LAIRS

BASE GAME RULEBOOK

KT BG

v1.2

THE STORY

2 | 10+ | 40'

You've always dreamed of joining the Adventurer's Guild, and this is your big chance. To be a certified adventurer, you must deeply understand what makes a dungeon tick; after all, you'll be spending most of your career trying to survive the deadly lairs of various unhinged and antisocial wizards. You've learned all of the basics, and it has come down to you and one other candidate... this is your final exam!

To prove your expertise, you both must **first** build your own monster-and-trap-infested lair to perplex your rival, complete with concealed treasures and a hidden exit. **Then**, you'll be dropped blindly into the pitch-black lair your rival has designed for you. Your mission is simple: Explore, solve, map, and escape **their** lair before they do the same to **yours**, and exhibit more-impressive dungeon-delving skills along the way. The winner gets the glory of a shiny new Guild membership card, while the loser will have to do some deep soul-searching about whether to come back next year and try again.



HOW TO WIN

You win by having more victory points (VP) than your rival at the end. Earn VP by finding Treasures (*especially ones that combo together*), by defeating Monsters, and by exiting the lair (*with a bonus for being first*).

HEY, WHAT'S THAT?

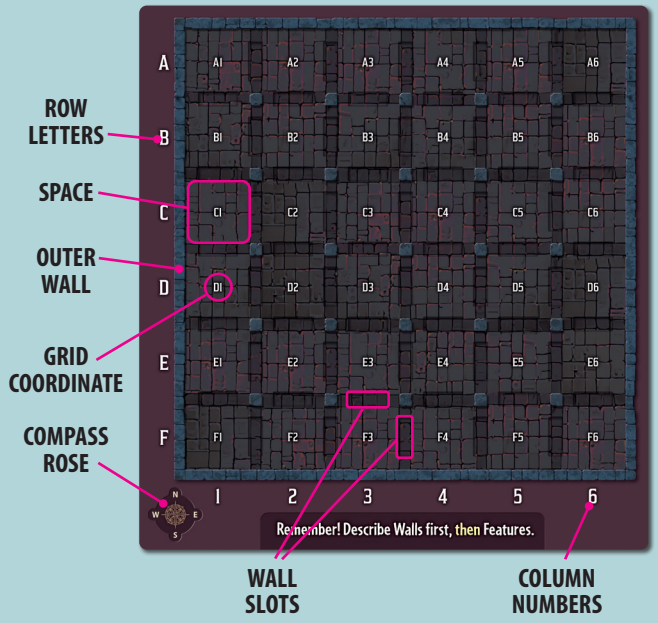
The ***Lairs*** base game includes everything you need to play the game, and teaches you how to build and explore devious dungeons. You will have tons of fun with everything in this box, but you'll probably soon be itching for more. And there **is** more!

Much more gameplay and content awaits you in the ***Lairs Adventurer's Pack***, available on our website and in game stores everywhere. You might notice symbols or other features on your components that are unexplained in this rulebook, and you may say to yourself "*Hey, what's that?*" Just *relax*; it's something cool relating to a new gameplay element you'll find in the Adventurer's Pack.

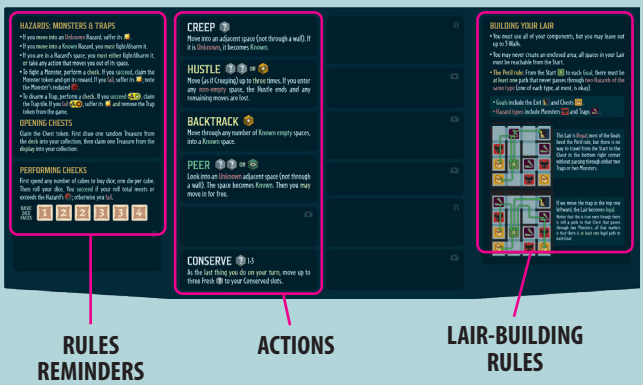
SCAN HERE!

