

LASER

KHET 2.0 GAME

Unlike chess or checkers, The Laser Game: Khet 2.0 begins with the pieces spread over the board. Many different starting configurations will give interesting and enjoyable games. The three configurations shown have been tested extensively. They offer plenty of opportunities for skillful strategic maneuvers (and are not as complicated as they look). We recommend that you start with the CLASSIC setup. Then, as you become more experienced, try DYNASTY and IMHOTEP for new strategic possibilities. As you become more expert, use your own creativity to design new starting positions!

Starting Configurations

PIECES:



SPHINX



SCARAB



PHARAOH



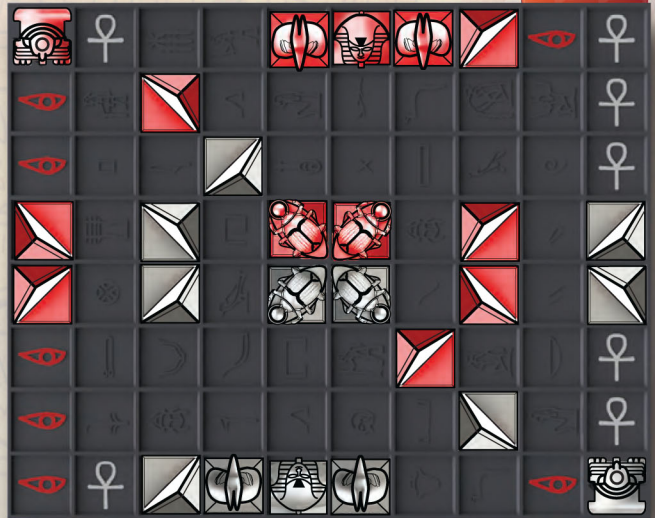
ANUBIS



PYRAMID

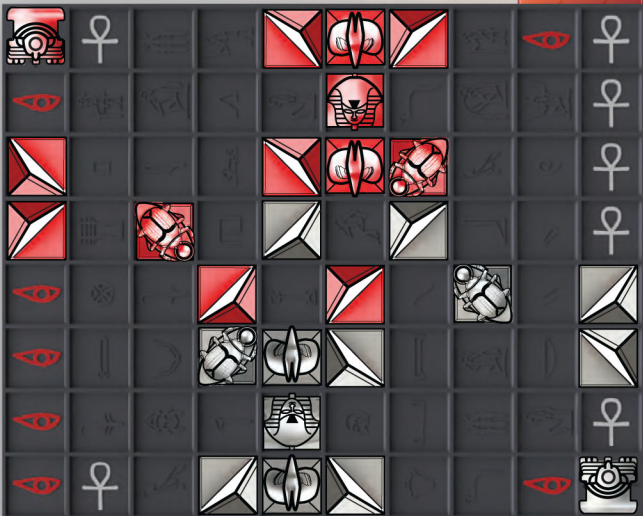
Use this setup if this is your first time to play Khet.

CLASSIC



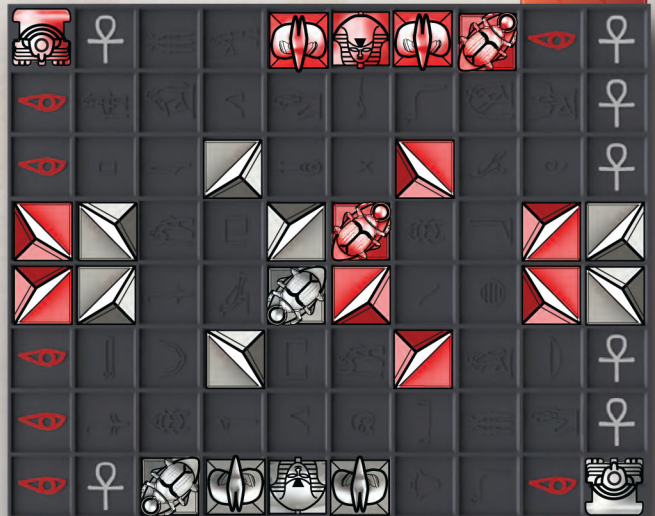
A setup with an immediate balance of offense and defense that develops quickly.

DYNASTY



A variation on CLASSIC that opens up new defensive possibilities.

IMHOTEP



Want to hear about khet tournaments in your area, see the latest expansions, view new setups, share and learn strategy, or find out the latest Khet news? Sign up at the following websites devoted to Khet:

Check out the Khet iPhone App!"

Khet facebook group



Khet on twitter
http://twitter.com/khet_lasergame



PC version of Khet
www.peakgamestudios.com



Khet UK Fan Club:
<http://www.khetplayers.org.uk>

Khet Google Group:
<http://groups.google.com/group/khet>

Khet page at boardgamegeek:
<http://boardgamegeek.com/game/16991>

Rules of Play

KHET 2.0 is fun and easy to learn because all the pieces move in the same way. The object of the game is to illuminate your opponent's Pharaoh by bouncing your laser beam off the mirrored pieces and around the playing field. You can learn to play in minutes!



PHARAOH



SCARAB



ANUBIS



PYRAMID

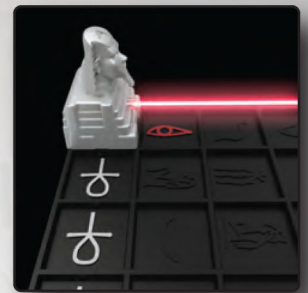
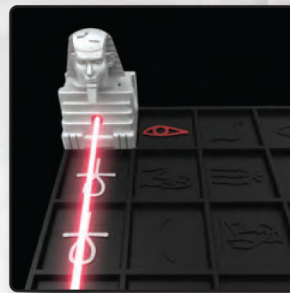


SPHINX

1 Set up the pieces in one of the three starting positions given on the back of the instruction booklet. Start with the CLASSIC configuration. As you become familiar with the game, you can invent your own starting configurations to create new possibilities and challenges.

2 Silver moves first. Players alternate turns, with each player moving only his/her own pieces. All the pieces, including Pharaohs, can be moved.

3 Each player has a Sphinx which contains a laser. It is not a playing piece and cannot be eliminated from play. It is always located in its special corner space. On a player's turn the Sphinx can be rotated to point the laser down either the first column or first row. This optional rotation of the Sphinx is done **INSTEAD** of moving a piece according to the rules which follow. If a player chooses to rotate the Sphinx as his or her turn, it must be rotated before the head is pushed and the laser is fired.



4 If the player decides **NOT** to rotate his or her Sphinx, then: a turn consists of moving any one piece one square in any direction (including diagonally) or of rotating a piece a quarter turn (90 degrees) in either direction without changing squares. A piece cannot be moved and rotated on the same turn or rotated more than a quarter twist on one turn.



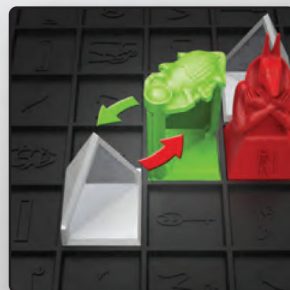
OR



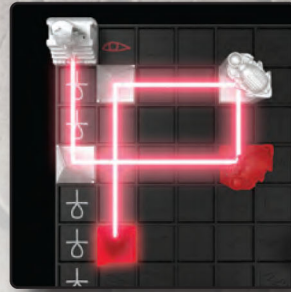
5 No red piece, including a Scarab, can move into any square containing a silver Ankh. No silver piece, including a Scarab, can move into any square containing a red Eye of Horus. These squares are located along portions of the edges of the board.

6 Except for the Scarab, no piece can move into a square occupied by another piece of either color.

7 A Scarab can move into an adjacent square occupied by a Pyramid or an Anubis of either color; the Pyramid or Anubis then goes to the square from which the Scarab started. In other words, the Scarab can swap places with an adjacent Pyramid or Anubis, but not with a Pharaoh or another Scarab piece. Neither piece rotates during the swap.



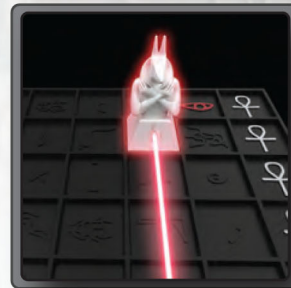
8 When a player has moved, by either rotating the Sphinx or moving a piece, he/she presses the head of the Sphinx sending a laser beam around the field. Once the player removes his/h hand from the piece moved during a turn, the move cannot be taken back and the laser must be fired. Players may not test where the beam will go by firing the laser before completing their moves! (When the laser beam hits one of the mirrors, it will always make a left or right hand turn of 90 degrees, as shown in the diagrams. The beam always travels along the rows and columns; as long as the pieces are properly positioned in their squares, the laser beam will never go off at weird angles).



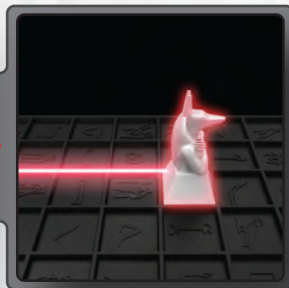
9 If the laser beam stops on a non-mirrored surface of a Pyramid that piece is removed from the board.



