

# Bluebeard



## **Goal:**

Gather as much treasure as possible from Bluebeard's manor and escape before he catches you.

## **Components:**

4 player pieces

4 scorecards and scorecard markers

1 Bluebeard piece

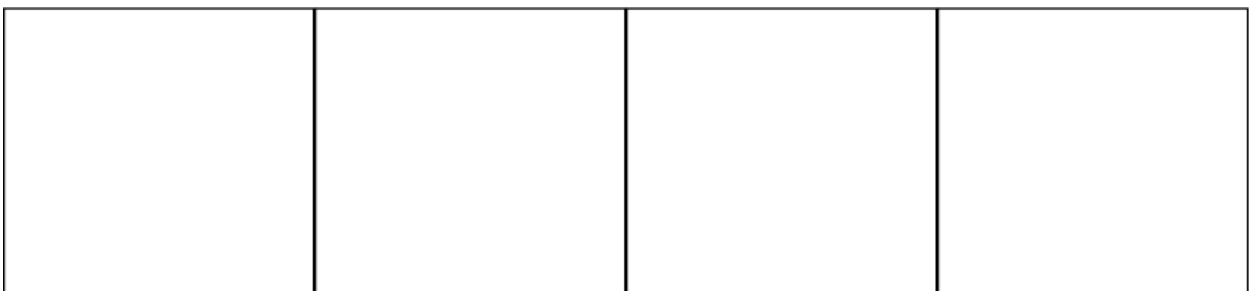
15 hallway pieces

68 tiles

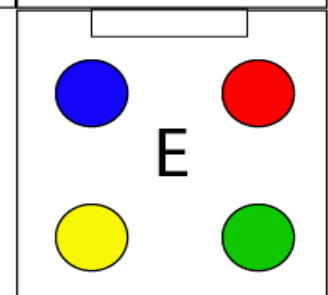
# Bluebeard



**Set-up:**



When the game begins, start by placing the ENTRANCE tile, and one hallway tile. Place all player's pieces on the ENTRANCE tile.



Separate out the Entrance tile and one of each pair of stairways from the tile deck

