

Rules of *ChamberQuest:* *Labyrinth Exploration*

Background

You and three other adventures have delved into the ruins of King David Goodrich III's River Castle seeking his 4 treasures: The Scepter, The Throne, The Coat, and The Crown.

However! A curse was placed on his castle after his death. "Delve for my treasure, and no one will escape alive!

The moment you and the other adventures stepped foot into this labyrinthine castle, was the moment you all sealed the other's fates. Only by being the first to collect the treasure you came here for will help you escape.

Be the first, or die last.

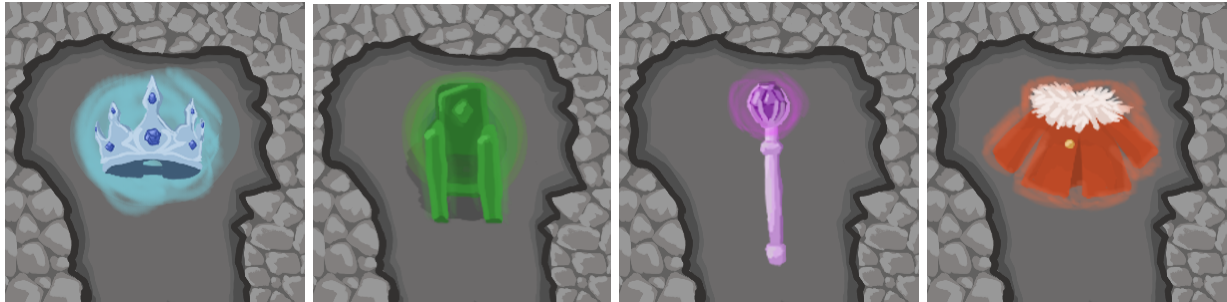
Elements of Game

- The board consists of 36 tiles, in a 6x6 formation.
- The game has two to four players. Players start on the corner tiles and may move to any neighboring tile vertically or horizontally from their starting position.
- Each player is given 6 Action cards.
 - 3 x Rotate cards
 - 2 x Push cards
 - 1 x Swap card
 - Players do not need to keep their cards secret since everyone has the same ones

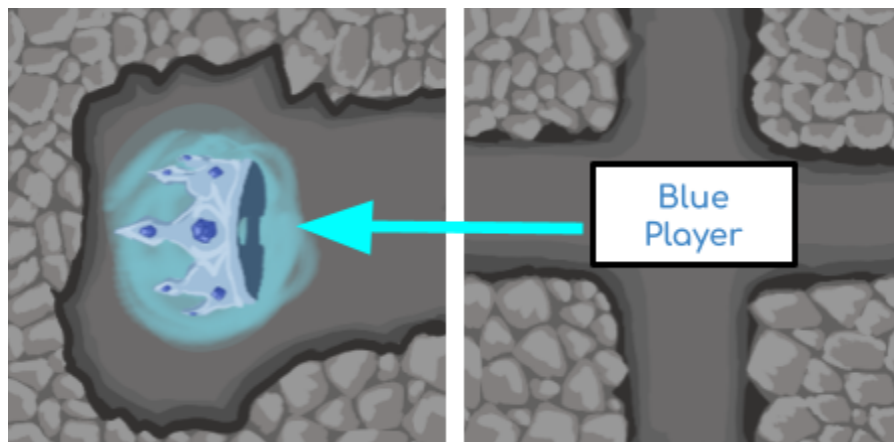
Push!	Rotate!	Rotate!	Push!	Push!	Rotate!	Rotate!	Push!
Push!	Rotate!	Rotate!	Push!	Push!	Rotate!	Rotate!	Push!
Swap!	Rotate!	Rotate!	Swap!	Swap!	Rotate!	Rotate!	Swap!

Objective

The goal is for players to be the first to reach the chamber tile with their corresponding treasure. Players must enter the tile with the treasure that matches their color to win. (Image next page)



Chamber tiles may only be entered from the entrance side. Players may enter chamber tiles that do not correspond with their color, (ex. Green player enters red chamber), but this has no effect.



