

かくされた部屋

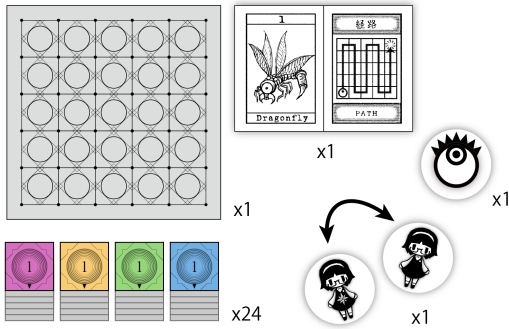
Hidden Rooms

A board Game for 1 player, 20-30 min

Overview

In this game, the player, as a child searching a space in darkness, aims to get out of there without getting caught by the roaming monster.

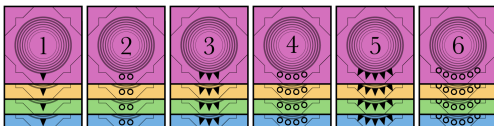
Components



- 24 Room tiles: Each room status is indicated by values and colors.
- 1 board: This 6 × 6 grid board indicates the space you search.
- 1 Child piece: This piece with a picture of a child on the front and that of the child with a star on the back indicates your location.
- 1 Monster piece: This piece indicates the Monster's location and its direction by where its eye is seeing (up, down, left, or right).
- 1 Book of the Rooms: This book indicates 5 sets of: the stage number, appearance of the Monster you meet at the stage, the Monster's name, and its route.
- This rulebook

Room Tile Composition

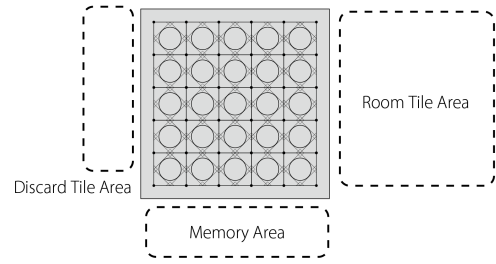
There are 4 groups (colors) of Room tiles. Each group (color) is comprised of 6 tiles numbered 1 to 6. The number on the tile is also indicated by the number of icons on its lower part.



Order of Play

In this game, challenge some of the stages indicated on the Book of the Rooms. The stages to challenge are determined randomly. You might challenge the same stage repeatedly. You win the game if you meet the challenge successfully twice and lose if you fail three times.

Game Setup



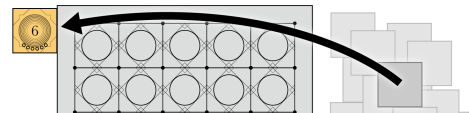
First, place the board in front of you. Set up the **Room Tile Area** next to the board, the **Tile Discard Area** on its opposite side, and **Memory Area** in front of the board. Then open **Stage 1** of the Book of the Rooms and have the Child piece with its side **without the star** face up.

Stage Procedure

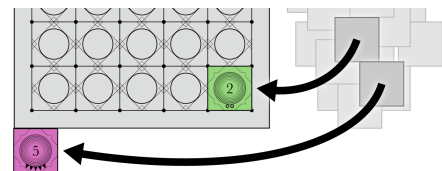
First, set up the stage (to be described later), have the Monster take its turn, and then take your turn. Then take turns alternately with the Monster until meeting the Stage End Conditions.

Stage Setup

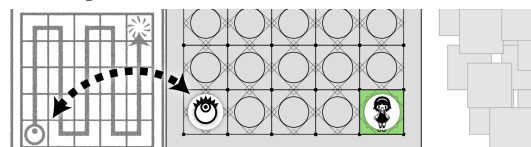
Shuffle the Room tiles face down, and then gather them randomly at the Room Tile Area. Then draw 1 tile from the Room Tile Area and flip it face up to determine the current stage. The stages in the Book of the Room are numbered. The stage with the **number matching that on the tile** will be the current stage. There are Stages 1 to 5. **If a tile numbered "6" is revealed, play the stage that is presently open.** After determining the stage, place the tile you have drawn face up in the **Tile Discard Area**.



Next, draw **2** Room tiles from the Room Tile Area and flip them face up. Choose **one** of them and place it on the square at the **bottom right corner of the board**. Place the other tile in the **Memory Area** face up.