Shuffle the tile deck and the hallway deck

# Bluebeard

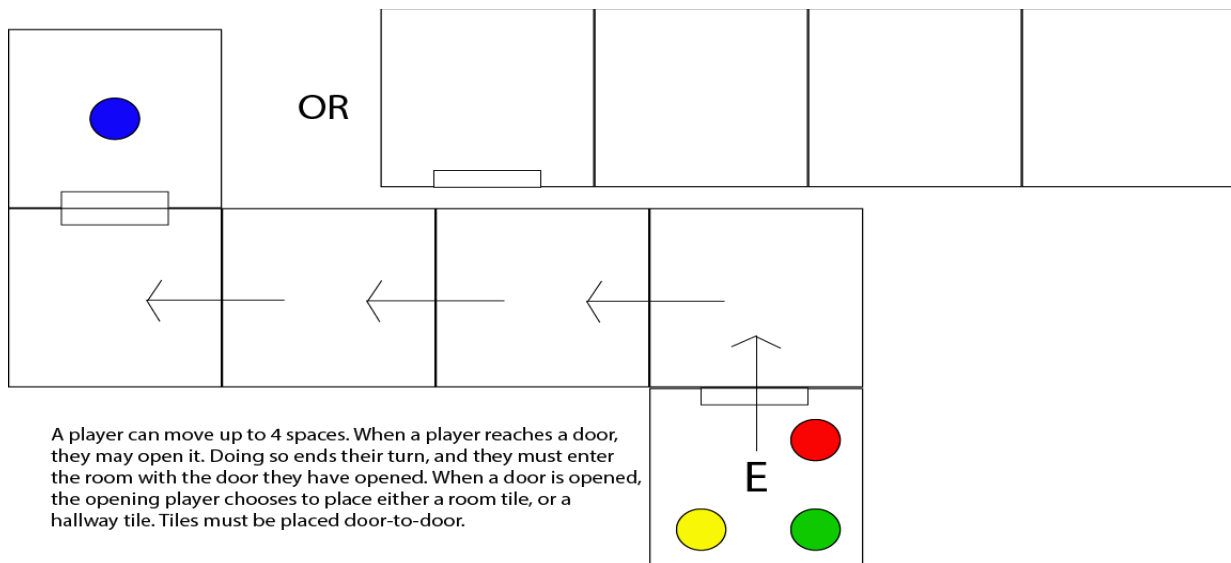


## Set-up continued:

Determine who will go first

The first player draws a hallway from the hallway deck and connects the entrance to one of its doors

## Player turns:



# Bluebeard



## **Player turns continued:**

Players can move up to 4 spaces on their turn

When a door is encountered, a player can either connect a room or a hallway tile to it

Opening a door ends the player's turn, and pieces can only connect from door to door

A player must enter a door when they open it, unless it is a pitfall or a fire room

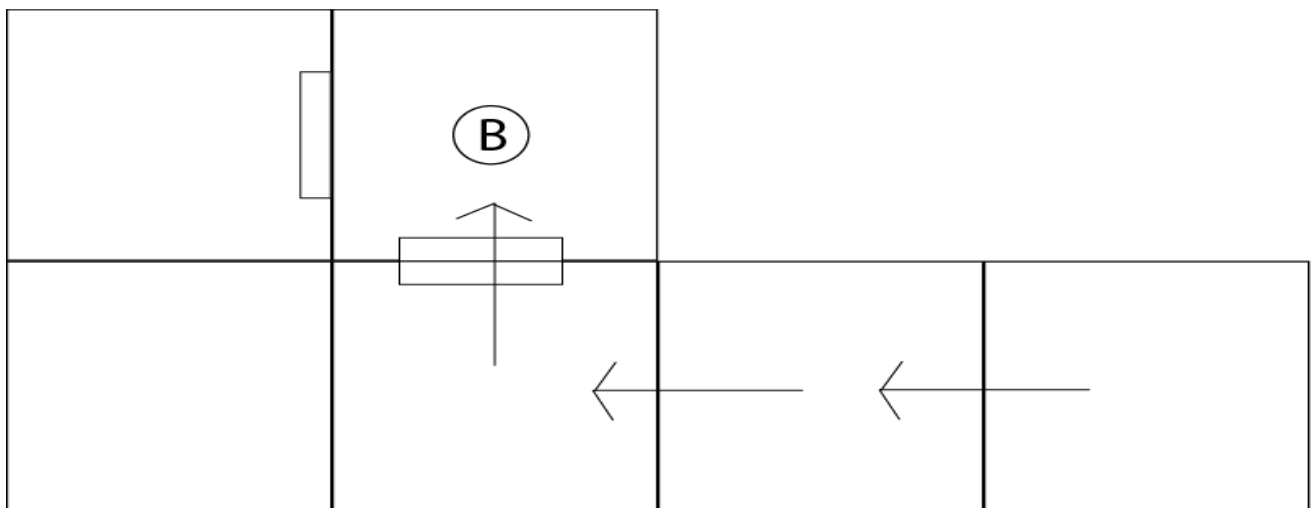
If there is only one door left, and there are hallways, you **MUST** play a hallway

As soon as a player discovers the forbidden room or a total of 15 points is collected by all players, Bluebeard appears at the entrance

# Bluebeard



Bluebeard's movement:

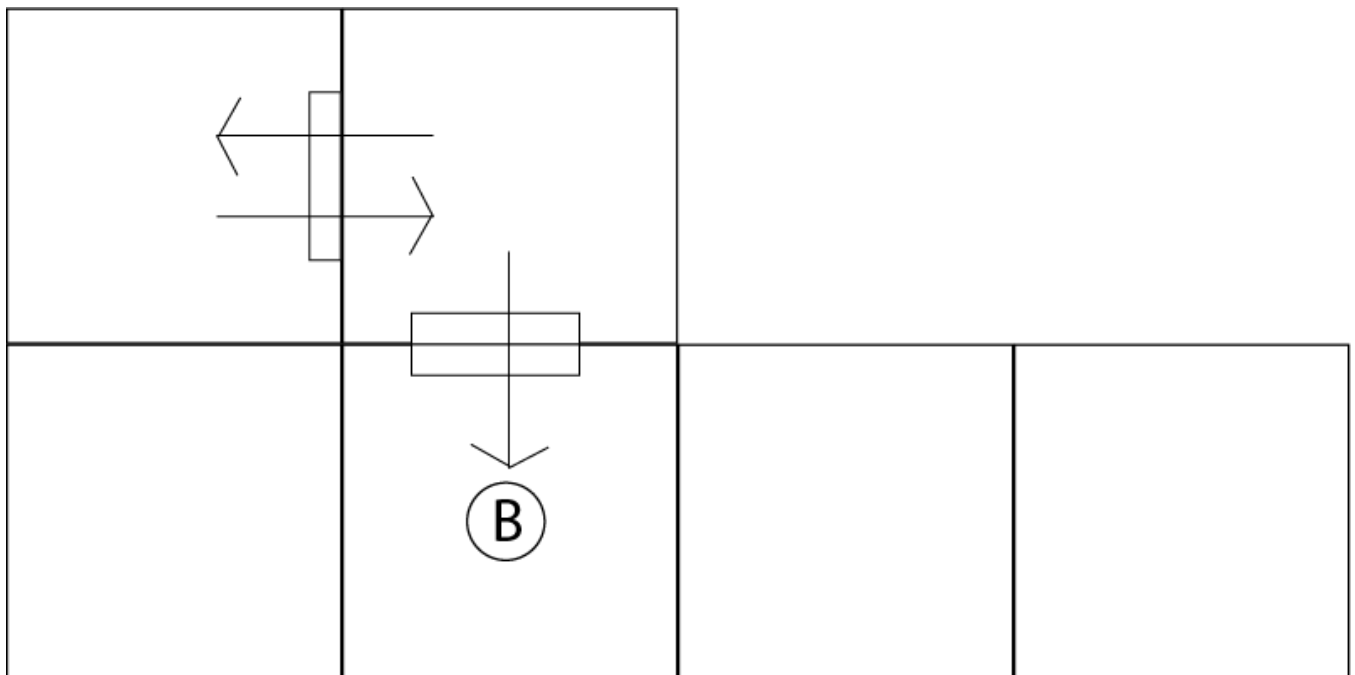


Bluebeard can not move backwards. If Bluebeard moves into a room, he must first meet a dead end before he can turn around.

# Bluebeard



Bluebeard's movement continued:



Bluebeard can not move backwards. If Bluebeard moves into a room, he must first meet a dead end before he can turn around.

# Bluebeard



## **Bluebeard's movement continued:**

Once Bluebeard has appeared, he moves after every player's turn. After every player's turn, they must move Bluebeard 3 spaces. Bluebeard cannot move backwards unless he encounters a dead end

If a player must skip their turn, or they are out of the game due to being caught by Bluebeard or escaping the house, they must still move Bluebeard after their turn.

Bluebeard is allowed to use portals and pitfalls. Treat him as the player who is moving him for the purposes of this room.

If Bluebeard lands on your space, you are out of the game. He may then change the direction he is moving

If Bluebeard has Line of Sight to a player, he must pursue the closest player to him. If Line of Sight is broken, he will pursue that player in the direction they fled

Bluebeard's Line Of Sight extends in all directions except for behind him. It is blocked by any doors that are not adjacent to him

## **Game end:**

If you make it to the entrance after Bluebeard appears, you escape the house and are out of the game.

Once all players either escape or are removed from the game, the game is over.

The player who escaped with the most points wins.



