

かくされた部屋

Hidden Rooms

-Appendix-

Notes

- In this game, under some conditions, you may encounter a situation whereby the game continues endlessly. To prevent such a case, you will lose a stage when you have taken 200 turns after the start of that stage.
- You lose a stage when the Room Tile Area runs out of the tiles.
- You may drop out of a stage at any moment. In such a case, you lose that stage.
- The Monster can turn even to the opposite direction by a single turn.

Notes on the Components

Initially, the 2 pieces are blank. Apply the supplied stickers on them. Apply the Monster sticker on 1 side of a piece and apply the Child stickers on both sides of the other piece.

Use the supplied clip to hold the Book of the Rooms open during the gameplay. It is useful to clip the spine of the Book.

Notes on the Blank Room Card

The supplied "blank Room card" is not specified as a component on the rulebook. This card can be used to create the 6th stage, which is not on the Book of the Rooms.

When you create the stage, take note of the following points.

1. The route must go through all the squares from the start to the goal once each.
2. The route must be an unforked single path that can be specified by a single stroke.
3. You can only draw the route vertically and horizontally (and NOT diagonally).
4. You cannot specify the square at the bottom right corner as the starting point of the route.

When incorporating the "blank Room card" you have created, set up the stage you have created instead of opening Stage 1 at the start of the game. Also, if you draw a tile numbered "6" when choosing the stage, play the stage you have created.