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1015 CREATIVE

OUTSET
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Draw Cards

KEY



Used to open or close a door of the same color (i.e. a Blue Key opens or closes a blue door). Place the card on the discard pile when used. Opening a door helps you move towards your goal, while closing a door slows your opponents.

- You cannot close a door if there is a character already occupying the tile.

PADLOCK



Used to block a door in order to obstruct your opponent's path. Place a padlock on the DOOR tile of your choice.

- Padlocks can be placed on open or closed doors.
- Padlocks can also be placed on Barred Doors that have been opened with a Hacksaw.
- Doors under Padlocks cannot be opened or closed until the Padlock is removed.
- Padlocks cannot be stacked on top of another Padlock.
- A Hacksaw cannot open a Padlock. Only Skeleton Keys can remove Padlocks.

SKELETON KEY



Used to remove a Padlock, or can be used to open or close a door of *ANY* color. Place the used Skeleton Key (and the removed Padlock) into the discard pile. If the door under the Padlock was closed, it is still closed when the Padlock is removed.

- You cannot close a door if there is a character already occupying the tile.

SECRET PASSAGE



Creates a permanent diagonal passage between two doors. This card is placed across the space between the corners of two tiles (on open or closed doors), and remains there for the duration of the game. Like always, the doors on either end of the passage must be open for a CHARACTER to move from one tile to the other.

- The doors on either end of a Secret Passage can be blocked with a Padlock.
- The doors on either end of a Secret Passage can also be opened and closed with Keys and Skeleton Keys.

HACKSAW



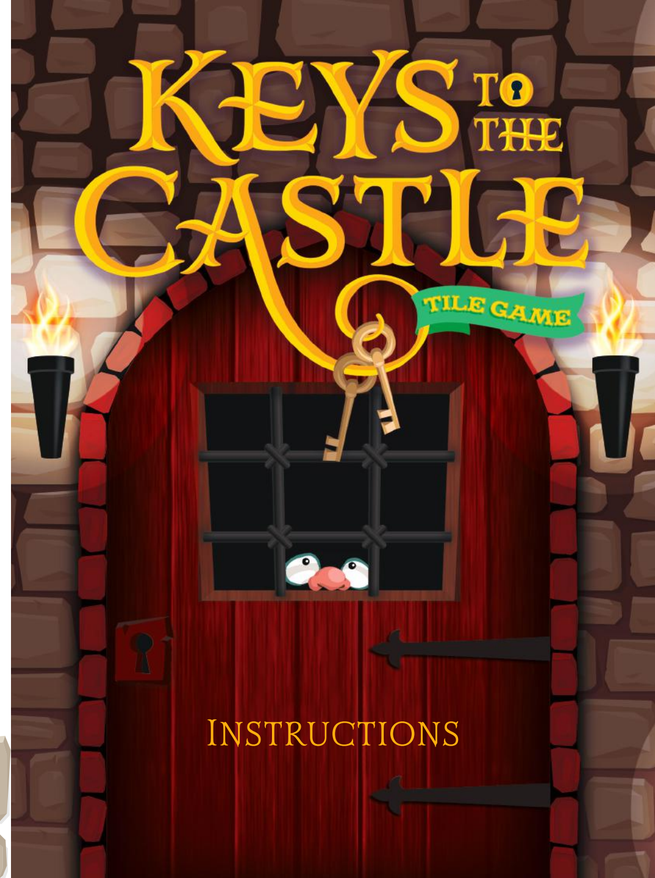
Used to permanently open a Barred Door. Place the Hacksaw card on top of the Barred Door, and leave it there for the remainder of the game. There are only 3 Hacksaw cards in the game, so use them wisely.

- A Barred Door opened with a Hacksaw can still be blocked with a Padlock (but cannot be closed with a Key).

NET



Used to stall your opponent. Place the Net card on top of the tile underneath your opponent's CHARACTER. Like a normal turn, your opponent must draw and play a card, however they **cannot move**. They are trapped for 2 rounds. After the 2 rounds, remove the Net and place into the discard pile.





Make your way across the grid of tiles, opening and locking doors. Be the first to cross the precarious maze of doors and reach the opposite side.

