

The Wraith's Labyrinth

“Find salvation from the Wraith’s Wrath!”

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From Left to Right: Weston Marshall, Ryan Montero, Alex Herman, Berkley Knowles
Photoshopped in: Jonathan Mura

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Game Design

Summary

Wraith's Labyrinth is a four person game where one player acts as the cursed wraith hunting the other players who play as humans traversing the dungeon trying to find the exit. At the beginning of the game the wraith designs a labyrinth for the other players, and at the end of each round they role a dice to see how many tiles they need to replace or shift, drawing new rooms from a stack of tiles. Humans, with a limited sight of the dungeon, role to see how far they can travel and each come with unique skills to traverse the labyrinth depending on which character they play.

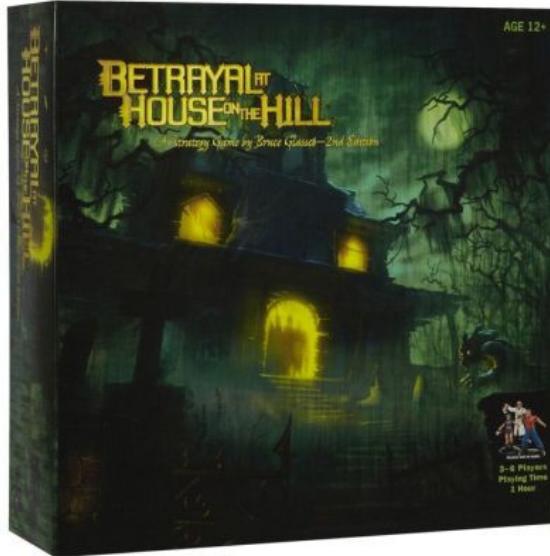
The Wraith recently took hold of a cave near a village. The village feared the Wraith, and in hopes of keeping it from attacking, they decided to hire unsuspecting adventurers every now and then to 'explore' the cave. The adventurers are unaware they are actually sacrifices and go into the cave unknowingly stumbling into the Wraith's Labyrinth.

History, Antecedents and Related Games



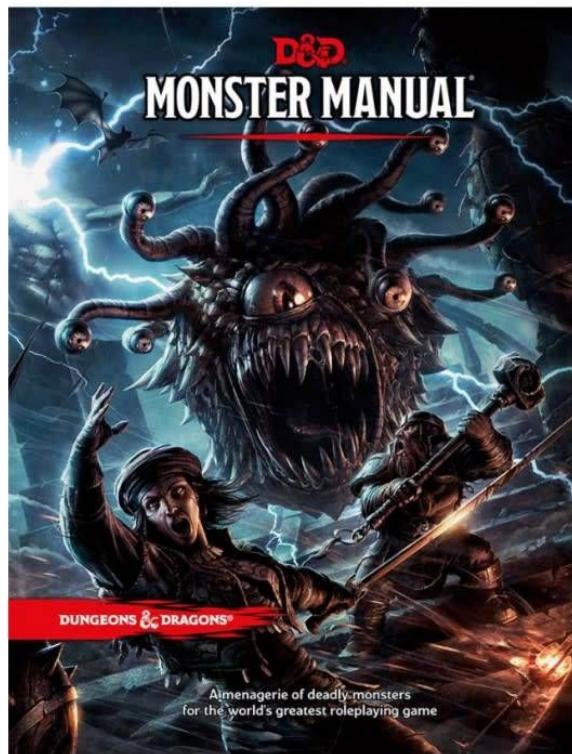
Settlers of Catan

Settlers of Catan is the inspiration for the hex tiles in our game. We want our tile art to show meaning and the contents of a space like it does in Catan. We want the players to know what each tile is based on its appearance to give a cool dungeon-like aesthetic to look at rather than just looking at tiles that simply state what they are. It gives another element to our game.



Betrayal at House on the Hill

The core concept in our game where tiles are revealed based on player movement as well as how one player attempts to kill all other players is inspired by the game Betrayal at House on the Hill. We want our players to not know how to escape the dungeon from the start of the game. We want them to have to explore and look around, just as someone lost in a real labyrinth would, so we are using this element to bring that out.



Dungeons & Dragons

The character designs and unique character roles are inspired by D&D. Also, the monster, the Wraith, is a monster in Dungeons and Dragons and is where the ideas for our Wraith character comes from. Our idea of the game is adventurers going into a labyrinth unsuspecting. In D&D, players explore their world. We want our players to get a D&D vibe from the art style so they can subconsciously understand the game better.

Gameplay

The goal of the game for the adventurers is freedom from the cave. The adventures use their skills such as a rogue's ability to disarm certain traps and move a $1d6 + 4$ spaces. They also have to play around their weaknesses as each character is especially bad at one thing. The adventures use their knowledge of the current dungeon layout to progress to where they believe the exit is. The goal for the Wraith is killing all the adventurers with traps by altering the game path and adding trap tiles. The wraith needs to set up the map strategically and place, replace, remove, and switch tiles to trip up the adventures and ultimately kill them before they can escape the dungeon.

The players who are adventurers will use the actions they roll for to use the abilities and movements stated on their character card. During their turn they can move on any space and use their abilities on tiles until they are out of actions. If they run into a tile other than neutral, start, or exit tiles, they must follow the rules of that tile to survive. Each adventurer has a certain number of lives they can lose before they die. Adventurers can work together or work separately to explore the labyrinth layed out to find the exit.

The player who is the Wraith has the goal of killing all the players. They also roll for actions to use the abilities they have on their character card. At the start or their turn they draw one or two tiles, depending on the number of players, to add to the labyrinth. During their turn, they can use their actions on their abilities that allow them to move, replace, draw, and repower tiles. Their turn is meant to change the labyrinth so that it is harder for adventurers to explore and survive. The Wraith can even move the exit tile unless it has been found, then they can only move it up to two more times for the rest of the game.

This cycle of adventurers exploring and the Wraith trapping continues until every adventurer has either lost all their lives or escaped through the exit. Should an adventurer escape, they have won. Should all adventurers die, the Wraith has won. Whoever is last in the Labyrinth has one more turn to escape, but if they fail, they will die. Once all have either died or escaped, the game ends.

Narrative

An evil wraith has taken occupancy in a nearby cave, demanding souls. In order to appease the wraith, a nearby village hires unsuspecting adventurers to be sacrifices. These adventurers are in search of goodies and treasure but upon entering "The Wraith's Labyrinth"™ the door closes behind them and they discover they are alone with an angry Wraith they were not prepared to encounter. Now, their only goal is to simply make it out of the cave alive.

The Wraith is a soul seeker, hunting for the living to eat their souls. It has found a home near a village hoping to eat. The Wraith only desires one soul every now and then, yet it found that several are always sent, so it decided to toy with its prey. The Wraith may risk losing all the souls, but it finds that the fun of the labyrinth is worth the chance of losing a meal. Its goal is hunting down and killing all that are trapped within its cave.

Technical

Theming

The story is about some adventurers and the Wraith. The adventurers each have their own advantages and disadvantages, allowing them to work together and avoid the Wraith's traps. They have to follow the path. The wraith is given the ability to change the route of the cave to the exit.

