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Creatures & Corridors

# OBJECT

The object of the game is for a player to acquire a set of three matching Treasure Cards and then escape the labyrinth through the Exit square at the center of the labyrinth. To do so, the player must outmaneuver their opponents and the labyrinth’s Guardian while collecting cards that allow them to meet their objectives.

# SETUP

The game can be played by 2 to 4 players. Each player represents one of the four roles and uses a token of the corresponding color: the Knight (magenta), the Hunter (cyan), the Wizard (yellow), and the Assassin (black.) A fifth token (white) represents the Guardian, who will try to prevent players from reaching their objective and escaping the labyrinth.

At the beginning of the game, each player’s token starts in one of the four corners of the map, starting with the upper-left hand corner for player 1 and continuing clockwise. The Guardian begins in the exit square in the center of the map.

**ACTIONS**

On each player’s turn, they can do each of the following:

* Move their token
* Shift the labyrinth
* Play an Action Card

A player may normally perform each action only once per turn, but they may collect cards that allow them a second use of an action. Actions may be performed in any order so long as a player does not exceed their turn limit, and actions may be performed in any combination, including taking no action at all.

Actions performed by a player are not visible to the other players until they have completed their turn. Players also have the option to ‘undo’ actions made on their turn, with the exception of drawing a card. Once a card has been drawn and seen by the player, the action that led to them drawing that card and any previous actions can not be taken back. If the player takes subsequent actions after drawing a card, those actions can be undone as usual.

# MOVEMENT

A player may move any number of squares in a single direction (left, right, up, or down) through unblocked passages. They may enter a square occupied by another player or the Guardian, but they may not pass through such a square. They may not travel off the edge of the board to the other side. They may not move diagonally or around corners.

# SHIFTING THE MAZE

A player may Shift an entire row or column of the labyrinth any number of spaces. Spaces that are shifted off the edge of the board appear on the other side in the same order. The central Exit square can never be shifted, and squares that contain Players or the Guardian can not be shifted either.

# CARDS

At the beginning of the game, all of the cards are shuffled and placed face down on the game board. A player may draw a card whenever they move onto one of the squares marked with a treasure chest symbol. They do not get a card if they merely pass through the square. A player who begins their turn in such a square must move off of it and return for a second card - they do not receive a card simply for remaining there.

There are two types of cards: Action cards and Treasure cards.

Action cards represent actions that a player can take. Players may have up to three Action cards, which are kept face down so the other players cannot see them. If a player draws an Action card that would bring them above the limit, then one must be discarded. Only one action card can be played on any given turn, and a player may not play a card the same turn they acquire it.

Players can acquire Action Cards by moving into one When an action card is played or discarded, it is placed face up on top of the discard pile. If the deck ever runs out of cards, any cards in the discard pile are shuffled and returned to the deck.

The action cards are as follows:

* Wizard’s Trick: This card allows a player to move one square in any direction, ignoring any walls that would block normal movement. This does not allow them to travel off the edge of the game board, and this does not count as their movement action for the turn.
* Knight’s Gambit: A player may play this card to switch positions with the Guardian. This does not count as their movement action.
* Hunter’s Ploy: The Guardian will ignore you until the beginning of your next turn. It will not move into your space, and you do not have to discard a card if you end your turn in the Guardian’s space.
* Assassin’s Ruse: Pick any opponent. That player chooses and discards a card.

Treasure cards represent special items that a player may acquire. There are 12 Treasure cards in the deck, and a player may have at most three at a time. If a player draws a Treasure card that would put them over the limit, they must choose one to keep and discard the other. When a treasure card is discarded, it is placed on the bottom of the deck. Treasure cards are played face up so everyone can see, and allow the controlling player to take special actions that would otherwise not be allowed.

Each Treasure card is marked with a symbol indicating which set it belongs to. Collecting all three of any given set is required to win the game. A player may collect any cards they wish during the course of the game; they are not restricted to cards that match their role or other cards that they have collected.

The following three cards belong to the Hunter set:

* Druid’s Satchel: The player with this card may exchange an Action card in their hand with the card on top of the discard pile.
* Journeyman’s Bracers: If the player with this card shifts the game board during their turn, they may return it to its original position at any subsequent point in their turn.
* Weather-worn Boots: This card allows its owner to move their position on the board twice during their turn.

The following three cards belong to the Knight set:

* Enforcer’s Helm: This card allows its owner to play two Action cards in a turn.
* Captain’s Badge: The player with this card is allowed to shift a row containing a player token or the Guardian.
* Polished Greaves: This card allows a player to move around corners during their move action. They may only change direction once while moving. For example, the player could move up three spaces and then to the left two additional spaces through unblocked squares.

The following three cards belong to the Wizard set:

* Conjurer’s Hat: A player with this card may play an Action card the same turn they acquire it.
* Sage’s Compass: This card allows its owner to shift the game board twice during their turn.
* Embroidered Robes: The player may move from one edge of the board to the other.

The following three cards belong to the Assassin set:

* Burglar’s Gloves: If the player with this card occupies the same square as another player, they can take a Treasure Card from that player. At the end of their turn, or if that card would be discarded, it is returned to the player who had it originally. If the player was forced to discard another treasure card (because they already had three in hand at the time) they do not get that card back.
* Emissary’s Ring: The player with this card can rotate the space they are occupying to face any direction. This ability can be used at any time during their turn.
* Shrouded Cloak: The player that owns this card can pass freely through a square containing the Guardian or another player without having to stop.

**THE GUARDIAN**

After all players have taken their turn, the Guardian token moves according to the following rules:

* If there is a direct path between the Guardian and a player, the Guardian will move toward the closest player. (In case of a tie, the player who went closest to first is chosen.)
* If there is no direct path, the Guardian will move to whichever square puts it closest to another player.
* If there are multiple valid squares that are equally close to players, one of these are chosen at random.

If the Guardian ends its turn in a player’s square or vice versa, that player must discard a card (either an Action Card or a Treasure Card) of their choice. If they have no cards to discard, they must return to their starting square.

**WINNING THE GAME**

A player with a full set of three matching cards who ends their turn on the central Exit square wins.