COMPONENTS

2 LAIR BOARDS



2 SCREENS



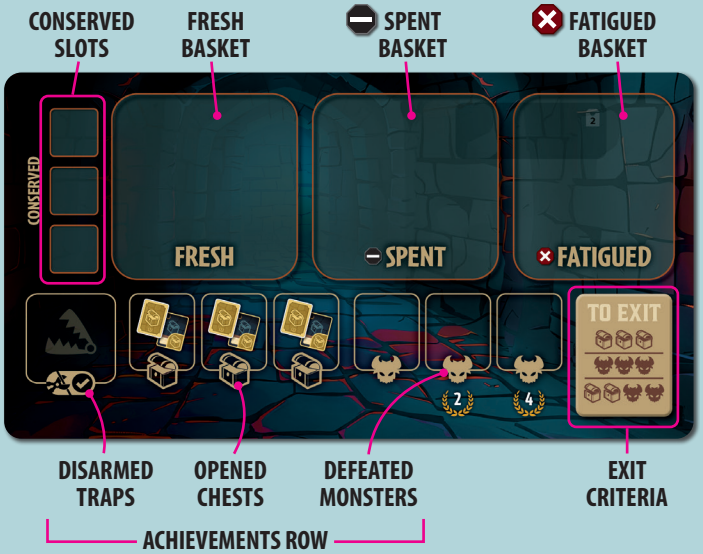
3 BASIC DICE



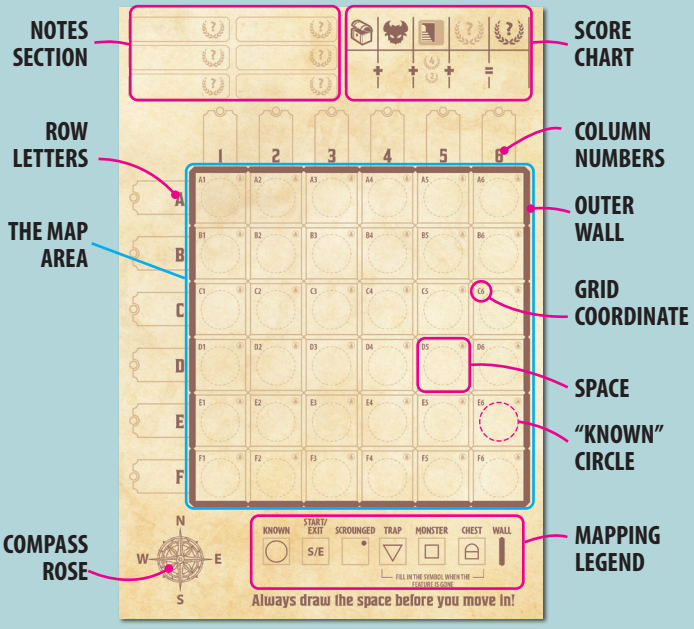
These are not normal dice! The faces are:

1 2 2 3 3 4

2 PLAYER MATS



PAD OF MAP SHEETS



2 PENCILS



2 START TILES



2 EXIT TILES



2 TRACKER TOKENS



12 ENERGY CUBES



8 BASIC | 2 QUICKNESS | 2 PERCEPTION

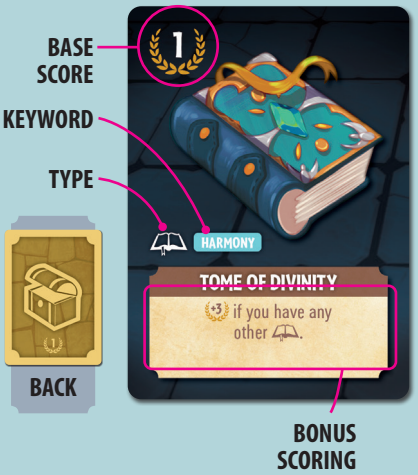
1 MONSTER CARD



1 TRAP CARD



22 TREASURE CARDS



Each Monster and Trap (*and other stuff too*) belongs to a ***category***. Categories have no meaning in the base game, but they will be referenced by elements you may introduce in the future. There are three categories:



6 MONSTER TOKENS



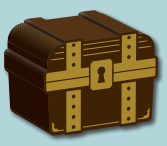
HUNGRY BLOB

6 TRAP TILES

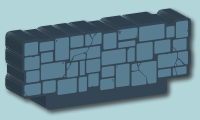


GREASED PIT

6 CHEST TOKENS



40 WALL PIECES



2 EXPLORER TOKENS





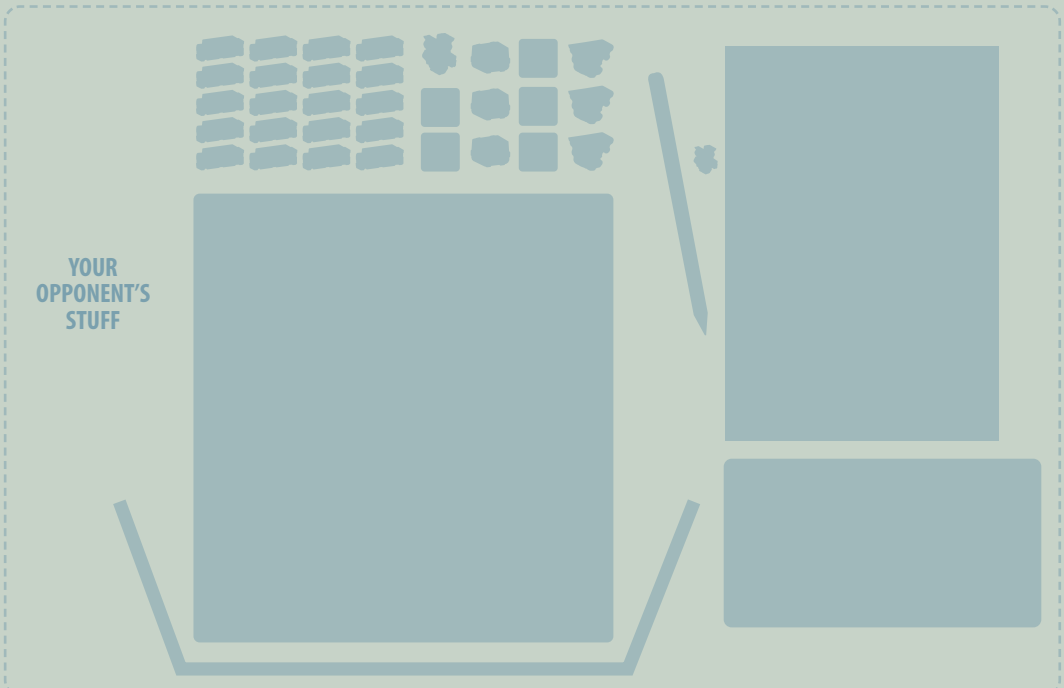
SETUP

Players sit across from each other.

1. Stand your **screen** so the information side faces you.
2. Place your **Lair board** behind your screen so that your opponent can't see it.
3. Gather your Lair-building pieces: **20 Walls**, **3 Trap tiles**, **3 Chests**, **3 Blobs**, the **Start tile**, the **Exit tile**, and your **opponent's Explorer**.
4. Place a fresh **Map sheet** to the side of your screen, so that the other player can see it. Keep a sharpened **pencil** and your **Tracker** nearby.
5. Place your **Player mat** above your Map sheet. Place **6 cubes** (*4 white, 1 yellow, 1 green*) in the *Spent basket* of your mat.



6. Shuffle the **Treasures** to form a face-down deck. Lay out a face-up display of three Treasures.
7. Keep the **dice** where both players can reach them.
8. Place the ***Hungry Blob*** **Monster card** and the ***Greased Pit*** **Trap card** where both players can see them.





BUILDING YOUR LAIR

Both players simultaneously construct their lair on the board hidden behind their screen. *Your lair is a grid of spaces; walls divide it up into a mysterious pitch-black maze full of dangers and hidden treasure.* Your lair is composed of ***walls*** and ***Features***.

Walls go on space **borders** to form your lair's structure; *Explorers can not move or see through walls*. The outer perimeter of the grid is considered to **already** be all walls.

Features go **in** spaces (*maximum one feature per space*). They come in three categories:

- **Goals** (*Chests and the Exit*) are good things.
- **Hazards** (*Monsters and Traps*) are bad things.
- **Neutral** features (*the Start*) are neither Goals nor Hazards.

There are three lair-building rules:

USE (ALMOST) EVERYTHING

You must use all of the components... but you may leave out up to 3 of your 20 Walls.

NO UNREACHABLE SPACES

Every space must be reachable from the Start without passing through a wall. Explorers move orthogonally from space to space, never diagonal. Spaces with a wall between them are **not** considered adjacent.

THE PERIL RULE

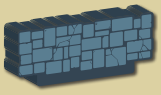
From the Start to each Goal (*the Exit and all three Chests*), there must be **at least one path** that never passes through two Hazards of the same type (*one of each, at most, is fine*).

- Since the two types of Hazards are Traps and Monsters, each Goal must be reachable without passing through two Traps or two Monsters.
- It's okay if illegal paths to a Goal exist... as long as there is at least one legal path to each Goal.

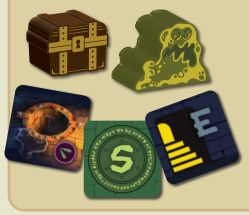
Check that your lair is legal: One by one, place your finger on each Goal, and confirm that you can trace at least one route back to the Start that doesn't pass through two Traps or two Monsters. Once you are sure that all four Goals are legal, your lair is ready!

The first player to finish building their lair gets to choose who takes the first turn as Explorer.

Lair-building tips for beginners: Don't overthink it! You'll have a better sense of how to build a great lair after you've played, but it won't really matter for your first game; your rival will have an excellent time exploring, as long as you follow the three rules. *After your first game you will be drooling with anticipation to build a new lair!*

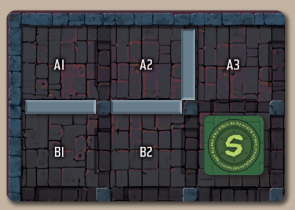


Walls go on the space **borders**; the pieces sit in slots, so that they won't be dislodged during play.



Features go **in** spaces. Any feature may go in any space, unless its card tells you otherwise. ***Start*** and ***Exit*** tiles do **not** have to be placed on the outside edge of the lair.

Lair Legality examples:



The spaces in the top left corner have been walled off and are unreachable.



There is no way to get to the Chest without passing through two Traps.



You can reach the Chest by passing through one Monster and one Trap, which is fine.