Mechanics

The Wraith player builds a labyrinth out of hex tiles. The adventurer players then enter the labyrinth at the start tile and have to navigate their way through. The tiles will often be trapped and the players need to try to get passed the out to the exit. While this is happening, the wraith is adjusting the labyrinth and trying to kill the players before they get out. Adventurer players have different stats that allow them to avoid different traps they land on. Some adventurers can use their stats to help other players or to move easier around the board, while others are more specific to defeating monsters and traps. This could have balancing issues when it comes to the drawing of character cards. There is also the opportunity to collect extra move points with gamble tiles that haven't been fully tested and could either be overpowered or prone to killing adventurers.

Currently the skill to chance ratio is a strange one, because the Wraith is mostly strategy with only chance involved when they draw the tiles, whereas the adventurers are relying more on chance while on tiles they can't beat strategically. Their strategy to chance ratio changes depending on if they work together with other adventurers or not, or depending on which character cards are on playing. This is somewhat hard to adjust when it comes to trying to fix that ratio. We have added some gamble tiles that are based on chance, but the player doesn't have to use them. So our games can either have a very balanced ratio, or a much higher chance to strategy ratio. The way we have somewhat handled it is by ensuring that at least one player is able to defeat either traps or monsters, so not every tile is a chance roll to survive.

Set Up

Players roll a D6, highest roll determines who is the Wraith. The remaining players shuffle the adventurer character cards and each draw one. This character card tells the player what actions they can do on their turn.

1. The Wraith then locates the Start and Exit tiles. If there are 3-5 players, the Wraith draws 23 more tiles from a pile of 100; if there are 6-9 people, the Wraith will draw an extra start tile for players to start from, and 47 more tiles from a pile of 200. The Wraith

will then create their own dungeon using the drawn tiles.

2. When the Wraith places tiles they may be placed anywhere so long as:
 - a. Every tile has a path to the exit tile
 - b. The exit tile must always be bordered by at least 3 other tiles
3. Every piece **except** for the Start tiles should be placed upside down. Once the dungeon is set up, players begin taking their turns, starting with the player left of the Wraith.
4. When using the 200 card deck for 6-9 people, there will be 2 start tiles. Both should be face up at the start and each player may choose which tile they will start at.

the start tiles for the others to begin from, then they play all the remaining tiles face down.

Number of Tiles in Deck:

3-5 players

Start - 1 End - 1 Vortex - 3 Nullifier - 1 Rickety Bridge - 6 Oil Slip - 2	Swinging Blades - 5 Arrow Spewer - 5 Monstrosity - 5 Spirits - 5 Undead - 10 Fountain - 3	Hallway - 35 Spider Webs - 6 Arachne - 1 Pit Hole - 4 Blade Dancer - 5 Mimic - 2
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6-9 players

Start - 2 End - 1 Vortex - 6 Nullifier - 2 Rickety Bridge - 12 Oil Slip - 5	Swinging Blades - 10 Arrow Spewer - 10 Monstrosity - 10 Spirits - 10 Undead - 20 Fountain - 6	Hallway - 70 Spider Webs - 12 Arachne - 2 Pit Hole - 8 Blade Dancer - 10 Mimic - 4
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Each player (besides the Wraith) has tokens that go with their character that acts as their number of health points. (Note: refer to Character Token section to see what they look like. Refer to Character Card section to see how many tokens each character should have.)

- Tokens mark a player's health
- Each token is equal to one life
- Use one token to act as a game piece
- Every time a player loses a life, put away one token into a discard pile
- If a player is out of extra tokens and they lose a life, they discard their game piece and lose the game

The game also has game tokens (refer to Game Token section to see images of them)

- Portal token: this token is placed on a tile by the mage when they use their ability. Tiles with a portal token can be moved by the Wraith but not removed from the map.
- Disabled Tile token: this token is placed on tiles to mark when they have been disabled. For example, after a knight defeats a monstrosity, this token will be placed on that tile. Tiles will only stop being disabled should the Wraith re-arm it, or the tile is completely removed from the map and then replaced.
- Arachne token: this token is used to mark where Arachne currently is on the map. This token may only be placed on a spider web tile.

End Game Conditions:

1. A player wins if they find the Exit Tile and leave the dungeon.
2. If all players die in the dungeon, the Wraith wins.
3. The game continues until only one player remains in the dungeon, and all other players have died or escaped. Once one player remains, they will have one final turn to make it to the exit tile. Should they fail to do so, the Wraith and all other players who escaped the dungeon win. The player who failed to escape, and those who died in the dungeon to traps, lose.

Rules

- Only one player may be (and one must be) the Wraith
- 3-8 players must be adventurers
- Players take turns starting with the player left of the Wraith player

Adventurer Turn:

1. Player rolls a **1D4 and adds 2** to determine how many actions the player starts with
 2. Player will refer to the actions they can take based on their adventurer card
 3. Player may move to any tile adjacent the one they are on
 4. Every time a player chooses a tile to move to, the tile will be flipped first and then the player will move to that tile.
 5. Should the player land on any non-hallway tile, they must follow that tile's rules using the tile rule sheet before proceeding to the next tile
 6. **NOTE:** Even if a player has lost a life on a tile, they **are** allowed to proceed forward if they have remaining actions unless the tile rule states otherwise
 7. Should a player give their actions to another player, that player must use the given actions immediately.
 8. When the player uses all of their actions or the player chooses to end their turn, the player's turn ends unless given more actions
- When all players have used up their actions or have decided to end their turn without using all actions, the Wraith will take their turn.
 - Note: refer to Character Card section to see Adventurer actions

Wraith Turn:

1. If there are 3-5 players, the Wraith will roll a **1D6 and add 2** to determine how many actions the Wraith has
 2. If there are 6-9 players, the Wraith will roll a **1D6 and add 4** to determine how many actions the Wraith has
 3. If there are 3-5 players, the Wraith will start their turn by drawing **1** tile from the deck of tiles and placing it in an appropriate spot in the dungeon
 4. If there are 6-9 players, the Wraith will start their turn by drawing **2** tiles from the deck of tiles and placing them in an appropriate spot in the dungeon
 5. Wraith player will refer to their action card for the actions they can take on their turn.
 6. When changing the dungeon, these two rules still apply:
 - a. Every tile must have a path to the exit tile
 - b. The exit tile must always be bordered by at least 3 other tiles
 7. The exit can be moved like any other tile until it is flipped over, at that point, it may only be moved two more times by the Wraith
 8. If the player moves to a tile that has already been flipped over, it will remain right side up unless the Wraith has used an action to remove the tile from the dungeon
 9. Wraith cannot move tiles that a player is currently on
 10. Wraith cannot remove tiles with a portal token on them, however the Wraith can still move these tiles
 11. Wraith cannot use the “Rearm Tile” action on a tile a player is currently on
 12. When the Wraith removes a tile from the dungeon, that tile is placed at the bottom of the deck of tiles
 13. When the Wraith uses all of their actions or the Wraith chooses to end their turn, the Wraith’s turn ends
- When the Wraith’s turn ends, the adventurer’s turn begins.
 - Note: refer to Character Card section to see Wraith actions

Tile Rules:

(Note: Images of tiles found in Prototype Tiles section)