10 If the laser beam stops on the front side of an Anubis piece, the Anubis is not removed from the board and the turn is over—this piece is impervious to a hit on its front. If the laser beam strikes a side or back of an Anubis, that piece is removed from the board.



or

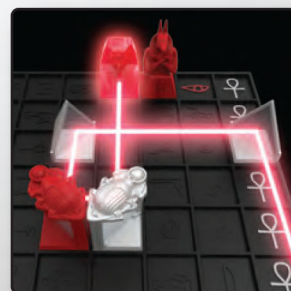


or



11 The laser is fired only once at the end of a player's turn. The turn is over whether or not a piece is hit.

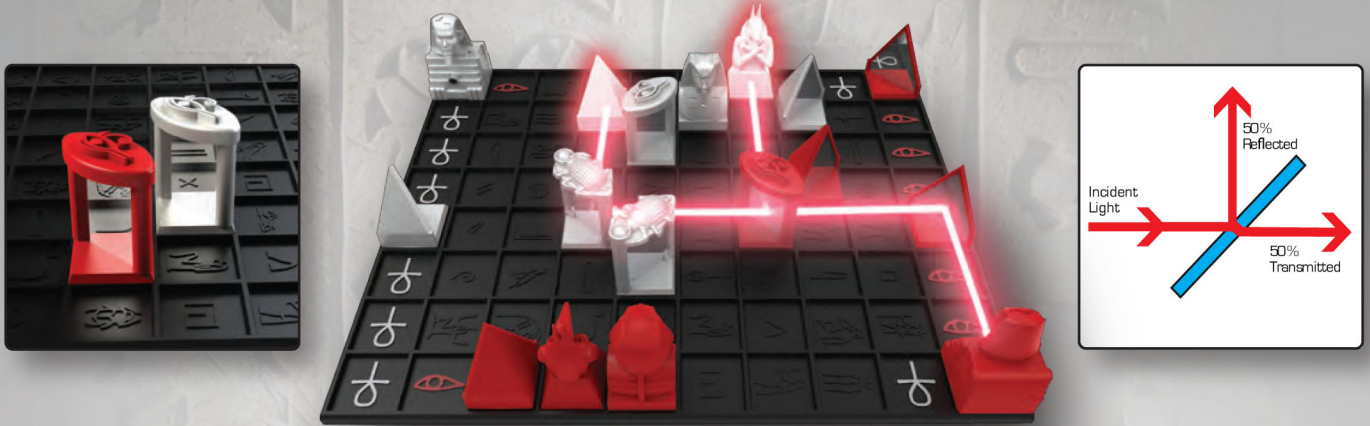
12 The game ends when a beam illuminates a Pharaoh. The winner is the player whose Pharaoh wasn't hit. A player who illuminates his or her own Pharaoh is out of luck.



13 If the same board arrangement appears for a third time in the same game, i.e., the same pieces of the same colors occupy the same squares in the same orientations, the player making the next move can declare a draw.

Eye of Horus Beamsplitter expansion available in stores or online at www.khet.com

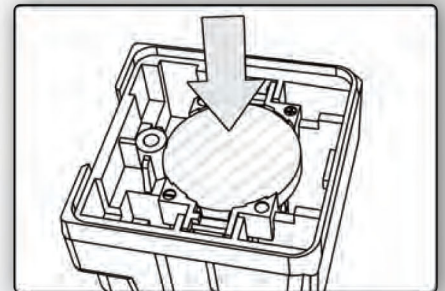
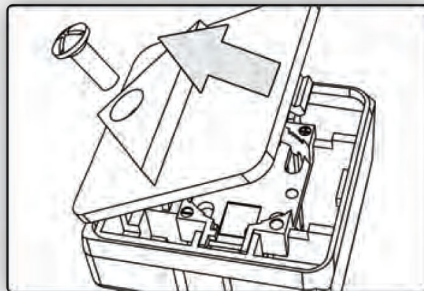
Now that you've had fun with Khet using one laser beam, can you up the ante and handle three? Each Eye of Horus game piece splits one laser beam into two! Half of the beam hitting the Eye of Horus reflects, and the other half passes through, for twice the strategy and excitement. With both pieces in play, the beam can be split twice, blasting three lasers around the field with one push of your button!



1) How To Install/Remove Batteries

Khet is powered using two standard model:CR2032 coin batteries. There is one battery placed directly under the removable bottom cover of the Sphinx piece. To insert/change the batteries turn the sphinx over and remove the screw followed by the plastic cover.

Your new Khet 2.0 game comes complete with batteries installed.
Remove the "Pull Tab" to activate the battery.



2) Battery Care and Warnings:

Use only the recommended batteries or equivalent (volts and size).
Install battery with the + terminal facing the removable cover.
Remove exhausted batteries from the product.
Do not short-circuit supply terminals.

Innovation Toys, LLC
Covington, LA 70433
www.khet.com

Keep packaging as it contains important information.

Copyright © 2005-2010 All Rights Reserved.
MADE IN CHINA
DESIGNED IN THE USA



This Device complies with 21CFR part 1040.10 and 1040.11