*Although there is **a** path to the Chest that breaks the rule, there is **at least one** legal path to it.*



This is a legal lair. All three rules have been obeyed... check for yourself!

GAMEPLAY

You will alternate taking turns. On **your** turn, you are the *Explorer* and your opponent is the *Builder*.

You will explore your rival's lair, performing actions by **spending cubes** (*see below*). As you go, the Builder will describe what you encounter; use your pencil and map sheet to **draw a map** of your discoveries. Continue taking actions until you run out of cubes to spend (*or decide to stop early*); then your opponent's turn begins.

As you explore, move your *Tracker* on your map sheet to keep track of where you are in the lair; the Builder should move your *Explorer pawn* on their Lair board to match.



As you move your Tracker on the map you are drawing, the Builder mirrors your movement, step by step, with your Explorer on their Lair board.

MAPPING, LEARNING ABOUT, AND LOCATING

Specific details about how to mark things on your map are explained in the relevant sections.

There are two ways to discover things to draw on your map: ***learning about*** a space (*very common*), and ***locating*** a Feature/wall (*pretty rare*).

- When you **learn about** a space by any means, the space becomes completely *Known* to you. The Builder must describe any walls that surround the space, and fully identify any Features within it.
- When you **locate** something, the Builder **only** discloses its grid location on your map, and **no other details** about the thing or its space; the space does **not** become Known to you. *If you ever need to map something unspecific, use a* ***?*** *or whatever symbol you want.*



Example: *You* ***learn about*** *space B2, so it becomes* **Known**. *The Builder tells you that there are are walls to the north and east, and a Monster (specifically a Hungry Blob) is waiting there. You draw all that info on your map.*



By comparison, if you ***locate*** *a Trap in space D3, you only draw the Trap symbol in that space. The space remains Unknown; you don't know if there are any walls around it, and you don't even know specifically what kind of Trap it is. If you Creep into this space, the Trap – even though you are aware of it – counts as Unknown because the* ***space*** *is Unknown.*

SPENDING CUBES

Cubes represent energy that you spend to perform actions. To **spend** a cube, move it from the Fresh basket to the Spent basket on your mat. Each action has a specific cost in cubes; there are reminders on your screen. Always remember to **first** spend the cube(s), **then** carry out the action.

- A cube in a *Conserved slot* has been saved from a previous turn. You may spend it **into your Fresh basket**, where it can then be spent as usual into the Spent basket. *In effect, by saving it this turn, you get to spend it twice on your next turn.*

White cubes are ***basic*** and have no special properties.

Coloured cubes represent your ***attributes*** (*see below*); they let you perform certain actions more efficiently.

QUICKNESS

Moving speedily and reacting swiftly is critical in the dangerous tunnels. Being faster is never a bad thing.

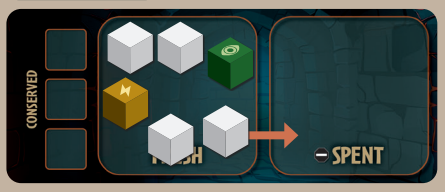
PERCEPTION

Spot danger before it becomes a problem for you, and notice opportunities in the gloom. Stay alert, stay alive!

The **gray** cube symbol means that **any** cube (*white* ***basic*** *or coloured* ***attribute***) may be spent.

Some cube-spending examples:

CREEP ?



A ***Creep*** *action costs* ***any cube****. It's a good idea to spend a* ***basic*** *cube, and save your* ***attribute*** *cubes for things they are especially good at.*

PEER ? ? OR



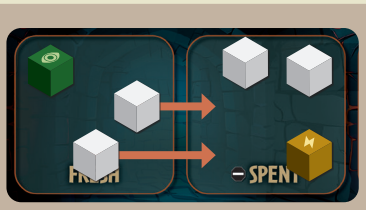
A ***Peer*** *action costs* ***any two cubes*** *or* ***one Perception cube****. You spend your Perception cube.*

If you wanted to, you ***could*** *have spent your conserved basic cube twice; once into Fresh and then a second time into Spent... but spending the Perception cube lets you take advantage of its efficiency.*

CHECKS

A **check** is an event where you roll dice against a target number; *checks include fighting Monsters and disarming Traps.* **Before** you roll, you must spend cubes to *buy* the dice you wish to roll; each die costs one cube. If the combined total of your roll **equals or exceeds** the target, the check **succeeds**; if not, it **fails**. The consequences of success or failure depend on the event.