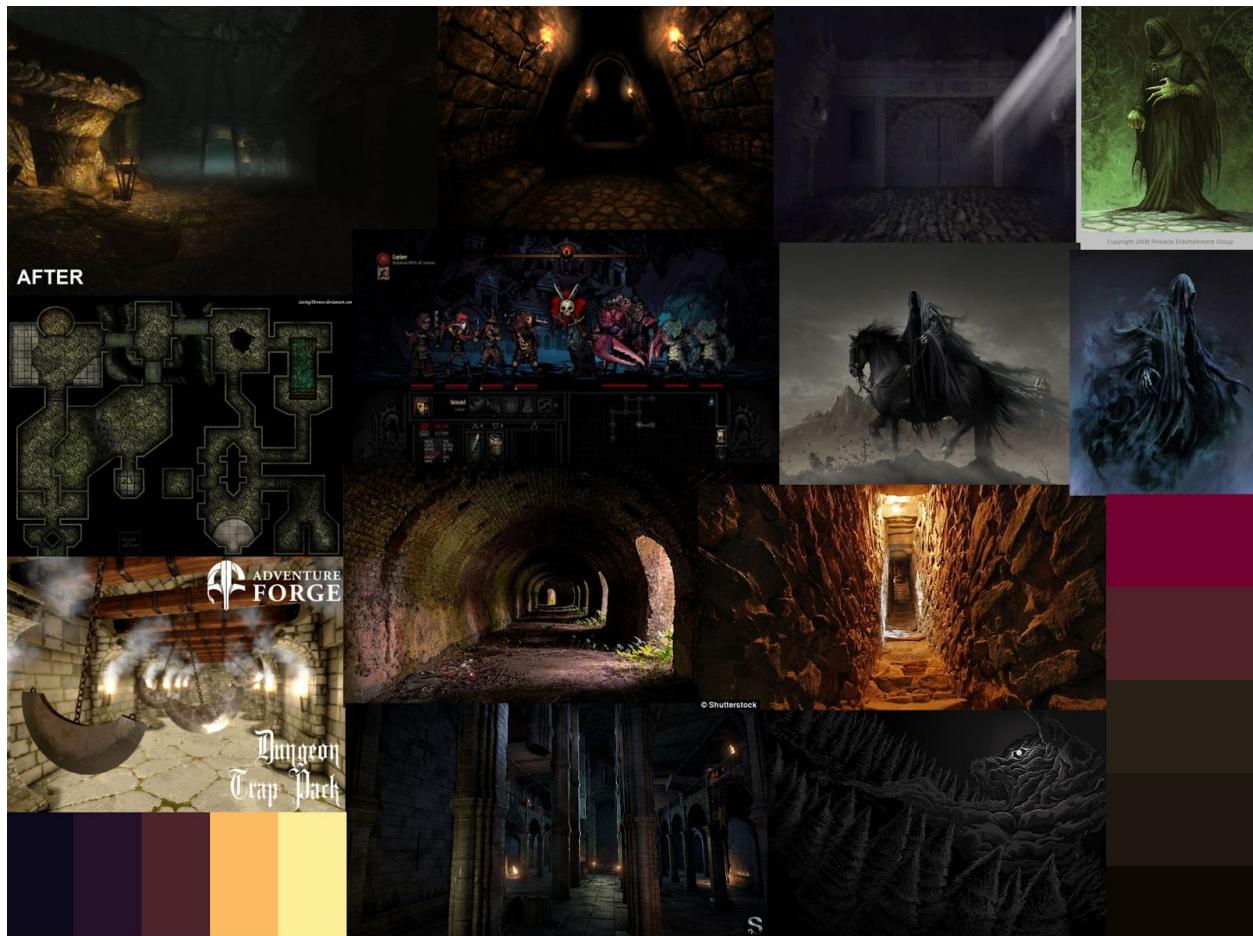
Start Tile	End Tile	Hallway Tile
<ul style="list-style-type: none"> · Players will start on this tile when entering the dungeon. This tile acts as a hallway tile otherwise. 	<ul style="list-style-type: none"> · Upon landing on this tile, the player leaves the dungeon and wins the game. 	<ul style="list-style-type: none"> · This tile has no effect. It is a safe space to land on.

Pit Hole	Arachne	Oil Slip
<ul style="list-style-type: none"> Activates when player lands on tile If only one Pit Hole is visible: player loses one life. <p>When any other Pit Hole is first landed on: The Wraith chooses how the the Pit Holes connect. All Pit Holes will transport players to the selected tile. The selected Pit Hole will act as a hallway tile when landed on, preventing travel through the pit hole.</p>	<ul style="list-style-type: none"> Activates when player lands on tile Awakens Arachne which the wraith then gains control of. At any point of the wraith's turn, they may place the spider token on any revealed spiderweb or have it go into hiding and remove it for a round. Players whose turn ends on a tile with the spider token, lose a life. 	<ul style="list-style-type: none"> Activates when player lands on tile Forces players to enter the tile opposite of where they entered this tile The tile requires every adjacent tile to have another adjacent tile opposite of it. If the previous rule cannot be followed, this tile acts as a Hallway Tile For the cost of rearming the trap, the wraith can light the oil in the room on fire for the duration of the next round. Players who enter this flaming tile automatically lose a life.
Fountain of Knowledge	Mimic	Vortex
<ul style="list-style-type: none"> Players on this tile can choose to use an action to activate Player rolls a D6 Even: player chooses any tile on the map and flips it up Odd: Player is sent to the start tile they started on 	<ul style="list-style-type: none"> Players on this tile can choose to use an action to activate Player rolls a D6 Even: player gains a permanent +1 to their number of actions per turn Each player can only receive this bonus once Odd: Player loses a life 	<ul style="list-style-type: none"> Activates when player lands on tile Player rolls a D6 and are sent to the tile bordering that number on the Vortex tile. Player keeps rolling until a number with an adjacent tile is rolled

Swinging Blades	Arrow Spewer	Blade Dancer
<ul style="list-style-type: none"> · Trap · Activates when player attempts to leave tile · When Activated: player rolls 3 D6 dice. Success on 2 or more rolls of greater than 2 · Failure: Player loses 1 life 	<ul style="list-style-type: none"> · Trap · Activates when player attempts to leave tile · When Activated: player rolls 3 D6 dice. Success on 2 or more rolls of even numbers · Failure: Player loses 1 life 	<ul style="list-style-type: none"> · Trap · Activates when player attempts to leave tile · When Activated: player rolls 3 D6 dice. Success on 2 or more rolls of 5 or 6 · Failure: Player loses 1 life
Monstrosity	Spirit	Undead
<ul style="list-style-type: none"> · Activates when player attempts to leave tile · When Activated: player rolls 1 D6 dice. Success on even number · Failure: Player loses 1 life and will have 2 less move actions next turn 	<ul style="list-style-type: none"> · Activates when player attempts to leave tile · When Activated: player rolls 1 D6 dice. Success on even number · Failure: Player loses 1 life and will have 1 less action next turn 	<ul style="list-style-type: none"> · Activates when player attempts to leave tile · When Activated: player rolls 1 D6 dice. Success on even number · Failure: Player loses 1 life
Nullifier	Rickety Bridge	Spider Web
<ul style="list-style-type: none"> · Activates when player lands on tile · Player may only use the move and help action next turn 	<ul style="list-style-type: none"> · If more than one player are on this tile during a round, players on this tile must roll a 1 D6 dice. Success on 3 or more · Failure: Player loses 1 life and is sent back to the previous tile 	<ul style="list-style-type: none"> · Activates when player attempts to leave tile · Player rolls 1 D6 dice. Success on roll of 5 or 6 · Failure: Player remains on this tile and does not move

Design

Mood Board



Game Flow

Walk through of the game

1. Role cards are picked
2. The wraith player builds the labyrinth
3. The players enter the labyrinth
4. All players take a turn
5. The wraith takes a turn
6. Repeat 4 and 5 until all players are dead or escaped
7. Game ends

Development

Playtest Results

First Playtest round:

For our first playtest, we experienced problems with our rules. Some of the rules were not clear to the players, and we ended up seeing two sets of players play the game in different ways. This led to the group getting together and re-examining how we explained our rules and clarifying the more confusing parts. We also adjusted some rules after evaluating them to something we thought would work better. The prototype we worked with was not a very strong one, and that is meant in a literal way. The tiles are just pieces of paper with the type of trap written on it. The pieces easily moved and because we cut the tiles out ourselves, they didn't perfectly line up. The rules were also written rather than printed.