# Bluebeard



## Tile types:

1 Entrance [E] (Has 1 Hallway attached at start of game)

17 Hallways

32 Treasure rooms [T] (The player who reveals the room gets the number of points on the tile. If a total of 15 points are revealed, Bluebeard spawns at the entrance)

8 Stairwells [S] (Connects to another stairwell on another floor. When played, take the separated matching stairwell and connect it to either a brand new floor or a previous one)

12 Other tiles (These are empty rooms with other doors)

1 Forbidden chamber [F]

5 Skip turns

4 Portal rooms [P] (Player on indicated direction moves the room with the revealing player in it to any unoccupied door)

2 Pitfall rooms [O] (One way ticket to another floor. Where you land must be by an unopened door. If there are no open doors, the player to your left chooses a location on that floor. If there is not another floor, create one. Entry is optional)

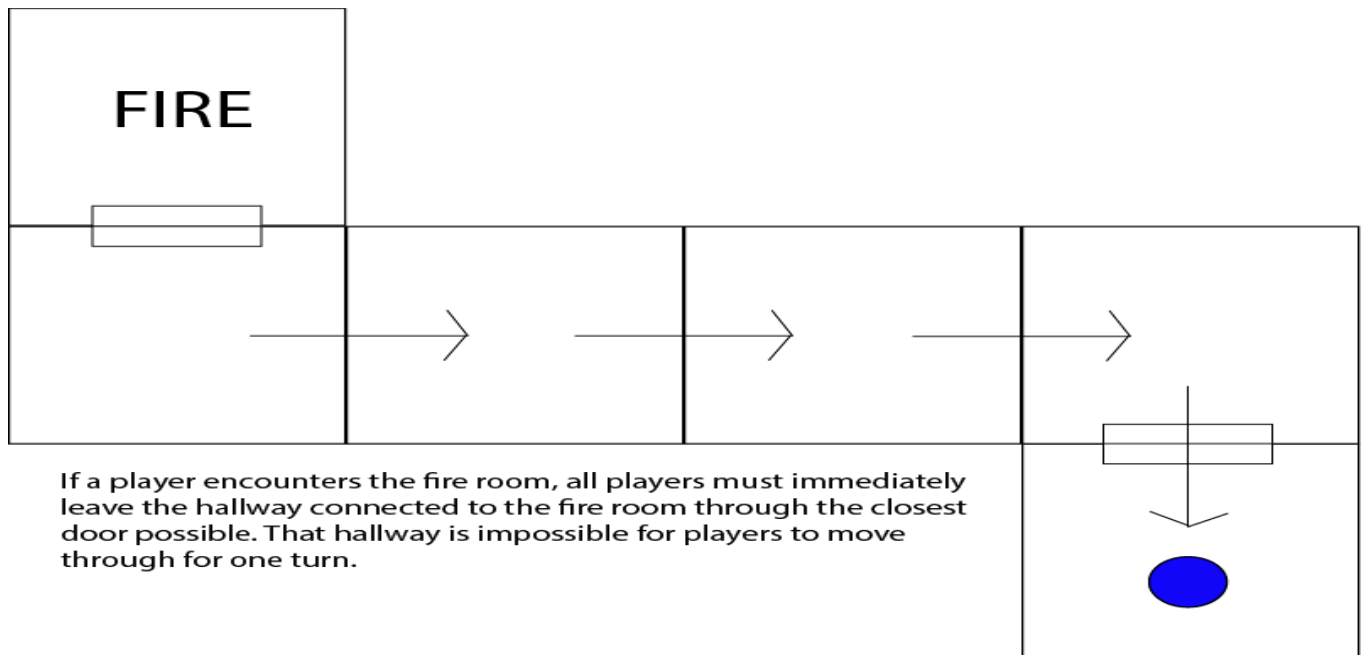


# Bluebeard



**Tile Types continued:**

3 Fire rooms:



(When revealed, all players in the hall connected to this tile must leave the hallway. The hallway connected to this room is unusable for 1 turn. Discard this tile from play once the hall is usable again)