

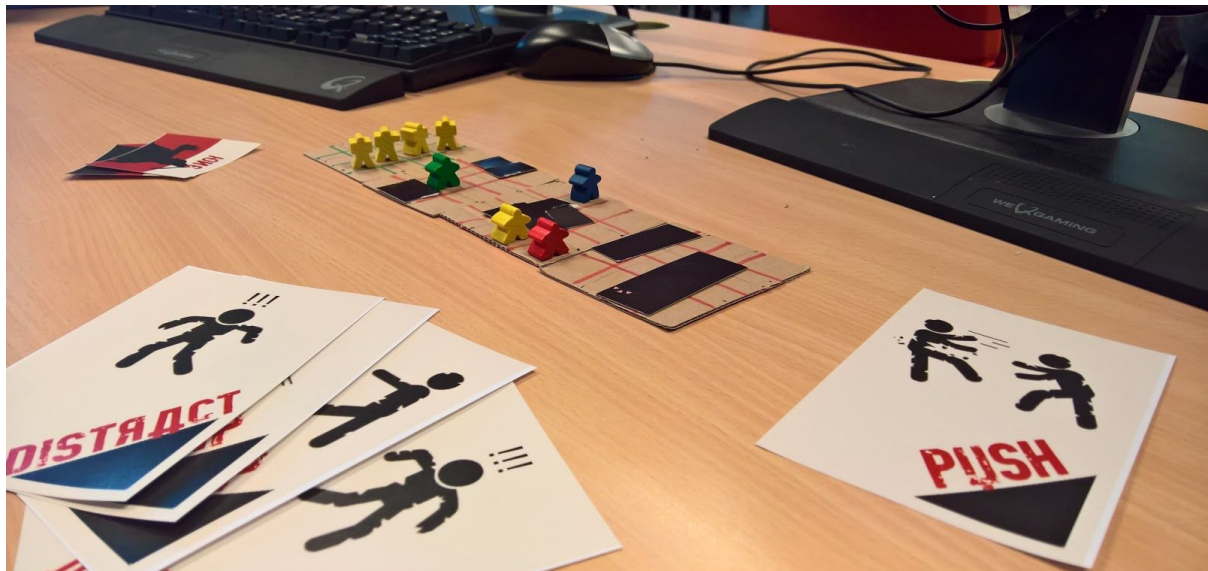
THE CORRIDOR

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GAME PITCH

"The Corridor" is a fast paced, horror-themed board game, in which only one player loses, and nobody is to be trusted. By carefully choosing how to spend their action points each turn, players will have to find the perfect balance between moving away from the pursuing threat of reanimated corpses, and sabotaging other players, leaving them behind as bait. Imagine "The Walking Dead" meets "Ludo", but with communist zombies.

In "The Corridor", you and up to 3 friends are trying to escape a horde of pursuing zombies. Set in an abandoned Russian castle, players will have to navigate a decayed hallway while vaulting over obstacles and leaping across gaps in the floor. Fall behind, and your brain will soon be feasted upon by the living dead. However, as the world has basically come to an end, and karma is a district in Belarus, all that matters is that YOU survive! Given the perfect opportunity, pushing or tripping other players might be enough to make one of them become zombie food, letting you and the rest of the group escape. Just be careful about making too many enemies, as the people around you may end up being the only ones who can save you from certain death.