Second Playtest Round:

For our second playtest, we had a better prototype and rule sheet which improved the playing experience and made it easier to understand how to play it. There was less confusion with the general rules, however we discovered some of the character abilities were not as clear as they needed to be. We also found that because of our wording, some of the abilities were exploitable, making the game heavily in favor of the Adventurers.

Game Jam Playtest:

For game Jam, We had better prototypes with colored tiles and character card. We were testing for balancing issues this time. When we took our game to Game Jam, we received a huge amount of feedback. We found that there was some annoyance with limited movement, actions points for the Wraith, amount of time to set up, confusion with a how and when some of the tiles are active, and lack of explanation of the tokens. We gained so much good feedback to alter our game, we ended up making a huge to-do list from just this one playtest.

Future Work

Based on First Playtest:

Currently, we are making alterations to our rules. We had varying translations from the players so we want our rules to be clear and concise so everyone can follow and play the game the way we designed it and not leave them confused about how something works. We are also wanting to test changes in the amount of tiles used depending on the amount of people playing the game. Finishing tile and artwork for the game is also a priority. We plan to upgrade our prototype, providing printed versions of our rule sheet and tile sheets for the players to read easier. We will continue to playtest our game and determine how balanced the game is. We want to ensure certain characters aren't too weak or too strong and if it is too easy or too hard to escape the labyrinth. We are fairly confident with the basis of the game and now we just need to ensure it is properly balanced.

Based on Second Playtest:

We had issues with the abilities on our character cards, so we plan to go through and change the wording for the specific cards that were mentioned to have issues, as well as try to determine if any of the others also needed some changes. We also plan to print out colored tiles and larger character cards so it is easier for our playtesters to read their character rules.

Based on Third Playtest:

As I said in the results, we made an entire to-do list:

Player Actions X

- D4+2 players X
- D6+2 Wraith / D6+4 X
- Help Action is immediate, players have to take the help action when given X

Wraith Tile X

- Place top tile of the deck at the beginning of turn X
- Can only rearm a tile when a player is not on it X

Win Condition X

- If there is one player left in the dungeon, they have one turn to escape X

Spirit Tile

- On a failed role, you lose a life and get -1 for actions on the next round
- Roll even success, roll odd fail

Monster Tile

- On a failed role, you lose a life and get -2 movement on the next round
- Roll even success, roll odd fail

End Tile X

- While undiscovered the end tile is treated a normal tile X
- When discovered the wraith can only move the end piece twice X
- Must always have 3 adjacent tiles X

Set up

- 25 tiles X

Fountain of Knowledge Tile

- Spend an action
- You roll to see if you gain knowledge of a tile, or go mad and run back to start
- Knowledge on even, madness on odd

Mimic Chest

- Active until someone fails the roll
- Can be re-armed
- Each player can only receive the bonus once
- May spend an action to gamble
- On even you gain +1 to your action rolls for the rest of the game
- On odd, you loss a life

Pit hole

- After the initial pit hole is discovered, when a player lands on a new pit hole, the wraith chooses which pit hole the player is sent to.

Time rules

- Traps have their effects occur on exit

Swinging Blades

- Best of 3, success on rolls greater than 2

Blade Dancer

- Best of 3, success on rolls 5-6

Tokens

- State when they are used
- Health Tokens & Graphic

These are all the changes we plan to make. We also want to ensure that our rule packet is complete and all other artwork is finished up and ready to go for when we buy the game pieces.

Now that our game is at its finishing point for the class, should we continue to work on this game in the future, our main goal would be to playtest it and hear back from the players. We need to ensure that the game is well balanced and works well with more players than 4-5 since that is how many we have mostly been testing with. We would also want to check if our ratio between neutral tiles and event tiles is balanced, since most of our tile amounts are guessed. We want to ensure that the odds are good and fair, but we would need much more testing than the few times we have actually tested it to see how well the game is balanced.

Viability

The games we have based our game off of have done incredibly well. Settlers of Catan has sold more than 18 million copies and several thousand game related products. Dungeons and Dragons is one of the most famous board games out there with many knock offs and has made millions. Betrayal at House on the Hill, the game ours most relates to, is not as famous as the others, however it also was a huge success, and even won 2004 Gamer's Choice Award for Best Board Game. This suggests that should we properly playtest and improve upon our current game, our game could become fairly popular and make a decent profit.

Development

During our development from what we originally had, we decided to add a few more specialty tiles to give the game more variation than landing on the same three trap and monster tiles. We had base rules but decided to add to the rules and gave players varying lives rather than a single death. We added the ability to give other players their actions in an effort to encourage teamwork between the adventurers. We limited the dice roll for the Wraith from 12 to 8. We added some actions for the Wraith to do. We also limited the number of times the end piece can be moved to two times a game.

We continued to make changes by adding even more tiles, but some act more like event tiles rather than ones that just straight up try to kill the players. We also added some actions for

the Wraith to shorten down time they have to sit through between player turns. We brought in tokens that indicate if a portal has been placed or if players have disabled the tile. We improved upon our wording for our rule sheet and added more rules.

As we were finishing up in the development, we completed just about everything we were shooting to do in our future work section, including our entire to-do list. We added to the actions total for players, altered some rules for Adventurer abilities, ensured that players knew when tiles were activated, and added some gamble tiles to create more risk for the Adventurers. We also decided to do a rule book instead of a bunch of rule sheets so that it is all together.

Expected Development Cost

The estimated development cost for our game through Game Crafter is roughly \$66.

Materials and Cost:

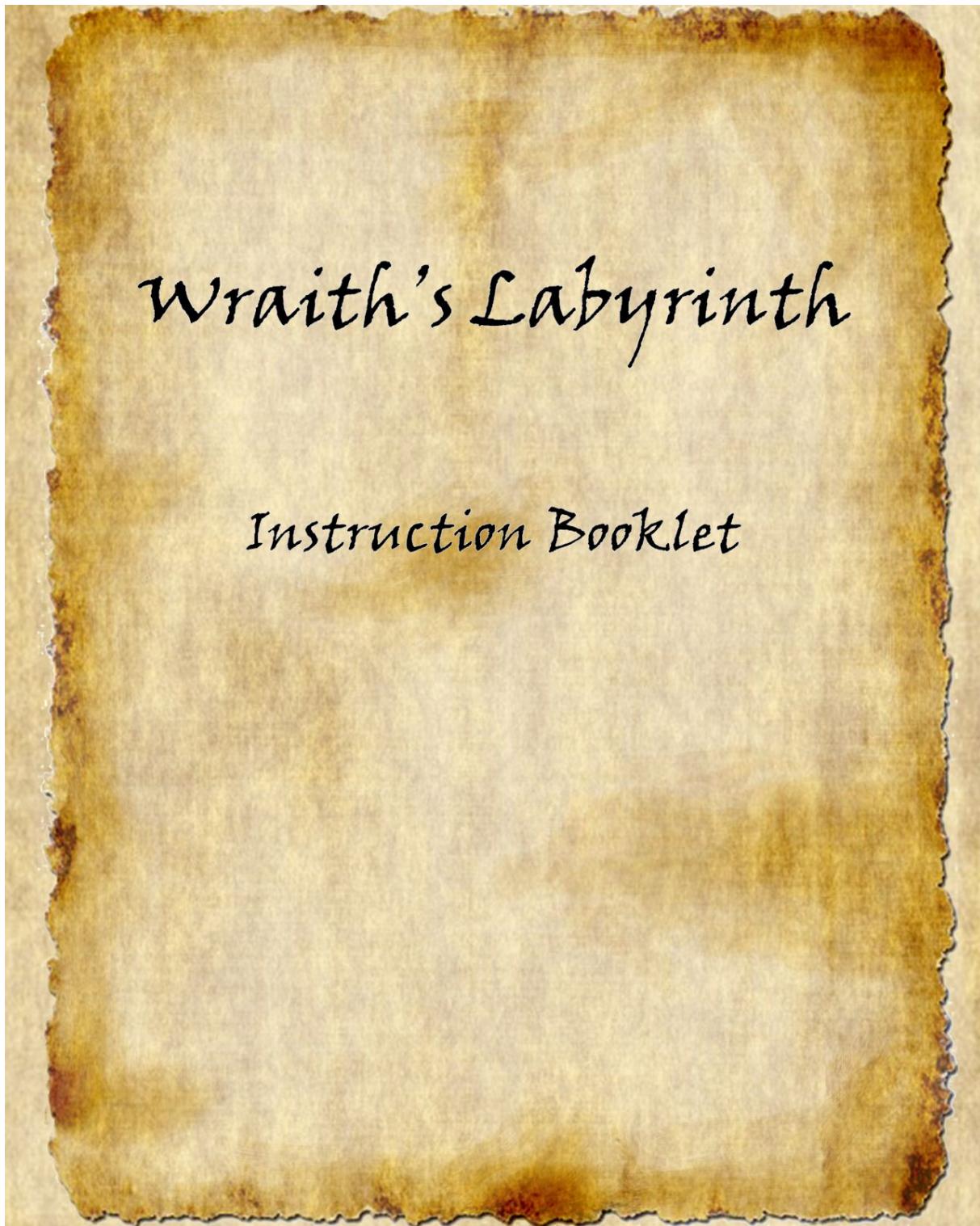
- Box = \$10.70
- Character Deck = \$3.40
- tokens = \$3.09
- Tile Deck = \$43.18
- Booklet = \$8.00
- Dice = \$3.03
- Handling Fee = \$0.89

Total = \$66.28

This total is based off a single payment, however should we buy the game in bulk, we could bring the cost down to **\$40.79/game** through Game Crafer.

Appendices

Instructions/Rule Book



Summary:

An evil wraith has taken occupancy in a nearby cave, demanding souls. In order to appease the Wraith, a nearby village hires unsuspecting adventurers to be sacrifices. Upon entering "The Wraith's Labyrinth" the door closes behind them. Now they must escape or be damned for eternity.

Setup:

1. Players roll a D6, highest roll determines who is the Wraith. The remaining players shuffle the adventurer character cards and each draw one. This character card tells the player what actions they can do on their turn.
2. The Wraith then locates the Start and Exit tiles. If there are 3-5 players, the Wraith draws 23 more tiles from a deck of 100; if there are 6-9 people, the Wraith will draw 47 more tiles from a deck of 200. The Wraith will then create their own dungeon using the drawn tiles.
3. When the Wraith places tiles they may be placed anywhere so long as:
 - a. Every tile has a path to the exit tile
 - b. The exit tile must always be bordered by at least 3 other tiles
4. Every piece except for the Start tile should be placed upside down. Once the dungeon is set up, players begin taking their turns, starting with the player left of the Wraith.
5. When using the 200 card deck for 6-9 people, there will be 2 start tiles. Both should be face up at the start and each player may choose which tile they will start at.

End Game Conditions:

1. A player wins if they find the Exit Tile and leave the dungeon.
2. If all players die in the dungeon, the Wraith wins.
3. The game continues until only one player remains in the dungeon, and all other players have died or escaped. Once one player remains, they will have one final turn to make it to the exit tile. Should they fail to do so, all players win except the player who failed to escape.

Player Turn:

1. Player rolls a 1D4 and adds 2 to determine how many actions the player starts with
2. Player will refer to the actions they can take based on their adventurer card
3. Player may move to any tile adjacent the one they are on
4. Every time a player chooses a tile to move to, the tile will be flipped first and then the player will move to that tile.
5. Should the player land on any non-hallway tile, they must follow that tile's rules, found on the tile rule sheet, before proceeding to the next tile
6. **NOTE:** Even if a player has lost a life on a tile, they are allowed to proceed forward if they have remaining actions unless the tile rule states otherwise
7. Should a player give their actions to another player, that player must use the given actions immediately.
8. When the player uses all of their actions or the player chooses to end their turn, the player's turn ends unless given more actions

When all players have used up their actions or have decided to end their turn without using all actions, the Wraith will take their turn.

Wraith Turn:

1. If there are 3-5 players, the Wraith will roll a 1D6 and add 2 to determine how many actions the Wraith has
2. If there are 6-9 players, the Wraith will roll a 1D6 and add 4 to determine how many actions the Wraith has
3. If there are 3-5 players, the Wraith will start their turn by drawing 1 tile from the deck of tiles and placing it in an appropriate spot in the dungeon
4. If there are 6-9 players, the Wraith will start their turn by drawing 2 tiles from the deck of tiles and placing them in an appropriate spot in the dungeon
5. Wraith player will refer to the actions they can take on their action card
6. When changing the dungeon, these two rules still apply:
 - a. Every tile must have a path to the exit tile
 - b. The exit tile must always be bordered by at least 3 other tiles
7. The exit can be moved like any other tile until it is flipped over, at that point, it may only be moved two more times by the Wraith
8. If the player moves to a tile that has already been flipped over, it will remain right side up unless the Wraith has used an action to remove the tile from the dungeon
9. Wraith cannot move tiles that a player is currently on
10. Wraith cannot remove tiles with a portal token on them, however the Wraith can still move these tiles
11. Wraith cannot use the "Rearm Tile" action on a tile a player is currently on
12. When the Wraith removes a tile from the dungeon, that tile is placed at the bottom of the deck of tiles
13. When the Wraith uses all of their actions or the Wraith chooses to end their turn, the Wraith's turn ends

When the Wraith's turn ends, the adventurer's turn begins.

Number of Tiles in the Deck

3-5 Players

Start - 1	Swinging Blades - 5	Hallway - 35
End - 1	Arrow Spewer - 5	Spider Webs - 6
Vortex - 3	Monstrosity - 5	Arachne - 1
Nullifier - 1	Spirits - 5	Pit Hole - 4
Rickety Bridge - 6	Undead - 10	Blade Dancer - 5
Oil Slip - 2	Fountain - 3	Mimic - 2

6-9 Players

Start - 2	Swinging Blades - 10	Hallway - 70
End - 1	Arrow Spewer - 10	Spider Webs - 12
Vortex - 6	Monstrosity - 10	Arachne - 2
Nullifier - 2	Spirits - 10	Pit Hole - 8
Rickety Bridge - 12	Undead - 20	Blade Dancer - 10
Oil Slip - 5	Fountain - 6	Mimic - 4

Start Tile



- Players will start on this tile when entering the dungeon. This tile acts as a hallway tile otherwise.

