



## LEGO ORIENT EXPEDITION BOARD GAME INSTRUCTIONS

Welcome to the Orient Expedition Game, where you don't just build the sets – you live the adventure!

Use game cards and board pieces with your Orient Expedition LEGO sets to overcome challenges, defeat villains and discover hidden secrets. Remember, treasure may be your goal, but it's whoever has the most points at the end of the game that wins!

Be sure to read through the instructions first to get an idea of how the game is played. When you're finished playing, you can rearrange your game board and sets to create all-new adventures!

### GAME SET-UP

Arrange the game board sections around your Orient Expedition model as shown in the instructions that came with your LEGO set.

Place special equipment like snowshoes, binoculars, backpacks and maps on the Item squares marked with an "X". Treasure items go on your Orient Expedition model as shown in the building instructions.

Place Transport items like the Airplane or Elephant at the end of a path at the edge of the board. See the instructions manual for your LEGO set for placement suggestions!

Arrange the Challenge ("!") and Item ("X") cards face-up so that all players can see them.

Each player chooses a Hero Minifig as a game character. Your Hero starts out with no special equipment and will have to collect items as he or she travels around the game board.

Villain characters start with a dangerous item like a rifle, sword or pistol.

Place your Hero on a starting square (marked with a picture of a person) and place any Villains on your LEGO set as shown in the instructions.

### SKILLS

Each character card includes three skill numbers: Luck (next to the four-leafed clover), Speed (next to the yellow wing) and Strength (next to the badge with a star). Your character's Speed number determines how fast your Hero moves around the game board, and together with the other two skills can help you to overcome Challenges and defeat Villains.

Items that you pick up along the way add bonus points to your skills. For example, if your Hero has a Strength of 3 and finds the Pickaxe, which has a Strength bonus of +1 on its Item card, then your Hero's Strength becomes 4 for as long as you have the Pickaxe. Remember to check your Item cards for bonuses when you roll the die to move around the game board or to overcome Villains and Challenges!

## **GETTING STARTED**

Each player rolls a die, and whoever scores the highest number takes their turn first. If there is a tie or you get a Hook, then roll again.

To take your turn, roll a die and add the Speed number from your Hero card to the number that you rolled. The total number is the number of spaces that you can move your Hero in this turn.

In each following turn while you are on the game board, roll a die and add that number to your Hero card's Speed, plus any Speed bonuses that you may get from Item cards (see [ITEMS](#) section for details) to see how many spaces you can move.

When you reach the end of the path leading from the game board onto your LEGO set (your LEGO manual will show you where this is), you must stop and try to defeat the Villain blocking your way. Once you have defeated the Villain, you will automatically move to the first Challenge in your next turn. See the [GETTING PAST VILLAINS](#) and [CHALLENGES](#) sections for details!

## **ITEMS**

If you cross or land on a square with an Item in it, you can choose to take that item and end your turn without moving any additional spaces. If you take the item, place it on your Hero Minifig.

If your Hero has no space to carry the new item, you must remove an old one and leave it in the square.

Some Item cards include a Speed bonus (marked with a yellow wing and a number at the bottom of the card). If you have one or more of these cards, add your bonus numbers and your Hero's Speed to the number on the die when you take your turn to see how many spaces you can move in that turn.

## **ROLLING A HOOK**

If you roll a Hook while moving around the board, then Lord Sinister appears to challenge you!

Choose a skill (Speed, Strength or Luck) with which to face Lord Sinister. Roll a die and add that number to the skill on your Hero card, plus any bonus numbers for that skill from your Item cards. Then roll again for Lord Sinister, adding the number that you roll to the skill number on his card and the skill bonus from any items that he is carrying.

Whoever has the highest score is the winner and takes an item from the loser (if the loser has any items left). If Lord Sinister wins, then you can choose which item of yours to give to him. If you win one of Lord Sinister's items but your Hero cannot hold any more, then you must pick one of your items and place it on any empty Item square on the game board.

If you roll a Hook or your total number is tied with Lord Sinister's, then roll again.