- You may choose (*or be forced*) to spend **no** cubes, and thus roll zero dice; this counts as a **failed** check.
- You **may** buy more dice than are physically available; *just split your check into multiple rolls and add their totals together.*





Example: *To disarm the* ***Greased Pit Trap*** *you must conduct a check against its Target of 5. You decide to buy two dice, so you spend two cubes.*

You roll the dice... your total is **3**, *which means a failed check. You will suffer the consequences of triggering the Trap.*





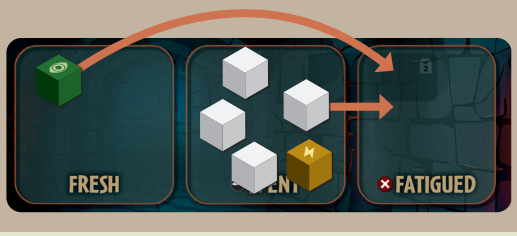
The penalty for failing to disarm the Trap in the example above is to fatigue two ***Fresh*** *cubes. You only have* ***one*** *Fresh cube, so you fatigue it. To satisfy the unfulfilled part of the penalty, you choose a Spent basic cube to fatigue.*

PENALTIES & FATIGUE

A common penalty from hazards is to **spend** or **fatigue** cubes. When you must fatigue a cube, choose a cube (*that isn't already fatigued*), and move it to your Fatigued basket.

- Some penalties specify certain attribute cubes, or **specifically Fresh** cubes; make sure to obey these specifics. ***Conserved*** *cubes count as Fresh cubes for penalty purposes.*
- If you can't completely fulfill a penalty, fulfill as much of it as you can and then fatigue **any** one cube of your choice for **each unfulfilled increment** of the penalty.





ON YOUR TURN

ON YOUR VERY FIRST TURN

The Builder tells you the grid coordinate of the **Start tile** (*where your Explorer begins*). First draw the ***Known circle*** in that space to mark it as Known to you. Then the Builder describes any **walls** surrounding the space (*to its north, east, south, or west... there are compass-roses on your board and map to help you orient*); draw them on your map. Write an S in the space (*to mark it as the Start space*), and finally place your Tracker in that space.

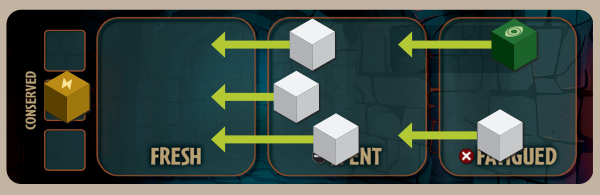


Example: *The Builder tells you "You start in* **A1.** *There is a wall to the* **east**.*"*

In space A1, you draw the Known circle, the east wall, and an S to indicate the Start. Then you place your Tracker there.

ON EVERY TURN

1. **Confirm your location.** It is always a good idea to begin your turn by confirming your current grid coordinate with the Builder. (*For example, "I am in B5, right?"*) This will help prevent map errors and confusion.
2. **Refresh your Energy.** Move all Spent cubes to the Fresh basket, then all Fatigued cubes to the Spent basket. Conserved and Fresh cubes do not move.
3. **Explore.** This is the main part of your turn. You will spend cubes to perform actions, encountering Hazards and Goals along the way (*see* ***The Actions*** *and* ***Features*** *for details*).
4. **End your turn.** When you have no Fresh cubes, your turn automatically ends. You **may** end your turn early, even if you still have Fresh cubes.



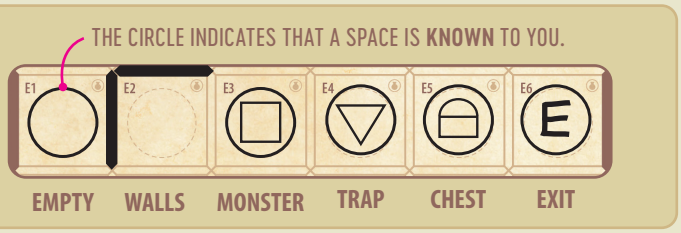
Refreshing Example: *Your three Spent basic cubes move back to your Fresh basket. Your Fatigued Perception and basic cube move back to your Spent basket. Your conserved Quickness cube stays where it is.*

THE ACTIONS

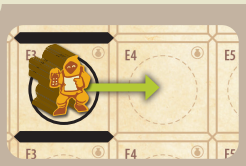
CREEP

Move your Explorer into an *adjacent* space (*spaces with a wall between them are **not** adjacent*), using this process:

1. Announce the move direction, and the destination's grid coordinates. (*For example: "I am Creeping **east** into **E4**."*)
2. If it is a **Known** space, simply move your Tracker in. If it is an **Unknown** space, you will first *learn about* it:
   Draw the *Known circle* in the space, to mark that it has become **Known** to you. The Builder **describes** the space (***first** any walls surrounding the space, **then** any Feature*), and you **draw them** on your map. **Then** move your Tracker in.



3. If there is a **Feature** in the space, you will now interact with it, depending on what it is (*see **Features** for details*).



***Creep Example:** You spend a cube, and announce that you are Creeping east into E4, which is an Unknown space.*



This is what the Builder is looking at behind their screen.



The Builder says "there's a wall to the east... and a Greased Pit!" You draw the Known circle, the wall, and the Trap triangle.



*You move your Tracker in; now you must deal with having moved into an Unknown Trap (see **Hazards**).*

HUSTLE ?? OR ⚡

Move (*up to*) three times (*using the Creep process*). Fully resolve each move separately. If you enter **any non-Empty space**, the Hustle ends and any remaining moves are lost.

