

(1) You Have Escaped the Crushing Clutches of the One-Eyed Giant Mandrill. Take Three Jewels.

(2) "I Am the Unseen Wailer. I Will Make You Deaf!" Take a Jewel and Ignore Him.

(3) The Canyon of Grass Has Trapped Your Opponents. Take One Jewel from Each Opponent.

(4) Listen! The Great God Ra Stirs the Wind for a Sandstorm. Save Yourself! Take One Jewel.

(5) This is Kantek, Where the Spirits of the Slain Thirst for Revenge. Run! Go Up One Level.

(6) Listen to the Lost Souls Whispering in Eternal Darkness. Take One Jewel.

(7) The Knives of the Desert Bandits are Sharp, and Your Blood is Warm. Return to Your Temple.

(8) You are at the Haunted Tower of the Thirteen Garroted Slaves. Move Up One Level.

(9) Look Out! The Unholy Snakes of Amon Reach from Below. Move Up One Level.

(10) Here Runs the River of Glass. Its Waves are Sharp. Beware! Move Up One Level.

Side One

(11) Avoid the Paralyzing Touch of the Slimy Snails of Arro. Return At Once to Your Temple.

(12) The Screeching Green Pestilence Brings Death. Take Three Jewels if Your Age is an Odd Number.

(13) Beware of the Fierce Felines of Pharaoh. Take Three Jewels if Your Age is an Even Number.

(14) You are Being Attacked by the Fierce Tuareg. Run! Take a Jewel, or Change a Level.

(15) You are in Luck. You Have Found the Secret Passage. Take Two Jewels.

(16) Beware! The Black Waters of Necron Hunger for a Victim. Take One Jewel.

(17) Your Blood will be Drained by the Leeches of Limbo. Take One Jewel, or Change a Level.

(18) To Climb, Safely, the Crumbling Cliffs of Ka, You Must, Give One Jewel to an Opponent.

(19) Ignore the Hungry Howling of the Slimy Dog-Headed Serpent. Take Two Jewels.

(20) Stay Away from the Bottomless Pit. Watch Out! Move Up One Level.

Side One

(1) Word from the Gods is Clear. Your Time on Earth is Limited. Move Down One Level.

(2) Beware! You are Surrounded by the Quicksands of El-Arrah. Move Down One Level.

(3) You Must Pass the Three Headed Invisible Dog, Hale, Who Guards Prince Haligo's Palace. Go Down One Level.

(4) The Siren's Deadly Song will Make You Deaf. Get Rid of the Spell, or Change Your Level.

(5) You have Entered the Forest of Iron. Take One Jewel From Each Opponent on Your Level.

(6) You Thoughtlessly Drank from Pharaoh's Poisoned Well. You Receive the Spell.

(7) The Hand of Destiny Reaches for Your Throat. You Receive the Spell.

(8) The Mutilated Mummy Speaks. If You are Left-Handed Only, Give the Spell to Any Opponent, or Change a Level.

(9) You Have Conquered the Man-Eating Monster of Manidon. Receive One Jewel from Every Opponent on Your Level.

(10) You Fed the Starving Winged Griffins. Give the Spell to Any Opponent, or Change a Level.

Side Two

(11) The Dismembered Head of Oh Chants Curses. Give the Spell to any Opponent, or Change a Level.

(12) Have You Tasted Blood? If Not, Give One Jewel to Any One Opponent.

(13) The Black Vampire Bat Thirsts for Your Blood. You Receive the Spell.

(14) You Have Succeeded in Vaulting the Abyss of Thundering Fire. Take One Jewel from Any Opponent.

(15) You are Completely Surrounded by Evil. Take Another Turn, or Change a Level.

(16) Don't Let the Giant Octopedes Grab You. They'll Never Let Go. Move Quickly! You Receive the Spell.

(17) The Mills of Doom Grind On. If You Are Right-Handed Only, Give the Spell to Any Opponent, or Change a Level.

(18) You are Menaced by the Sacred Bone-Crushing Elephants. Get Rid of the Spell, or Change Your Level.

(19) You've Miraculously Crossed the Bridge of Sighs. Give the Spell to Any Opponent, or Change a Level.

(20) The Sultan of Kamir has Captured You. As Ransom, Give One Jewel to Every Opponent on Your Level.

Side Two