GAME MANUAL

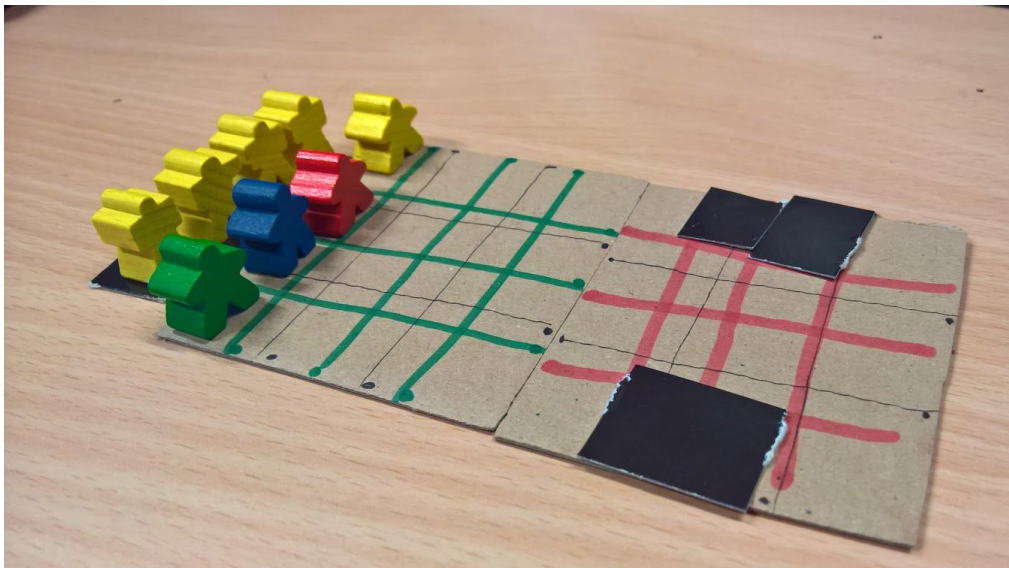
SETUP

The players agree upon which player looks more like a zombie, and that player goes first. Then the order will continue clockwise.

Once the order in which the players will take their turns has been established, players will use the **starting board** to set up the player pieces and the **zombie horde**. The players place their pieces on the **starting area** squares. The starting player chooses first on which row to place its meeple. Then the next player positions their player piece in order. The **zombie horde** is placed in the **zombie pit** behind the **starting area**.

Players draw **action cards** from the **action deck**. Player 1 gets to draw one action card, player 2 draws two action cards, player 3 draws three action cards, and player 4 draws four action cards. This is to balance the fact that it is an advantage to start. The cards are closed, so players do not reveal them to each other.

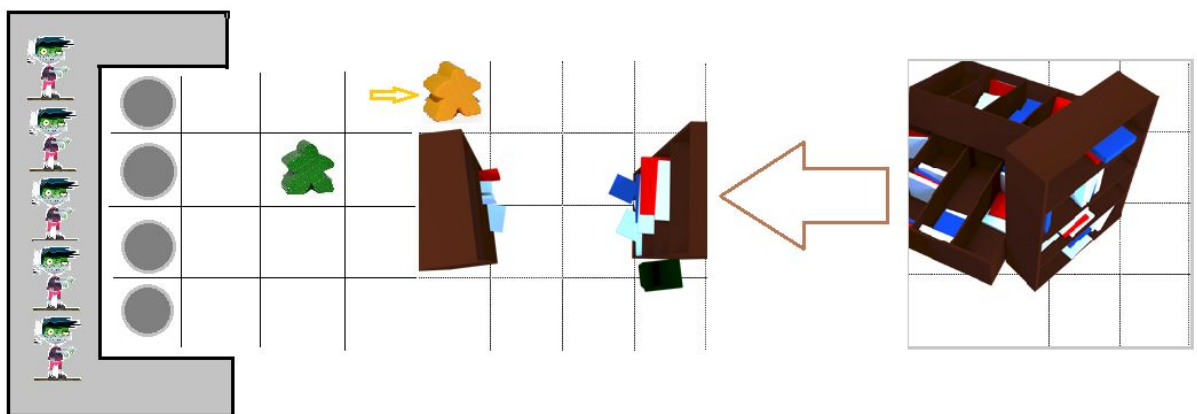
Draw a **corridor card** from the **corridor deck** and slide into the starting board. Once setup is completed, the play area will look something like this:



GAME LOOP

Each player has 4 **action points** to manage and spend on each turn. **Action points** can be spent on three different things:

1. Moving the game piece
 - a. A player is able to move on an adjacent free square (not diagonally). A square is considered free if there are no players or obstacles on it. Moving costs 1 **action point** per square.
 - b. If a player moves on to a new **corridor card**, draw a **corridor card** from the **corridor deck** and add it to the end of the corridor.



2. Drawing an action card
 - a. A player can draw an **action card** from the **action deck**. A player can hold a maximum of 5 **action cards**. If a player's hand is full when drawing a card, one card will have to be discarded. Drawing a card costs 1 action point.
3. Using an action card
 - a. A player can perform an action given the right circumstances, i.e. push cards can only be played if there are adjacent players (*see section "Action deck" for explanation of each action*). Performing an action costs 1 action point and requires the **action card** to be discarded.
 - b. A spent **push** or **jump** card will be put into the action discard pile. A spent **trip** card will be placed in front of the tripped player, as a reminder that it will cost 1 action point to get up. When the player gets up, the **trip** card is put in the action **discard pile**. A spent **attract** or **distract** card will be put next to the zombie deck. A player will need 3 available action points to jump an adjacent obstacle; 1 action point to perform the jump action, 1 action point to move on top of the obstacle and 1 action point to move past the obstacle.