You **don't** declare all three at once; decide each move after the previous one is resolved. You **may** voluntarily stop before using all three.



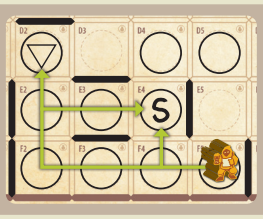
***Hustle example:** You spend any two cubes to Hustle. First you move south into **C3**, which is empty. Secondly you continue south into **D3**, also empty. With your third and final move you go east into **D4**, which contains a Chest!*

Coloured map marks indicate what you would draw with each move.

BACKTRACK ⚡

Move **through** any number of **Known Empty** spaces, into a **Known** space (*which itself may or may not be Empty*).

Any non-empty space (*even the Start or Exit*) interrupts a Backtrack.



***Backtrack example:** Spend a Quickness cube to Backtrack to any of the spaces shown, or stop in any space along the way. Any non-Empty space stops your movement.*

PEER ?? OR 👁

Learn about an adjacent Unknown space (*remember, spaces with a Wall between them are **not** adjacent*), then you **may** Creep (*for free*) into the (*now **Known***) space if you want.

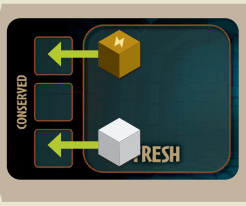
One advantage gained from Peering is that a Hazard is ***much*** more punishing to you if you move into it while its space is Unknown.



***Peer Example:** You spend any two cubes, and Peer westward into Unknown D3. The Builder says "There are walls to the north, south, and west, and nothing else." You mark that all on your map and decide not to use your free Creep in, since it is a dead end.*

CONSERVE 1-3 ?

Taking this action immediately ends your turn. You may move up to three Fresh cubes into the **Conserved slots** beside your Fresh basket (*saving them to be spent **twice** next turn*).



***Conserve Example:** You have two Fresh cubes you'd rather not spend. You conserve them for next turn, ending your current turn.*

HAZARDS MONSTERS & TRAPS

Monsters and Traps are dangerous *hazards*. To mark a **Monster** on your map, draw a **square** ☐ in its space, and to mark a **Trap** on your map, draw a **triangle** ▽ in its space.

In the base game, all Monsters are ***Hungry Blobs*** and all Traps are ***Greased Pits***. If you ever introduce hazards to your game beyond these two, it's a good idea to ***write the hazard's initials in the map space*** to remind you of exactly ***which*** hazard you've encountered!

- When you **move into** a Monster or Trap in a space that was **Unknown** before you moved in, it immediately **strikes** you; suffer the *strike* effect 💥 its card describes. You are then **in** its space (*see below*).

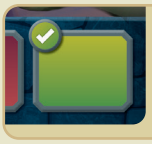
A hazard acts based on whether **its space** is Known or Unknown; a **located** hazard in an Unknown space **will** strike you upon entry.

- When you **move into** a Monster or Trap in a **Known** space, it does **not** immediately strike you, but you **must** fight/disarm it (*see below*), *even if you have zero cubes left. This mandatory fight/disarm is part of the resolution of moving into the space, not a separate action.*
- If you are **in** a space with a Monster or Trap, the **only** things you are allowed to do are fight/disarm it, **or** take any action that moves you **out** of its space, **or** end your turn. *A Monster or Trap **doesn't** block you from leaving its space unless its card says so. If you opt to exit using a **Peer** action, you **must** exit even if you don't like what you see.*

FIGHTING MONSTERS

To fight, conduct a check against the Monster's current *Target*.

- If you **fail**, the Monster strikes you (*suffer the strike effect* 💥 *its card describes*). Track **damage** to the Monster by **subtracting** your roll result from its Target, and write that new value **in** the Monster's ☐ on your map; *the next time you fight it, its Target will be that new value.* You are then **in** its space (*see above*).
- If you **succeed**, you have defeated the Monster! Take its token and place it on your **achievements row** in the leftmost empty Monster slot. If the Monster card shows any **rewards**, gain them now. **Shade in** the Monster's ☐ on your map to mark the space as **Empty**.



The ***Hungry Blob*** is a pushover, and its reward section shows **nothing**. Monsters from the *Adventurer's Pack* are feistier, and will grant rewards upon defeat.

DISARMING TRAPS

To disarm a Trap, conduct a check against its current *Target*.

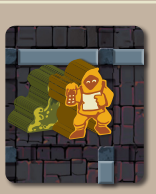
- If you **fail**, the Trap hits you (*suffer the strike effect* 💥 *its card describes*). Then remove the Trap token **from the game**.
- If you **succeed**, take its token and place it on your **achievements row** in the *Disarmed Traps* slot.

Whether you failed or succeeded, **shade in** the ▽ on your map to mark the space as **Empty**.





Hazard example: *You Creep into an Unknown space that turns out to contain a Hungry Blob; it immediately strikes you, and you must fatigue **any** two cubes.*

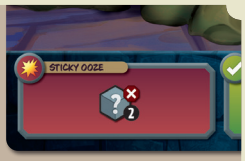


*After that, since you remain **in** the space with the Blob; you **must** either fight it, exit its space, or end your turn.*

You have two cubes left to buy dice, and the Blob's Target is 6... you are feeling lucky and decide to fight!

See below for possible outcomes...





Fight failure example: *Your roll totals **4**; the Blob's Target is 6, so it survives and strikes you (again), fatiguing another two cubes. Your 4 damage reduces its Target to 2. You write that on your map; it will be easier the next time you fight it!*



Fight success example: *Your roll totals **7**; the Blob's Target is 6, so it is defeated! You place its token on your achievements row; the Blob card doesn't specify any other rewards. You shade in the Monster square on your map to mark the space as Empty.*



Disarm example: *You move into a Known space with a Trap, so you **must** disarm it.*

*You buy three dice, and your roll totals **8**; the Trap's Target is 5, so you have disarmed it safely!*

You place the disarmed Trap tile on your achievements row, and shade in the Trap triangle on your map to mark the space as Empty.



GOALS

CHESTS & TREASURES

Chests are Goal Features hidden in the lair. To mark a Chest on your map, draw a **chest shape** in its space.

- When you move into a space with a Chest, you **may** open it.

OPENING CHESTS

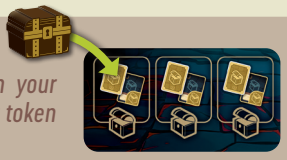
Take the Chest token and place it on your achievements row in the leftmost empty Chest slot. When opening a Chest, you get **two** Treasures from it (*there is a reminder in the Chest slot*); claim them in this order:

1. Draw a Treasure from the **deck**, look at it, and add it to your **collection** (*see below*) without showing it to your opponent.
2. Choose one of the Treasures from the **display** and add it to your collection. Then refill the gap in the display with a Treasure drawn from the deck.

Shade in the on your map to mark the space as Empty.

If you ever must **discard** a Treasure, it goes into a common **face-down** discard pile. Players may **not** search the pile. If the deck ever runs out, shuffle the pile to form a new deck.

Opening Example: *You open your first Chest, and place the Chest token in your achievements row.*





First you draw a Treasure from the deck; it is the ***Tranquil Goblet*** *1.*

Next you look at the display. The ***Scroll of Harmony*** *2 scores extra for Harmony items... and your new Goblet has that keyword! You claim the Scroll into your collection, and refill the display.*

Finally, you shade in the Chest shape on your map to mark that space as Empty.



YOUR TREASURE COLLECTION

Your collection of Treasures will usually make up a big part of your score.

- There is no limit to the number of Treasures you may collect **during** the game, but **at the end of the game** you will choose (*at most*) **four** Treasures from your collection to keep face-up and fully score; any excess Treasures must be flipped face-down, scoring only 1 each.
- Keep your Treasure collection where your opponent can't see what you're collecting. *You may look at your own Treasure cards at any time.*
- Some Treasures have abilities; their card explains what they do, and any costs or limitations. Unless it says otherwise, you may use it as many times as you want to (*and can afford*). *When you use a Treasure's ability, you must reveal it to your opponent so that they can read its text.*

Extra Treasures example *You open your third chest, which brings your Treasure collection to a total of six; at the end of the game you will have to choose two to flip face-down.*



THE EXIT

The Exit is the doorway to leave the lair and trigger the end of the game. To mark the Exit on your map, write an **E** in its space.

You may **not** exit unless you have achieved (*or surpassed*) at least one of the **To Exit** combinations described on your player mat (*see the chart to the right*). If you don't have the required achievements, you will have to continue exploring and return later.

To exit, you must be **in** the Exit's space. It does not cost anything to exit; you simply declare that you are exiting. When you exit, your turn immediately ends. If you are **first** to exit, your opponent gets **one final full turn**, then the game ends.

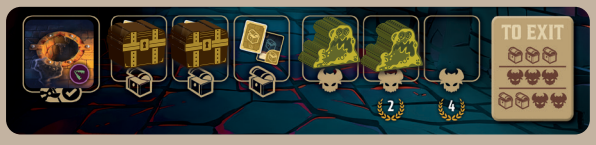
- You may choose to **not** exit, even if you have the required achievements.

Being first to exit earns you 4 **and** it is the tiebreaker, so it's usually worthwhile to hurry out if you have the opportunity.



Open 3 Chests
Defeat 3 Monsters
Open 2 Chests and Defeat 2 Monsters.

