Obscura

Boardgame for 1 player, 5 minutes

You woke up in a dark room, and you feel the presence of something horrible. You must get out of the room using your wisdom and luck.

Components

- Enemy pawn: 1, Your pawn: 1, Number tile: 6, Gate tile: 1, Board: 1, Enemy list: 1
- Dice: 1

Setup

Place a number tile of "3" on the square at the top left of the board and put your pawn on it. Roll the dice. The enemies corresponding to the dice in the enemy list become the enemies of this time. Put the remaining tiles and markers in contact with the arrow pointing to the enemy.

Place the Gate tile on the enemy departure point square and place a enemy pawn on it. Turn the Enemy pawn in the direction to proceed next. (Consider only the Enemy pawn "direction".) Put the remaining Number tiles at hand.

Turn

Every turn, the following steps 1. and 2. are processed in order.

1. Your move

If it is not a blank space, you can move up, down, left and right up to two squares in one turn. This movement and "Investigation" action can both be done in the same turn.

* "Investigation" action

When moving to a blank square, after deciding the square of the destination, do the following processing.

Roll the dice and compare the outcome to the value of the current tile.

- If the result is less than the value of the tile, you fail to move and stay in the current place.
- If the result is more than the value of the tile, you successfully moved and do the next processing.
  - Roll the dice again, take the tile with the same value as the dice roll from the board or hand, and place it on the square of the destination. Then put Your pawn on it.

Even if you succeed or fail in "Investigation" action, you must finish your turn.

2. Enemie's move

The enemy basically moves two steps along the determined route and finishes the turn. If the enemy is facing the next square on the route, consume one step and moves one square forward. If the enemy is not facing the next square on the route, consume one step and turn to the next square.

* "Chase" action

If you are in the 3 × 3 square area centered on the square in front of the enemy, the enemy will do the next action even if it leave the determined route. If you are right next to the enemy, the enemy consumes one step and turns towards the square of you. If you are not right next to the enemy, the enemy consumes one step and moves one square forward.

End of the game

When enemy and you are in the same place, you are caught by the enemy and you lose. When the enemy arrives at the end point of the route, the game ends and you lose. If you reach the starting point of the enemy, you succeed to escape and win.

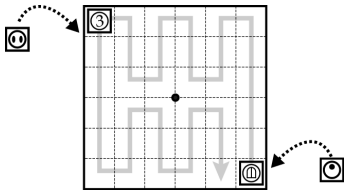

Fig. 1: Game setup. Put your pawn on "3" tile on the top left square. Put the enemy pawn on gate tile on the enemie's start square.

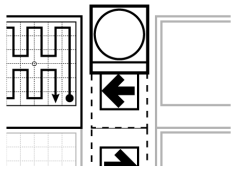

Fig. 2: How to display active enemy in enemy list.

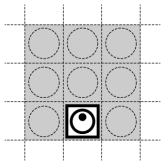

Fig. 3: The range to which enemy will start chasing you.

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