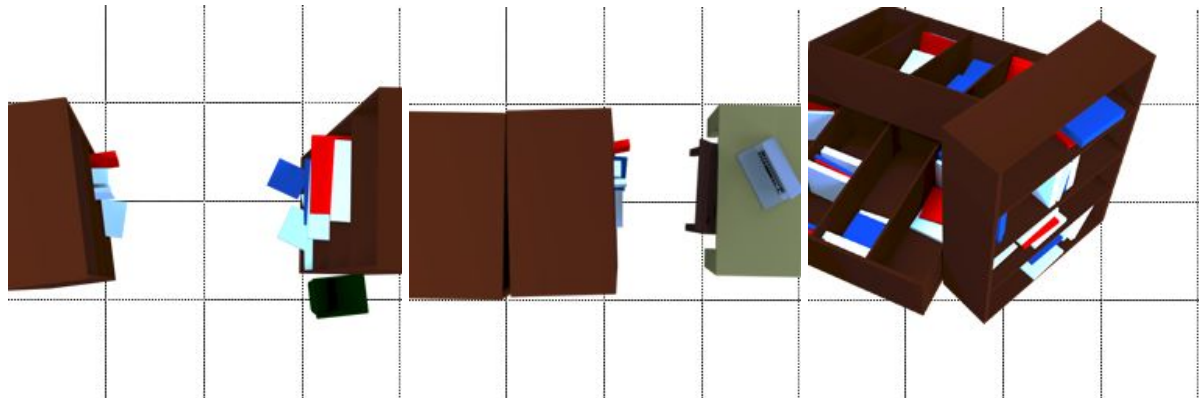
Once all players have taken their turn in the round, a **zombie card** will be revealed. The **zombie card** holds a number, which will correspond to the number of squares the zombie

wall will move forward on the board. This number will be adjusted by the number of **attract** and **distract** cards that have been played this round. These **action cards** are then put in the **action discard pile**.

When the round is over, if both the players and the **zombie horde** has left the **starting board** or a **corridor card**, remove it from the corridor and pile it next to the **corridor deck**. If the **corridor deck** is depleted, shuffle the used **corridor cards** and reuse them as the **corridor deck**. Each time the **corridor deck** is depleted, the zombies get +1 bonus move for the rest of the game.

CORRIDOR DECK

The **corridor cards** make up the game board on which the players move. The cards will contain obstacles, which the players will have to move around or spend **action cards** in order to get past.



ACTION DECK

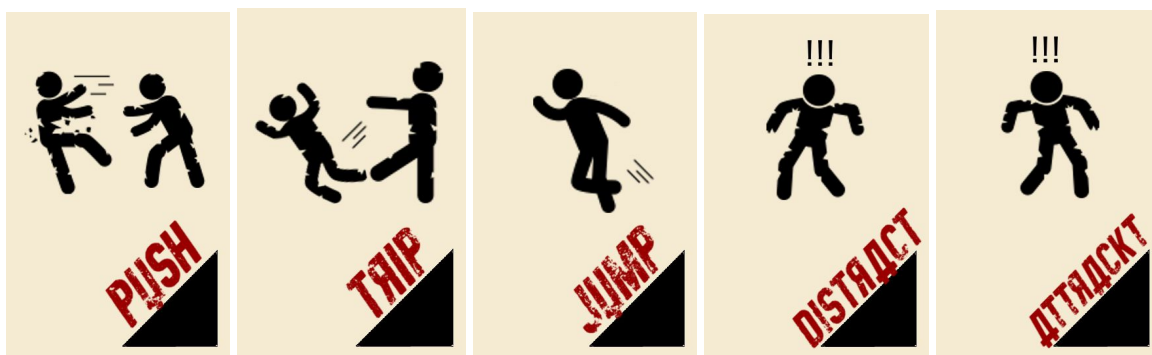
The **action deck** contains 55 assorted action cards. When a card is spent, it will be discarded. If the **action deck** is depleted, the discarded cards will be shuffled and reused as the **action deck**. There are five different **action cards** in the **action deck** - push, trip, jump, distract, and attract:

1. **Push:** A player chooses another player adjacent to her and moves her one free square away from him. The push card is then placed onto the **action discard pile**. If the square that the player is to be moved onto is not free, then the action cannot be performed.
2. **Trip:** A player chooses another player adjacent to her and trips her to the ground. When a player is tripped on a square that square is not considered free, but other players are able to move through that square as long as they don't end their turn on the tripped player's square. The tripped card is then placed in front of the player to signify that she is tripped. The tripped player has to spend an **action point** on her turn to get up before she can move, she then removes



the “trip” card from in front of her. An already tripped player cannot be tripped again.

3. **Jump:** A player can move through one non-free square (a square containing another player or obstacle). In order to do that, as an additional cost to perform the action, she has to use 2 movement action, one for jumping across the obstacle, and a second one to land on the ground again. Therefore, 3 **action points** are required in order to jump. Jump actions cannot be combined in order to pass consecutive non-free squares. After the action is executed, the card is discarded onto the **actions discard pile**.
4. **Distract:** A player can distract the **zombie horde**, meaning that the next zombie movement will be reduced by 1. This effect will stack if several distract actions are performed in the same round by either the same player or several players. However, it will not make the zombies move backwards if the number of played distract cards supersedes the zombie movement amount. She then places the card next to the **zombie deck** as reminder. The card will be discarded when the **zombie horde** moves.
5. **Attract:** A player can attract the **zombie horde**, meaning that the next zombie movement will be increased by 1. This effect will stack if several distract actions are performed in the same round by either the same player or several players. She then places the card next to the zombie deck as reminder. The card will be discarded when the **zombie horde** moves.



ZOMBIE DECK

The zombie cards holds a number between 1 and 4, and determines how far the zombie horde will move. The images below illustrates the different zombie cards.



LOSING THE GAME

Whenever a player is behind or at the same row as the **zombie horde** that player loses. In case multiple players are behind or at the same row as the zombie horde then the player that is furthest behind is the loser. In case of a tie, the rest of the players will use narrative to decide which one of the caught players will lose. If players can't agree on a loser, they will have to flip a coin.

PLAY SESSION EXAMPLE

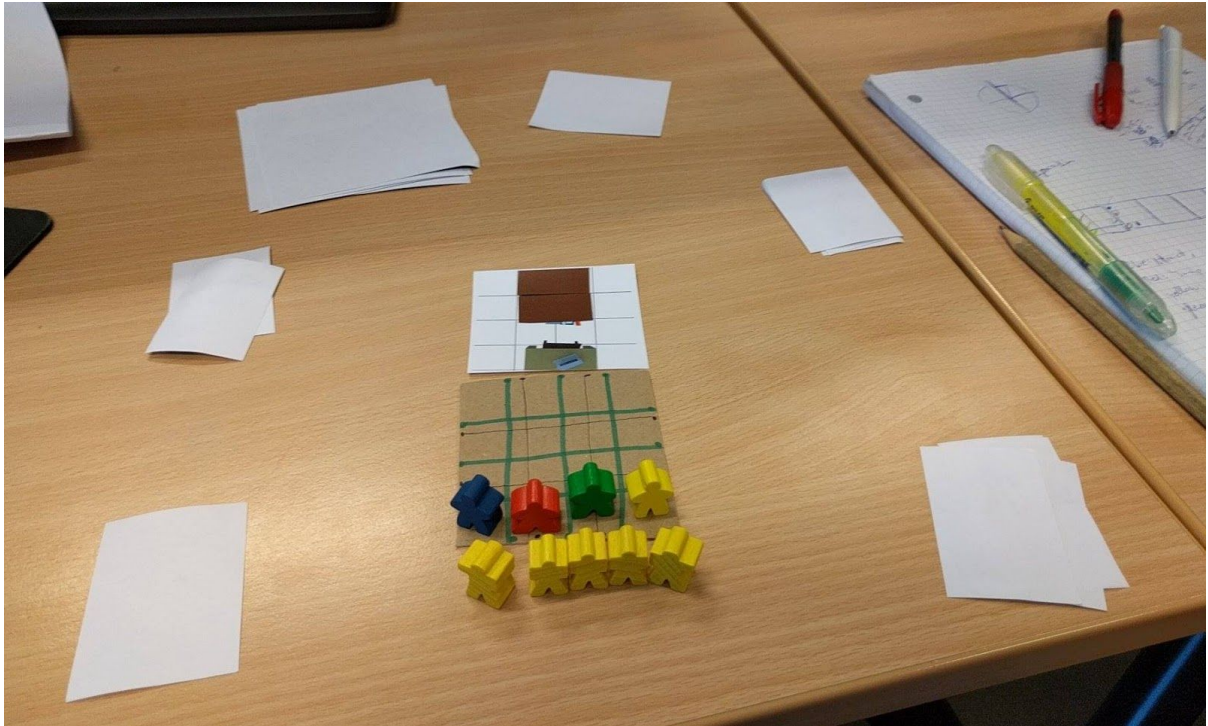


SET UP

The players decided that the blue player is the person that looks the most like a zombie, therefore she goes first. They position the starting corridor card on the table and then they draw a corridor card from the corridor deck and place it after the starting corridor card.