## **DEFEATING VILLAINS**

A Villain may block your way from the game board onto the LEGO set. You will have to defeat the Villain to get past – but be careful, because if you lose, you will have to give up one of your items!

Choose one of your skills (Luck, Speed or Strength) and roll a die. Add the number that you rolled to your Hero's skill, as well as any skill bonus that you may get from your Item cards.

Roll again for the Villain, adding that score to the skill on the Villain card and any Item bonuses that the Villain may have.

Whoever has the highest score is the winner and takes an item from the loser (if the loser has any items left). If the Villain wins, then you can choose which item of yours to give up and place on the Villain. If you win an item but your Hero cannot hold any more, then you must place one of your items on any empty Item square on the game board.

If the scores are tied or you get a Hook, then roll again.

When you defeat a Villain who blocks your way onto a set, you move on to the first Challenge in your next turn.

## **CHALLENGES**

Your instructions manual and Challenge cards show you the location of Challenges on your Orient Expedition LEGO set. If you defeat a Challenge, then you automatically move on to the next Challenge in your next turn.

Some Challenges can be won automatically if you have the item shown at the bottom right of the Challenge card. If you do not have that item, then you must decide whether to use Luck, Speed or Strength to try to beat the Challenge.

At the bottom left of the Challenge card are three numbers. These are the Luck, Speed and Strength numbers for the Challenge. If there is an "X" in one of these spaces, then you will have to choose one of the other two skills.

When you have decided which skill to use, roll a die (if you roll a Hook, then roll again). Add the number that you roll to the number on your Hero card for the skill that you are using, plus any bonuses from your Item cards.

If the total number is higher than the number on the Challenge card, then you have beaten the Challenge! If the scores are equal, then roll again. If your number is too low and you fail to beat the Challenge, then you must pick one of your items and place it on any empty Item square on the game board.

If you lose against a Challenge, then you can either try again in your next turn or go back the way you came and return to the game board to collect more items. If you decide to go back before completing all of the Challenges, you can backtrack one Challenge per turn – but remember that you'll have to face the Villain again on the way back to the game board!

If you win a Challenge where there is a Treasure like a jewel or special item, then your Hero can take that treasure item. If your Hero has no room to carry the treasure, you must give up an older item and return it to the game board, placing it in any empty Item square.

Once a player has defeated a Challenge, it does not need to be beaten again by any Hero who lands on it.

## **TRANSPORT**

If you reach the edge of the game board where a Transport like an Airplane or Elephant is waiting, you can choose to take a Challenge to try to use it. If you win the Challenge, your speed is greatly increased. When you roll to move and add your Speed and item Speed bonus numbers, instead of moving that number of squares, you can now move that number of entire game board sections!

While you are using a Transport, you cannot pick up any Items from the board. You can choose to leave the Transport and remain in any square on that board section, “parking” the Transport off the nearest edge of the game board. If you choose to remain on an Item square, you can take the item in that square.

Once a Transport has been used, it can be used by any player who reaches the edge of the board where it is parked, even if that player has not beaten the Transport Challenge.

## **WINNING**

If you beat the final Challenge and obtain the main Treasure of the game, then you can end the game by reaching the final square on the game board, marked by a Trophy Cup. If your LEGO Orient Expedition set has a secret exit at the last Challenge (like set 7417), then you can proceed back onto the game board in your next turn after beating the final Challenge. If it does not, then you must go back through the Challenges one turn at a time (since they have already been beaten, you do not need to roll against them again) and face the path-blocking Villain again on your way back to the board.

Be careful – if the Treasure is your only item, you’ll lose it if a Villain beats you. If a Villain gets the Treasure, then any Hero who defeats that Villain can take it. If Lord Sinister gets the Treasure, then you’ll have to wait until you roll a Hook again to try to get it back!

When you are back on the game board, you will once again use the die and your Speed and Item bonuses to determine how many spaces you can move in each turn. When you land on the final square, the expedition is over, and it’s time to count up the points and see who won!

Add up all of your Item bonus points (the number in the lower right corner of your Item cards). If you have obtained a jewel by defeating a Challenge, then add 4 points to your total for every jewel that your Hero is carrying at the end of the game.

The player with the most points wins the game!