Exit example: *You have discovered the Exit. You have opened two Chests, and defeated two Monsters. You* ***could*** *choose to exit the lair and trigger the end of the game with a nice scoring bonus... or you could continue exploring and try to improve your score even more!*



GAME END

Each player totals up their own score, using the scoring chart at the top of their map sheet. Points come from four areas:



TREASURE COLLECTION

Each Treasure card in your collection has a base score. Many of them have bonus scoring that may refer to Treasure **types**, Treasure **keywords**, or **various other accomplishments** in ways that can improve their value.

See the back page for a glossary of Treasure types.

Lay out all of your Treasure cards face-up (*except ones that were flipped permanently face-down by some game effect*). You **must** flip Treasures (*of your choice*) face-down until a **maximum of four** remain face-up.

- Each **face-up** card scores its base score **plus** any bonus scoring described on the card.
- Each **face-down** card scores 1. *All identifying information of face-down cards is ignored, including types and keywords.*

DEFEATED MONSTERS

As shown in your achievements row, your **second** defeated monster is worth 2 and your **third** is worth an **additional** 4.

EXITING

The first player that exited scores 4. **If** the other player exited (*which doesn't always happen*), they score 2.

OTHER SCORING

The base game has no other scoring methods. Other ways to score are introduced in the ***Adventurer's Pack*** and other expanded content.

Once you add elements that introduce other scoring, use the top left Notes section of your map sheet during the game to record any gains.



Highest score wins! *In the event of a tie, the winner is the one who exited their lair first!*

Scoring example: *You have six Treasures, so you must choose two to flip face down; they will score 1 each for a total of 2.*





- *Your **Tranquil Goblet** scores 1. Its bonus does not score since you don't have any other Cups.*
- *Your **Scroll of Harmony** scores 3 base, plus 2 for the one Harmony item you have, for a total of 5.*
- *Your **Moon Shard** scores 1 base, plus 2 because you have a different Shard, for a total of 3.*
- *Your **Sun Shard** scores in the same fashion as the Moon Shard, also for a total of 3.*

Your total Treasure Collection score is 14.



You defeated three Monsters, so you score 6.

The other player exited first, but you managed to exit on your last turn, so you score 2.

There is no other scoring in the base game.

Your final score is 22... will it be enough to win?



MAPPING ADVICE

Keeping an accurate map is **critical** for both players; if somone makes a mistake, it can cause confusion and problems that will be difficult to undo later. Here are some tips that will help:

As the Explorer, **keep your map visible** so that your opponent can see that you are correctly drawing what they describe. As the Builder, **watch your opponent as they are drawing** their map.

You don't need to describe **outer walls**; everyone knows they are there.

When you take any action that will cause you to learn about a space (*Creep, Hustle, Peer, etc*), **immediately draw the Known circle even before the Builder starts describing**; that space is going to become Known to you no matter what they say.

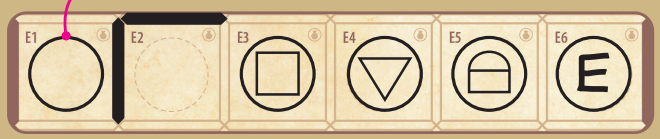
When describing an Unknown space, ***describe walls first, then describe Features.*** It's easy to get excited about the *Greased Pit* your opponent has just fallen into and then forget to mention the boring old walls.

Conversely, when you move into an Unknown space (*especially one with a Feature in it*) and the Builder didn't mention any Walls, just say ***"Any walls?"***, in case they got excited about the *Greased Pit* you just fell into.

A **compass rose** is printed on both your Lair board and your Map sheet for quick reference if you aren't already comfortable with using North, South, East, and West. Some players feel more comfortable using Up, Down, Right, and Left instead.

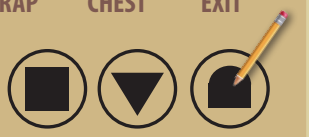
Use both compass directions AND grid coordinates. *"I peer west into B3"* provides more information for the Builder to notice if a mistake is being made.

THE CIRCLE INDICATES THAT A SPACE IS **KNOWN** TO YOU.



EMPTY WALLS MONSTER TRAP CHEST EXIT

Shading in *a Feature in a space means that the Feature is no longer there, and the space is now Empty.*



If you ever need to map something that there isn't a specific symbol for (*for example if you locate a Goal but aren't told exactly what it is*), use a **?** or whatever symbol you like.

TREASURE TYPE GLOSSARY



BOOKS STATUES SCROLLS AMULETS CUPS SHARDS CROWNS ORBS

CREDITS & ACKNOWLEDGEMENTS

GAME DESIGN
CHRIS WESTMAAS
with JOSH CAPPEL

DEVELOPMENT
SEAN JACQUEMAIN
JOSH CAPPEL

ILLUSTRATION
JOSH NELSON
CLAIRE LIN
JEAN WALTER

GRAPHICS & RULEBOOK
JOSH CAPPEL

COMMUNICATIONS DIRECTOR
SEAN JACQUEMAIN

PROJECT MANAGEMENT
HELAINA CAPPEL

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