Contents

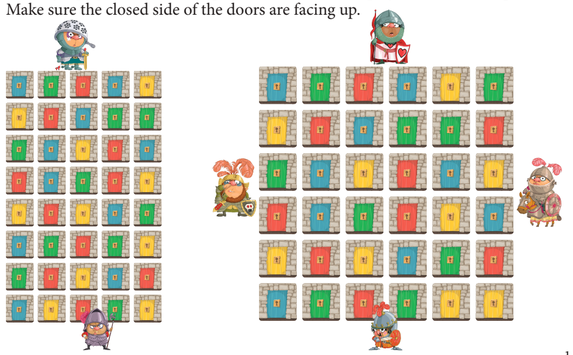
6 CHARACTERS & 6 STANDS

40 DOOR tiles
24 Open Door tiles (6 of each color)
8 Barred Door tiles (2 of each color)
4 Extra Key tiles (1 of each color)
4 Extra Turn tiles (1 of each color)

54 DRAW cards
28 Keys (7 of each color)
10 Skeleton Keys
6 Padlocks
5 Secret Passages
3 Hacksaws
2 Nets

Setting Up The Game

Shuffle the DOOR tiles, and place them in a grid (to create the Castle). If there are only 2 players, build a 5x8 grid. If there are 3 or 4 players, build a 6x6 grid. Make sure the closed side of the doors are facing up.



Leave about 1" of empty space between the doors if possible.

In a 3 or 4 player game, there will be 4 extra DOOR tiles. They are not needed. It doesn't matter which tiles don't get used.

Each player chooses a CHARACTER and places it on the outside edge of the Castle closest to them (no CHARACTERS begin on the Castle). Only one player can start on each side. In 2 player games, sit across from each other.

Shuffle the DRAW cards and deal **three cards to each player**. The remaining cards create a draw pile.

Basic Game Play



1 DRAW A CARD
Players *MUST* draw *ONE* card each turn.

2 PLAY A CARD
Players *MUST* use *ONE* card each turn.

3 MOVE YOUR CHARACTER
It is *NOT* necessary to move each turn.

Only one CHARACTER may occupy a tile at one time.

Playing The Game

The player who most closely resembles their CHARATER goes first (Player 1).

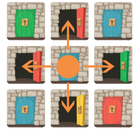
Player 1 takes the top card from the draw pile, to bring his/her hand up to 4 cards.

Next, Player 1 plays a card (either onto the discard pile or the Castle).

And finally, Player 1 moves his/her CHARACTER (but only if possible or wanted).

Players ideally begin the game by opening a door along their starting side with a matching colored Key card. And unless the door is barred, players now move their CHARACTER into the open door, beginning their race across the Castle.

A player can move one tile per turn. They can move either forward, backward, left, or right. However, CHARACTERS cannot move diagonally (unless there is a Secret Passage).





After entering the Castle, if you find yourself blocked, you can always choose to use a move to exit the Castle (back to your starting side), and then re-enter the Castle on a later turn through a different door.

Only one CHARACTER may occupy a DOOR tile at one time. If someone is blocking your way, too bad!

Play moves clockwise around the table.

If the draw pile ever gets depleted, simply shuffle the discard pile and start a new draw pile.

Winning The Game

The first player to move their CHARACTER to an open door on the last row opposite their starting side wins! You win immediately when you reach the last open door.







Door Tiles

DOOR tiles are two-sided. One side shows only closed doors – this is the side facing up at the beginning of the game. Players cannot pass through closed doors. The other side of the tiles have open doors, but sometimes the open side has a surprise.



Open Door Tiles
Players can pass freely through Open Doors.



Barred Door Tiles
Players cannot move through a Barred Door.



Extra Key Tiles
Any player who lands on an Extra Key tile receives a bonus action. They are able to open or close another door (**of any color**).

- Players do not receive this bonus action just by opening the door. They must move their CHARACTER onto the tile to use the Extra Key.
- Once a player has used the Extra Key, they cannot use this bonus action again if they return to the tile. However, other players can use this bonus action if they move their CHARACTER to the tile.
- While the Extra Key allows players to open another door, it does *NOT* grant players an extra move.
- The Extra Key cannot remove a Padlock.



Extra Turn Tiles
Any player who lands on an Extra Turn tile receives a bonus turn. Just like a regular turn, players draw a card, play a card, and move their CHARACTER.

Players do not receive this bonus action just by opening the door. They must move their CHARACTER onto the tile to use the Extra Turn.

- Once a player has used the Extra Turn, they cannot use this bonus action again if they return to the tile. However, other players can use this bonus action if they move their CHARACTER to the tile.