End Tile



- Upon landing on this tile, the player who landed on it successfully escapes the dungeon

Hallway Tile



- This tile has no effect.

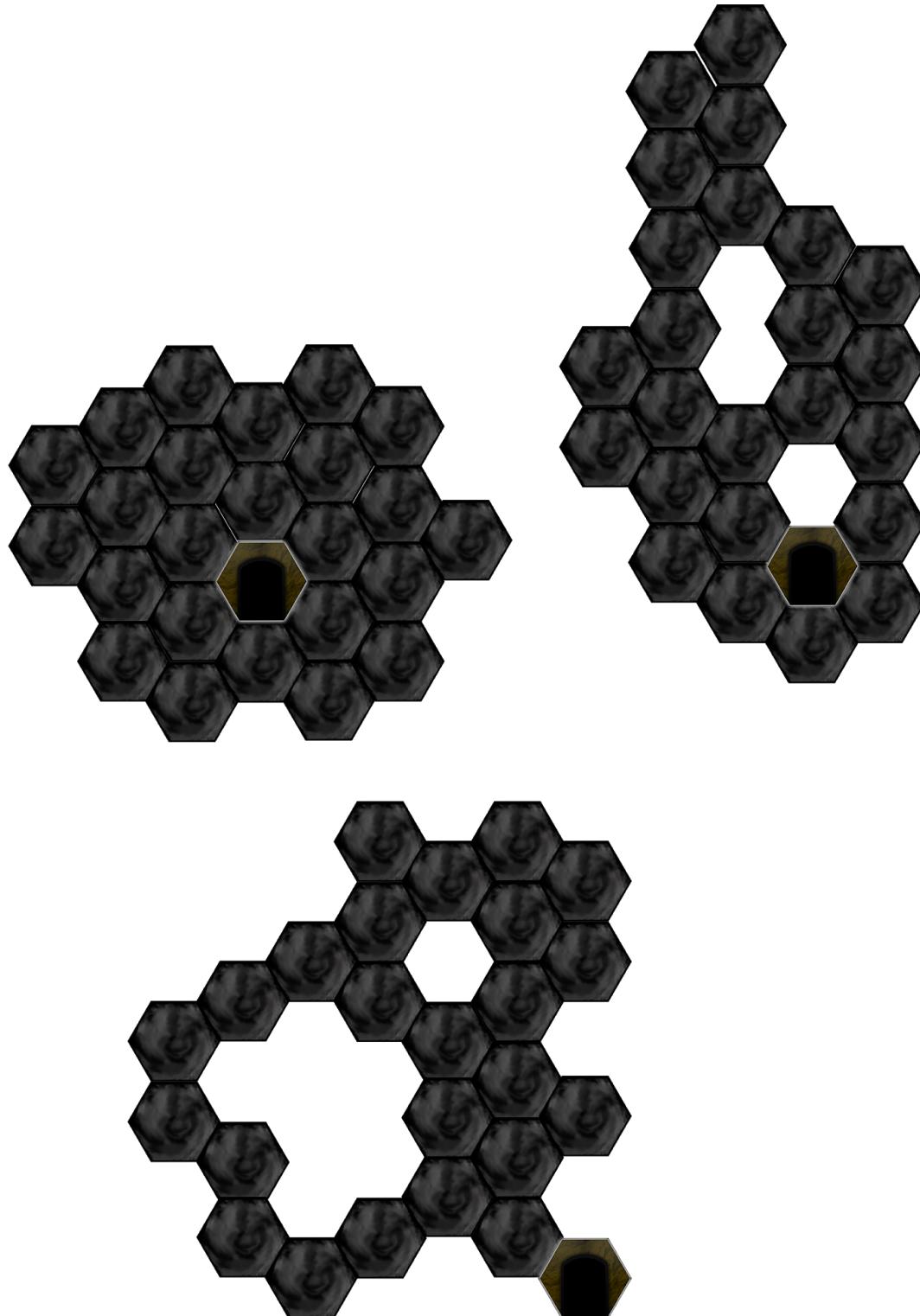
Swinging Blades	Arrow Spewer	Blade Dancer
		
<ul style="list-style-type: none"> • Trap • Activates when player attempts to leave tile • When Activated: player rolls 3 D6 dice. Success on 2 or more rolls of greater than 2 • Failure: Player loses 1 life 	<ul style="list-style-type: none"> • Trap • Activates when player attempts to leave tile • When Activated: player rolls 3 D6 dice. Success on 2 or more rolls of even numbers • Failure: Player loses 1 life 	<ul style="list-style-type: none"> • Trap • Activates when player attempts to leave tile • When Activated: player rolls 3 D6 dice. Success on 2 or more rolls of 5 or 6 • Failure: Player loses 1 life
Monstrosity	Spirit	Undead
		
<ul style="list-style-type: none"> • Activates when player attempts to leave tile • When Activated: player rolls 1 D6 dice. Success on even number • Failure: Player loses 1 life and will have 2 less move actions next turn 	<ul style="list-style-type: none"> • Activates when player attempts to leave tile • When Activated: player rolls 1 D6 dice. Success on even number • Failure: Player loses 1 life and will have 1 less action next turn 	<ul style="list-style-type: none"> • Activates when player attempts to leave tile • When Activated: player rolls 1 D6 dice. Success on even number • Failure: Player loses 1 life
Nullifier	Rickety Bridge	Spider Web
		
<ul style="list-style-type: none"> • Activates when player lands on tile • Player cannot use their ability and may only use the move and help action next turn 	<ul style="list-style-type: none"> • If two players are on this tile on the same round, both players must roll a 1 D6 dice. Success on 3 or more • Failure: Player loses 1 life and is sent back to the previous tile 	<ul style="list-style-type: none"> • Activates when player attempts to leave tile • Player rolls 1 D6 dice. Success on roll of 5 or 6 • Failure: Player remains on this tile and does not move

Pit Hole	Arachne	Oil Slip
		
<ul style="list-style-type: none"> Activates when player lands on tile If only one Pit Hole is visible: player loses one life. When a second Pit Hole is first landed on: The Wraith chooses a Pit Hole that all other Pit Holes will connect to, landing on any other Pit Hole will move the player to the Wraith's selected tile. The Pit Hole the Wraith choose will act as a Hallway Tile The Wraith can choose to change which Pit Hole all others connect to by using the re-arm action 	<ul style="list-style-type: none"> Activates when player lands on tile Awakens Arachne which the wraith then gains control of. At any point of the wraith's turn, they may place the spider token on any revealed spiderweb or have it go into hiding and remove it for a round. Players whose turn ends on a tile with the spider token, lose a life. 	<ul style="list-style-type: none"> Activates when player lands on tile Forces players to enter the tile opposite of where they entered this tile The tile requires every adjacent tile to have another adjacent tile opposite of it. If the previous rule cannot be followed, this tile acts as a Hallway Tile For the cost of rearming the trap, the wraith can light the oil in the room on fire for the duration of the next round. Players who enter this flaming tile automatically lose a life.
Fountain of Knowledge	Mimic	Vortex
		