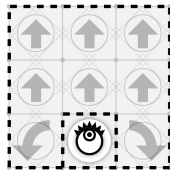


Lastly, place the Child piece **on the tile at the bottom right corner of the board**. Place the Monster piece **on the square indicated as the starting point by the arrow**, which indicates the Monster's route on the Book of the Rooms. Make sure that the Monster piece faces the direction of the next square on its route.



Monster's Turn

The Monster takes **2** actions on each turn. Before starting each action, the Monster first checks if the Child piece is located in the **3 × 3** grid area centered on the square in front of the Monster.



If the Child piece is **in this area**, the Monster, **even by diverting from its route**, moves as follows. (Consequently, the Monster might take a shortcut on the route or move away from its destination.)

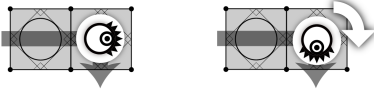
- If the Child piece is on a square **next to the Monster piece**, **turn the Monster piece** to face the square where the Child piece is located.
- If the Child piece is located **elsewhere within the aforementioned area**, **advance the Monster piece** one square.

If the Child piece is **not located within the area**, the Monster moves as follows.

- If the Monster is **facing the direction of its route**, it **advances** one square.



- **Otherwise**, it **turns** to face the direction of its route.

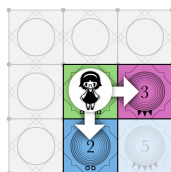


Your Turn

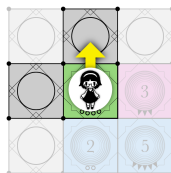
At the start of your turn, you can **"Move" up to twice**. By each Move action, you can move the Child piece to a vertically or horizontally adjoining square where **a tile has been placed**.

After the Move, you can **"Search"**. To search, first choose the square to move to, from one of **unoccupied** vertically and horizontally adjoining squares.

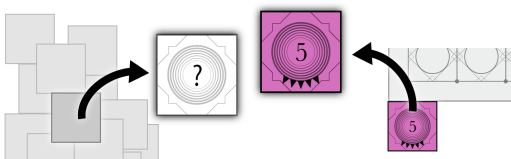
Then, to determine whether the action has succeeded or failed, draw 1 tile from the **Room Tile Area** or **Memory Area**. If taking a tile from the Room Tile Area, flip that tile face up.



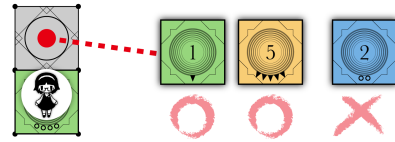
Move



Search



- If the number on the tile you have drawn is **the same or higher** than the tile on which the Child piece is located or they are **of the same color**, your Search is successful.



Place the tile you have drawn on the square you decided to move to, and then **place the Child piece on it**.

- If you have drawn an inapplicable tile, place it face up in the **Memory Area**.

When you do this, if **5** tiles have already been placed in the Memory Area, move the tile you have drawn and those in the Memory area to the **Room Tile Area** and **mix them**, face down, with the tiles that are already there.

After the Search action, **your turn is over**. Move and Search actions are optional. Regarding Move, you have 3 choices: to Move once, Move twice, and not to Move. (If you choose to only Search without any Move, the turn of play may shift to the Monster without you Moving at all.)

Stage End Conditions

You win the stage when you reach the stage exit. The stage exit is the square at the **top left corner of the board**. And you lose the stage when the Monster reaches the end of its route or the square occupied by your Child piece. (The same applies if you voluntarily move into the square occupied by the Monster.) After the end of each stage, remove all the pieces and tiles from the board and Memory Area. Do not flip the Child piece to its other side.

Game Ending Conditions

If you win a stage with the Child piece's side **without the star face up**, **flip the piece to the side with the star face up**.

- If you then win a stage with the Child piece's side **with the star face up**, **you win the game**.
- If you challenge and lose the **3rd** stage with the Child piece's side **without the star face up**, **you lose the game**.
- And even with the the Child piece's side **with star face up**, if you challenge and lose the 4th stage, **you lose the game**.

After completing a stage, move to the next stage until you win or lose the game.

Credits

Game Design: Hakushi (はくし)

Publisher: Kuuri Keikaku (空理計画) 2017

Twitter@kuuriplan

Mail: createblankdevelop@gmail.com

Web Site: <http://kuuri.net>

Proofreading: aki

English Translation: Saigo