put their pile of cards face down on the table. One by one the players turn over the top card. Place it face up in the middle of the table. (*turn the card over in such a way that you cannot see it before the other players.*) You must use your other hand to hit the card.
- Depending on the *music (Day or night)* try to hit the right card as it comes up. Every player places his 7 Squad members in front of him on the table.

> Taking treasures:

- Once a treasure card is played that matches the day/night music and does not have a snake on it, any one may hit the card. The person to hit the card first, takes it and adds it to his treasure pile. If you hit a card with the wrong time of day (*Night time card during day time music or the other way around*) or a treasure with a snake you lose one of your Squad members. This member is turned over to the flip side and must stay like this for the rest of the game. (*If you lose all your Squad members you lose the game.*) Only treasure cards hit during the right time of day are taken by players. Any other card is left in the middle.

> Stealing from the other players camp:

- Once a Camp card is turned over that matches the day/night music anyone may hit it. The person to hit it first may steal a treasure from another player of his choice. If a camp is guarded (There is a man with a gun on this one.) the player to hit that card loses a Squad member. All the camp cards are left in the middle.

> Staying out of danger:

- The cards with orange boundaries are no treasures or traps. If one of them is turned the player turning the card must do something in order not to lose a member of their Squad. Any of these cards are left in the middle of the table after they are played.

- **Collapsing Rope Bridge**

When you draw this card you must run around the table and be seated before you hear a scream on the CD.

If you do not manage to do this you will lose a Squad member.

- **Dinosaur**

When you draw this card. You must pick up the dart gun, shoot at the dinosaur target and repeat this if necessary until you hit the card. You must succeed before the scream or lose a Squad member.

- **Mummy**

When you draw this card you must run around the table, pick up the gun, shoot the mummy and sit down again before the scream or lose a Squad member.

- **Spiders**

When you draw this card you must pick up all the cards in the middle of the table, shuffle them, deal them out among the players still in the game and be finished before the scream or lose a Squad member to the horrible spiders.

- **Medicine man**

When this card is drawn the first person to hit it may bring one Squad member back to life.

> Loses all Squad members:

- In this case the player is out of the game, they put all their cards and their collected treasures aside and the game continues without them.

> Winning the game:

- When the music stops and the helicopter takes off again you stop playing and count the treasures you have collected. If you find any more snakes in the treasures, lose another Squad member for each snake. The person to collect most treasures and still has Squad members alive will win the game. However, each member can carry no more than 3 treasures. So if you have 7 treasures and only 2 Squad members survive, you will only count 6 treasures.

> Squad 7 in Seven Easy Steps:

> 1 Divide the cards. Decide which Squad you play.

> 2 Place targets and gun. Designate a place to fire from. Make sure you can run around the table.

> 3 Start the music! (*track 2*)

> 4 Turn over a card one by one. (*Make sure you cannot see them as you turn them over*).

> 5 Take treasures when appropriate, watch out for snakes

> 6 Fulfill the assignment on the orange cards before the scream. (*Rope bridge, Dinosaur, Mummy and spiders!*)

> 7 Collect the most treasures to win (*max 3 per Squad member*)