<ul style="list-style-type: none"> Players on this tile can choose to use an action to activate Player rolls a D6 Even: player chooses any tile on the map and flips it up Odd: Player is sent to the start tile they started on 	<ul style="list-style-type: none"> Players on this tile can choose to use an action to activate Player rolls a D6 Even: player gains a permanent +1 to their number of actions per turn Each player can only receive this bonus once Odd: Player loses a life 	<ul style="list-style-type: none"> Activates when player lands on tile Player rolls a D6 and are sent to the tile bordering that number on the Vortex tile. Player keeps rolling until a number with an adjacent tile is rolled

Swinging Blades	Arrow Spewer	Blade Dancer
		
<ul style="list-style-type: none"> • Trap • Activates when player attempts to leave tile • When Activated: player rolls 3 D6 dice. Success on 2 or more rolls of greater than 2 • Failure: Player loses 1 life 	<ul style="list-style-type: none"> • Trap • Activates when player attempts to leave tile • When Activated: player rolls 3 D6 dice. Success on 2 or more rolls of even numbers • Failure: Player loses 1 life 	<ul style="list-style-type: none"> • Trap • Activates when player attempts to leave tile • When Activated: player rolls 3 D6 dice. Success on 2 or more rolls of 5 or 6 • Failure: Player loses 1 life
Monstrosity	Spirit	Undead
		
<ul style="list-style-type: none"> • Activates when player attempts to leave tile • When Activated: player rolls 1 D6 dice. Success on even number • Failure: Player loses 1 life and will have 2 less move actions next turn 	<ul style="list-style-type: none"> • Activates when player attempts to leave tile • When Activated: player rolls 1 D6 dice. Success on even number • Failure: Player loses 1 life and will have 1 less action next turn 	<ul style="list-style-type: none"> • Activates when player attempts to leave tile • When Activated: player rolls 1 D6 dice. Success on even number • Failure: Player loses 1 life
Nullifier	Rickety Bridge	Spider Web
		
<ul style="list-style-type: none"> • Activates when player lands on tile • Player cannot use their ability and may only use the move and help action next turn 	<ul style="list-style-type: none"> • If two players are on this tile on the same round, both players must roll a 1 D6 dice. Success on 3 or more • Failure: Player loses 1 life and is sent back to the previous tile 	<ul style="list-style-type: none"> • Activates when player attempts to leave tile • Player rolls 1 D6 dice. Success on roll of 5 or 6 • Failure: Player remains on this tile and does not move

Breakdown of Game Pieces:

Examples of Board Appearance (not the only ways to make it):

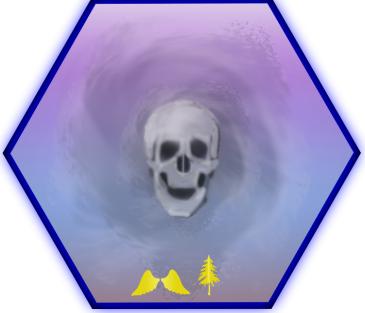


Prototype Tiles

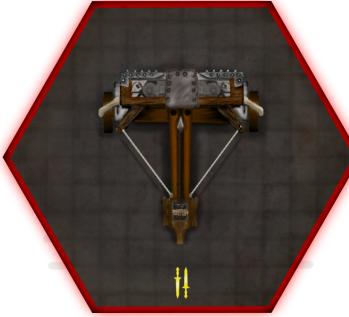
Main Tiles:

Start	End/Exit	Normal/Neutral
		

Enemy Tiles:

Monstrosity	Spirit	Monstrosity
		

Trap Tiles:

Swinging Blades	Blade Dancer	Arrow Spewer
		

Specialty Tiles:

Oil Spill	Pit Hole	Arachne
A hexagonal tile featuring a large, glowing orange-red oil spill on a dark, reflective surface. The spill has a thick, viscous texture and is contained within a purple-bordered frame.	A hexagonal tile showing a deep, dark greenish-yellow pit hole, possibly a sinkhole or a hole in the ground.	A hexagonal tile with a black background and a red glowing outline. Inside, there are three red, oval-shaped glowing spots arranged vertically.
Spring	Mimic	Rickety Bridge
A hexagonal tile depicting a vibrant green waterfall cascading down a rocky cliff into a pool of water at the bottom.	A hexagonal tile showing a Mimic, a creature that appears as a harmless pile of rags but can attack like a giant spider.	A hexagonal tile showing a wooden bridge made of several planks, appearing old and somewhat unstable.
Vortex	Nullifier	Spider Web
A hexagonal tile showing a powerful blue energy vortex with concentric rings and numbers 1 through 6 indicating increasing strength or radius.	A hexagonal tile showing a pink, crystalline rock formation against a dark background.	A hexagonal tile showing a complex, multi-layered spider web against a black background.

Character Cards

Here are images of the character cards. These provide the information on how each character interacts within the labyrinth. We plan for each player to have one of these cards so that they know what they can do on their turn rather than everyone referring to a rules sheet.

Wraith Card:



Adventurer Cards:

Kiran Sorgoth *The Shaman*



Age: 68 **Height:** 5'7"

Likes: Mushrooms, Elephants, Cheese

Dislikes: Hamsters, Locks, Skeptics

Actions

Ancient Ward: 1 Action
The Shaman is able to grant herself or another player protection from spirits and undead.

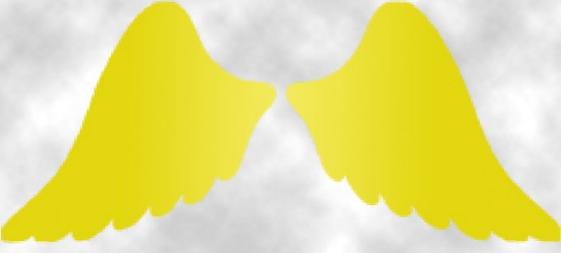
Move: 1 Action
You may move one space to an adjacent tile. *The Shaman may take this action up to 3 times a round.*

Help: 1 Action
You may give one of your actions to another player. It must be used at once.

Health: 4 Lives

Kiran comes from a small tribe. She was raised to talk to the ancestors of the tribe and help others atune with their past. After her tribe was wiped out, she started traveling to help others. Now she will need the help of her ancestors.

Bertold Lucian *The Cleric*



Age: 52 **Height:** 5'7"

Likes: Quiet, Birds, Tea

Dislikes: Braggarts, Snakes, Oak

Actions

Exorcism: 1 Action
The Cleric is able to exorcise spirits and undead in the dungeon if he is on the same tile.

Move: 1 Action
You may move one space to an adjacent tile. *The Cleric may take this action up to 5 times a round.*

Help: 1 Action
You may give one of your actions to another player. It must be used at once.

Health: 3 Lives

Bertold Lucian was born into poverty. He joined the church young after he miraculously survived a hard winter while homeless. Now he seeks to spread the word of the gods. But will they save him while in the Labyrinth?

Sir Hugh Dawes *The Knight*



Age: 32 **Height:** 6'2"

Likes: Honor, Wit, Roast Ham

Dislikes: Spiders, Orange, Darkness

Actions

Monster Bane: 1 Action
The Knight is able to kill monstrosities or undead in the dungeon if he is on the same tile.