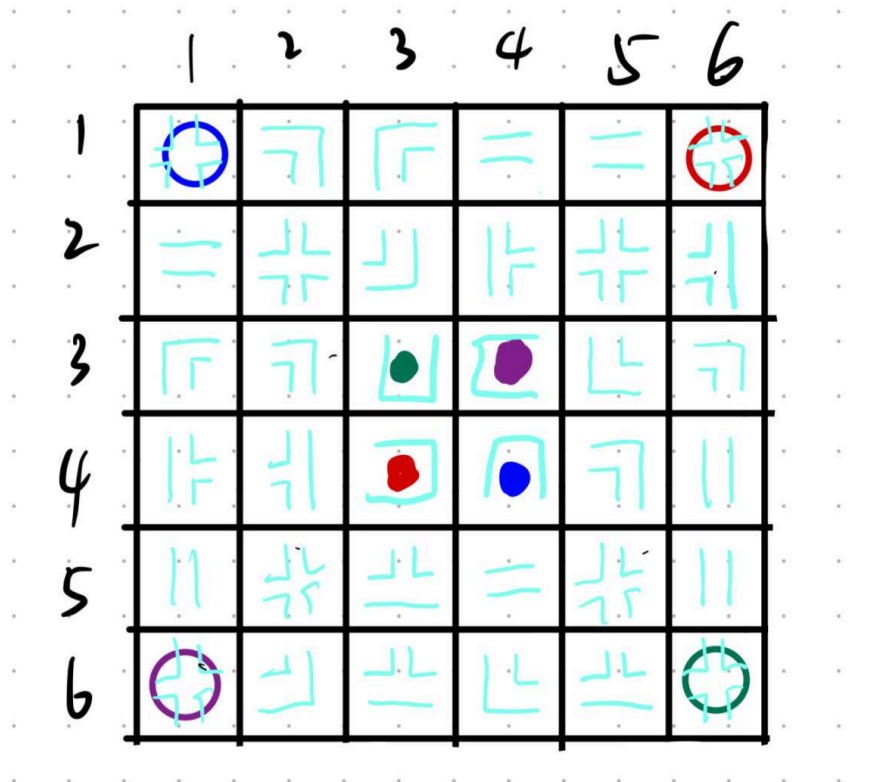
Once a player enters their chamber tile, they win and the game is over. (Image next page)



Setup

Organize the tiles in this pattern:

Up



This is your board.

Every player chooses a colored token. Set the colored tokens on the corner with their corresponding colors. This is your starting position.

Find the labeled cards. Give each player 3 cards labeled "Rotate", 2 cards labeled "Push", and 1 card labeled "Swap". These are your Action cards.

Starting the game

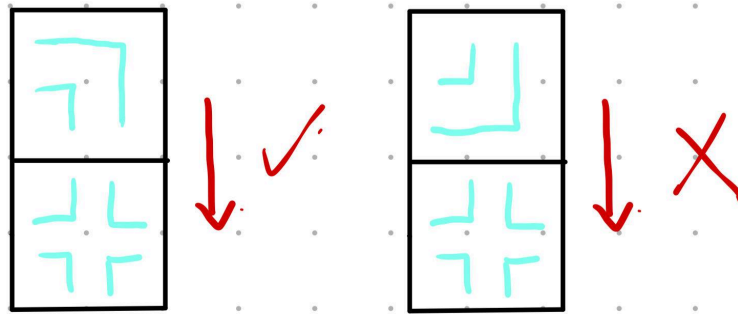
The players each roll the dice and turn order is ordered by highest score. Whoever has the highest score goes first, whoever has the second highest, goes second, etc. In the case that two or more players roll the same number, reroll until your numbers are different.

Taking Turns

At the beginning of their turn, players roll the die and can move that many tiles. **Players can choose not to move any further if they want.**

You may only move your token orthogonally. This means tokens can move backwards, forwards, and sideways.

However, there must be an available entrance to the tile.



If there is no entrance, the player cannot move onto that tile.

Players can move onto tiles that have other player's tokens. This has no effect.

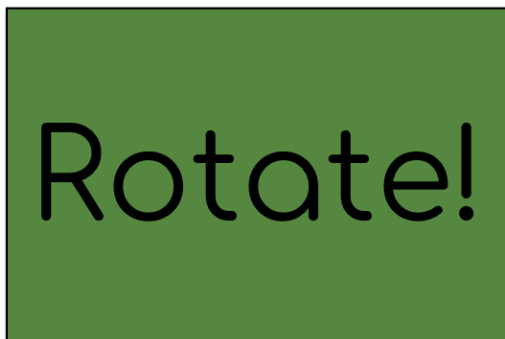
After they have moved, players may play an Action Card. Players may not move or roll the dice again after playing an action card until their next turn.

Action Cards

These cards must be played at the end of player's turns, after they have rolled the dice and moved.

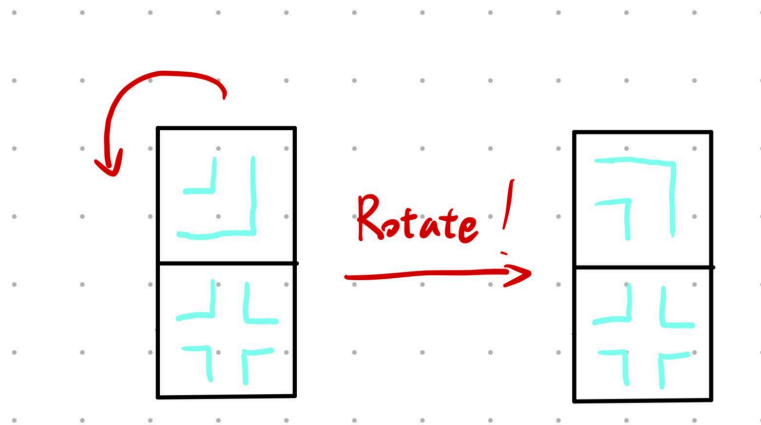
Players may choose whether they want to play a card or not each turn. Players are only allowed to play one card each turn. Once played, the card must be discarded for the rest of the game and the player's turn is over.

Rotate:



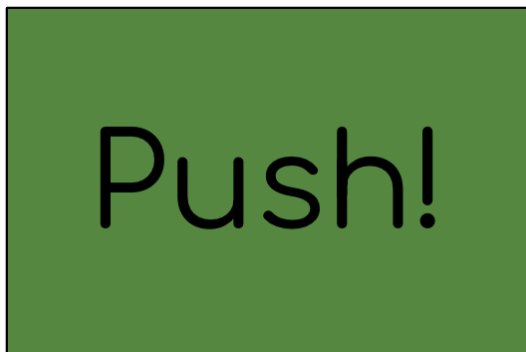
Every player is given three rotation cards at the start of the game. When played, players can pick a tile on the board and rotate it 90 degrees in a direction of their choosing. Any tile may be rotated, except

Chamber tiles and tiles that currently have a player on them.



Once the rotation card is played, the player must discard the card and end their turn.

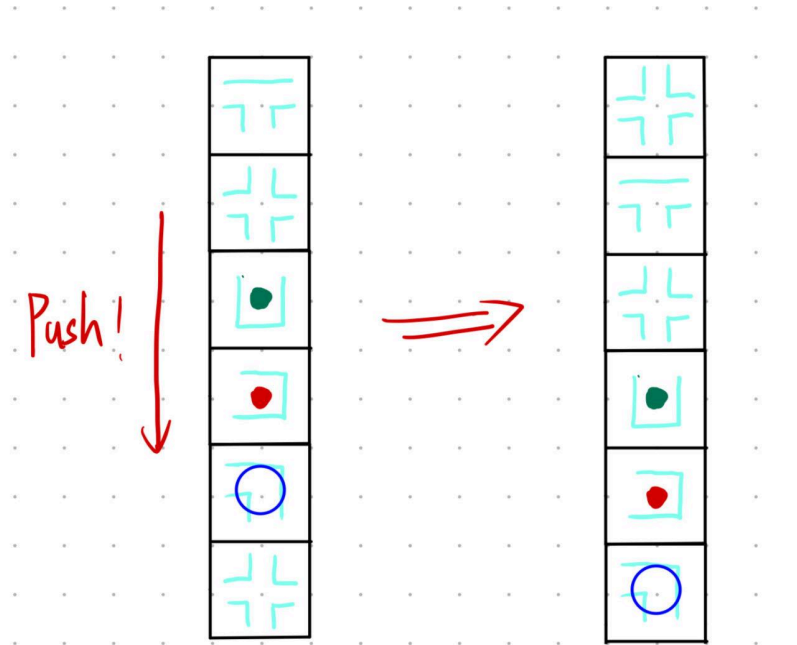
Push:



When played, this card shifts any row of a player's choosing. The row may be horizontal or vertical.

When shifted, all tiles in the row move the same direction, a direction the player chooses.

The tile at the end of the row goes to the start of the row. ALL tiles shift over, including Chamber tiles and tiles that have players on them. (Image next page)



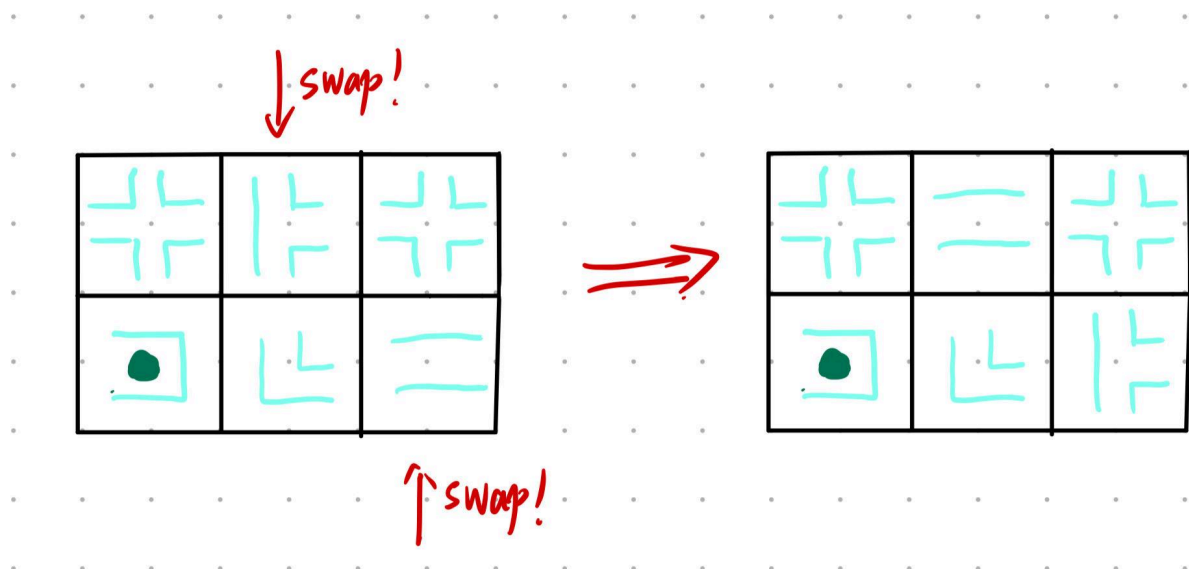
When a tile is pushed off the board, it goes to the other side of the board. If a player is on that tile, they stay on that tile and go to the other side of the board.

Once played, the player must discard a push card and end their turn.

Swap:



Play the swap card to swap the position of two tiles on the board.



Any tiles may be swapped with each other, except tiles that currently have a player on them and the chamber tiles. Tiles do not rotate as players swap them.

Once played, the player must discard this card and end their turn.

Special Circumstances

- If every player has run out of action cards before the game ends, each player redraws 2 rotate cards and 1 push card. The same rules apply to these new action cards.
- If a player takes more than five minutes on their turn, they must pass.