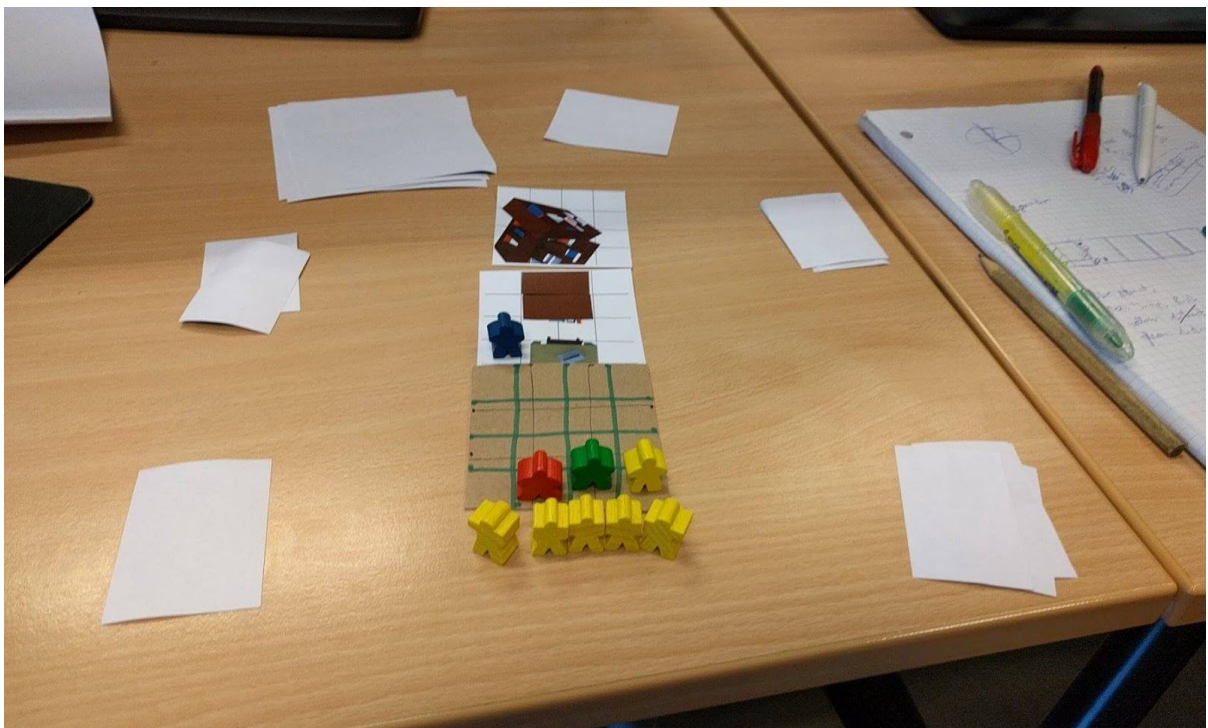
The blue player positions her meeple on the far left row(row 1), then the red player positions his meeple next to the blue player(row 2), the yellow player(row 4) chooses the far right as his right position, and finally the green player positions her meeple on the remaining square(row 3).

Then the blue player draws an Attract jump, the red draws 2 cards, a Jump and a Push card, the yellow player draws 3 cards, a Distract and 2 Jump cards, and finally the green player draws 4 cards, 2 Distract cards a Trip card and a Jump card.



1ST ROUND

Blue starts the round by using all her 4 action points to go forward 4 squares, on the end of her turn a new corridor card is turned over.



Now it's red's turn, so he moves forward 3 squares spending 3 action points, and then with his final action point he draws a card, it is a trip card. He then ends his turn.



2RD ROUND

Blue starts the round by using all her 4 action points to go forward 1 square and right 3 squares stopping in front of the yellow player.

Now it's red's turn. He uses one action to play the trip card and trip the green player, then he uses his 3 (one to play the card and two more to move) remaining actions to jump the obstacle in front of him.





3RD ZOMBIE ROUND

Since all players have finished their turn, a zombie card is turned over. The card contains the number 3, therefore the zombies should move 3 squares. Now they occupy the same row as the green player does. The game ends now and the green player is the loser.