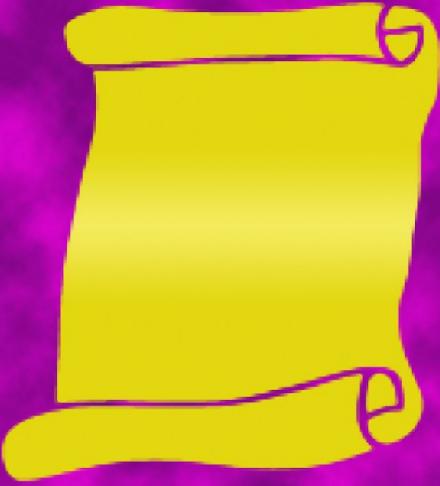
Move: 1 Action
You may move one space to an adjacent tile. *The Knight may take this action up to 5 times a round.*

Help: 1 Action
You may give one of your actions to another player. It must be used at once.

Health: 4 Lives

Sir Hugh Dawes was always an upstanding member of the nobility. He always made sure that justice was had and honor was maintained. In the clutches of the Wraith however, priorities shift to be less idealistic.

Tanrax Zero Todaxis *The Mage*



Age: 82 **Height:** 6'4"

Likes: Explosions, Owls, Purple

Dislikes: Violence, Newts, Imperfections

Actions

Warp Circle: 1 Action
The Mage is able to place a warp circle on the tile where he is. The circle can be used to teleport to any previously placed circle within 5 tiles.

Move: 1 Action
You may move one space to an adjacent tile. *The Mage may take this action up to 3 times a round.*

Help: 1 Action
You may give one of your actions to another player. It must be used at once.

Health: 2 Lives

Tanrax has dedicated his life to the arcane arts. He has studied all manner of magical spells and incantations. But can any of them save him?

Shandra Multan *The Rogue*



Actions

Thieves' Tools: 1 Action
The Rogue is able to disarm traps in the dungeon if she is on the same tile.

Move: 1 Action
You may move one space to an adjacent tile. *The Rogue may take this action up to 5 times a round.*

Help: 1 Action
You may give one of your actions to another player. It must be used at once.

Health: 3 Lives

Shandra Multan grew up surrounded by wealthy merchants and expensive trade deals. Early on she developed a deft hand and a knack for... finding things. Often times it got her into trouble but maybe now it will get her out.

Illyra Jane Aniston *The Scholar*



Actions

Foresight: 1 Action
The Scholar is able to reveal a tile adjacent to her current tile without moving.

Move: 1 Action
You may move one space to an adjacent tile. *The Scholar may take this action up to 3 times a round.*

Help: 1 Action
You may give one of your actions to another player. It must be used at once.

Health: 2 Lives

Illyra Jane Aniston never liked the people who ran her library. After all, who were they to tell where what books she couldn't read. She took to sneaking into the restricted section before she was caught. Now she hopes her studying will help her survive.

Susan d'Arten *The Ranger*



Age: 19 **Height:** 5'4"

Likes: Showing-off, Hawks, Snow

Dislikes: Underground, Nobility, Bacon

Actions

Bulls-eye: 1 Action
The Ranger is able to kill monstrosities or undead in the dungeon if she is on an adjacent tile.

Move: 1 Action
You may move one space to an adjacent tile. *The Ranger may take this action up to 4 times a round.*

Help: 1 Action
You may give one of your actions to another player. It must be used at once.

Health: 3 Lives

Susan is a real wild-child. Born and raised out in the woods she was 10 before she ever saw a settlement of any sort. She learned well how to survive out in the wilderness with few resources. Now she must use those skills in the Labyrinth.

Bantoris Wright *The Architect*



Age: 24 **Height:** 5'10"

Likes: Elegance, Security, Cats

Dislikes: Irrelevance, Horns, Rats

Actions

Reinforce: 1 Action
The Architect is able to reinforce a tile. A reinforced tile cannot be moved or destroyed by the wraith. A reinforcement lasts for **one round**. *The Architect may take this action up to 3 times a round.*

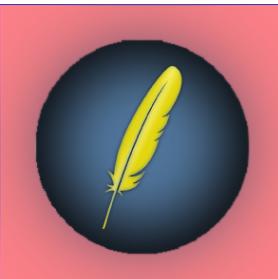
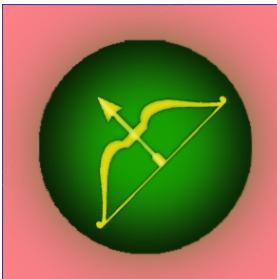
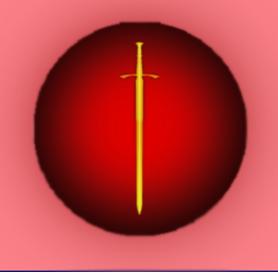
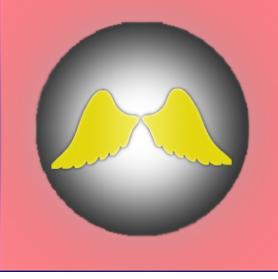
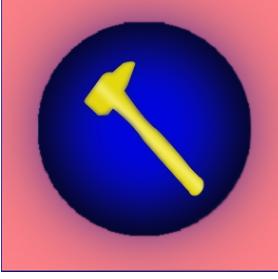
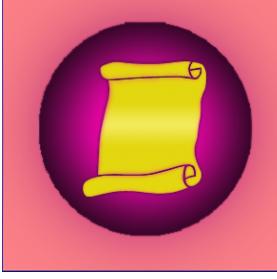
Move: 1 Action
You may move one space to an adjacent tile. *The Architect may take this action up to 4 times a round.*

Help: 1 Action
You may give one of your actions to another player. It must be used at once.

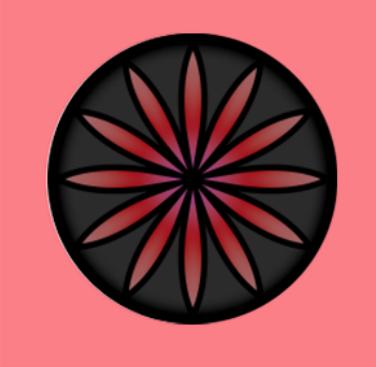
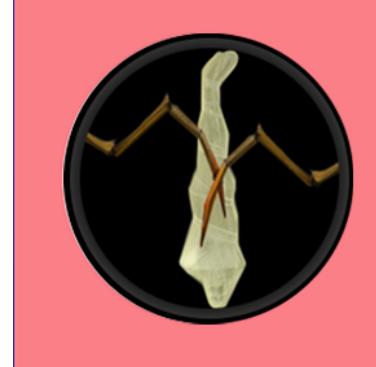
Health: 3 Lives

Bantoris was raised in the guilds to be an architect. He took to his craft but when a building collapsed he was sent to the wraith. Can he clear his name?

Character Tokens

Shamen Token	Scholar Token	Rogue Token	Ranger Token
			
Knight Token	Cleric token	Architect Token	Mage Token
			

Game Tokens

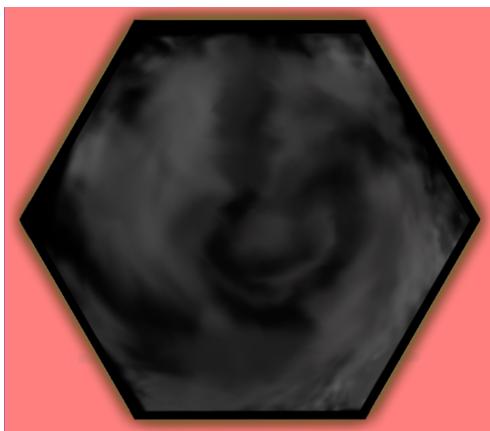
Disabled Token	Portal Token	Arachne Token
		

Extra Artwork

Box Art:



Tile Back:



Character Card Back:



Prototype Pictures:

