

Mussades

The year is 632 CE, and your band of thieves has just infiltrated the palace of Caliph Abu Bakr of Arabia. You make your way through the palace halls under the cover of night, relying on your hunger for gold to guide you to the treasure chambers. You quickly discover the chambers, protected by only two guards. The guards are easily overpowered, and as your teammates knock them out, you make your way into the treasure chamber itself. However, in your celebrations and awe over the great treasures of Abu Bakr, you forget to keep an eye on the knocked out guards. While you are busy packing your bags with priceless artifacts and gold, one of the guards comes around and sneaks away for help. Suddenly, while the rooster crows and the morning sun slowly makes its way over the hill, the alarm sounds. You all stare at each other, with fear in your eyes, for you know the fate that awaits all those that dare steal from the Caliph. Leaving your newly obtained treasures behind, you run for the exit, fearing for your lives.

Wouldn't this be the perfect time to try out your brand new flying carpets?

Rules

Playtime 10-15 minutes

Recommended for 3-5 players

Suited for children between the ages of 7 and 99

Components

40 Cards

10 Room Hexagons

1 Starting Room

1 Final Room

5 Player Pieces

1 Rules Booklet

Setting up the game

Remove the cards marked *Guilty Conscience* from the deck, and shuffle the rest. Place the shuffled stack face down, and the *Guilty Conscience* cards face up in 2 separate piles on the table.

Remove the Room marked *Final* from the pile of Rooms, and shuffle the rest. Place them face down in a pile on the table, and place the Final Room on the bottom.

Each of the players selects a coloured piece.

To determine the starting player, one of the players shuffles the playing pieces in his hand, and drops one of them onto the table.

Place all the play pieces on the Start Room.

The first player reveals the first Room, and connects one of it's entrances to the Start Room.

Finally, each player is dealt 3 cards, which make up that player's hand. The hand is kept secret from the other players throughout the game.

The objective of the game

The objective of the game is to be the first bandit to escape the palace before the guards catch up with you.

The game turn

A game turn consists of a player:

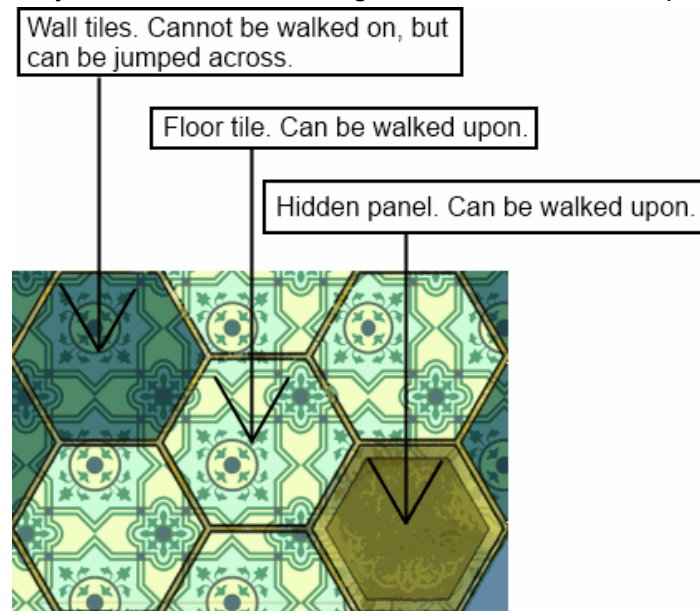
1. Playing a card from his hand.
2. Executing the text of the card.
3. Ends his turn by drawing as many cards as needed in order to have 3 cards in hand.
4. Play proceeds to the player to his left.

Moving

The rooms are divided into tiles. Players move on these tiles as allowed by the cards they play.

Players can only move on the light areas of the Rooms.

Players can not move through, or end on a tile occupied by another player.



If a player is stunned when he starts his turn (His play piece turned to the side) he place his piece upright, but cannot play any cards this round. His turn then finishes.

Navigating the room

The first player to exit a Room gets to place the next Room. He draws the top Room from the Room stack and places it where he exited the previous Room. He may rotate the new Room as he wants, but the exit from the previous Room must match an entrance of the new Room.

A Room can only be connected to 2 other Rooms, meaning that the first player to exit a Room gets to choose which exit to use, at which point the others are permanently closed.

New rooms can only be placed on one of the 3 edges opposite the entrance of the previous Room.

If the total number of Rooms at any point exceeds 3, including the Start Room, the rearmost Room has been overrun by the Palace Guards and is removed from play.

If there are only 2 players left on the board, the maximum number of Rooms goes down to 2.

Getting caught!

If a player is on a Room when it is removed, he gets caught by the Palace Guards. That player removes his play piece from the board, discards his hand and draws one Guilty Conscience card.

If other players have previously been caught, they now also draw a Guilty Conscience card.

However, a player can only have one Guilty Conscience at any given time.

Running out of cards

If a player is about to draw a card but the draw stack is empty, shuffle all the used cards into a new draw stack, and continue the game as normal.

Ending the game

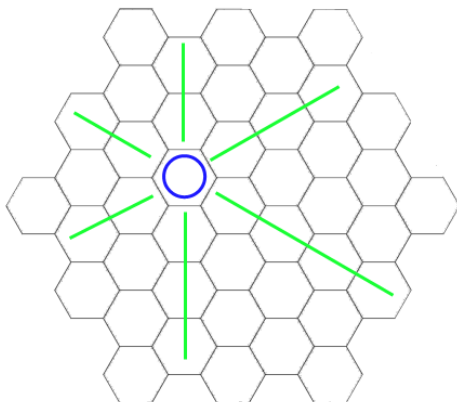
When a player exits the Final Room, the game ends and he is declared the winner.

Also, if only one player is left on the board, he wins the game.

FAQ

- *What is a straight line?*

If the blue circle in this image represent you, then the green arrows represent the options you have for a straight line.



- *How many cards can I have at once?*

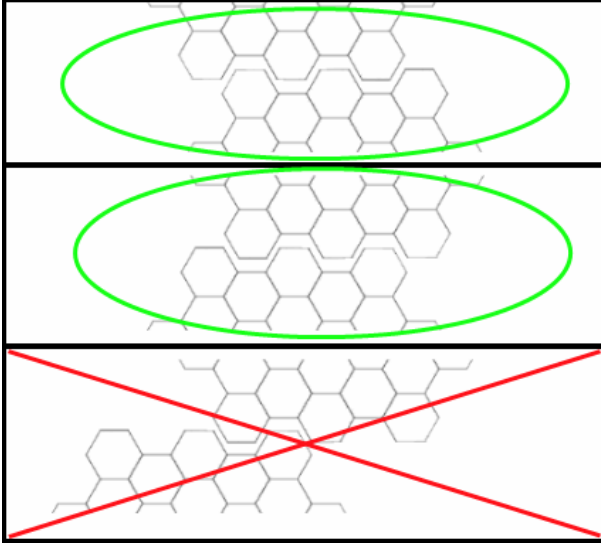
Every player will always have no more or less than 3 cards on their hand at the end of, and beginning of, any turn. This means that the last move a player does after using a card, is to

draw a new one.

The exception is the players captured by the guards. These players can, at maximum, have one card in their hand. The card the dead players have will always be one of the Guilty Conscience cards.

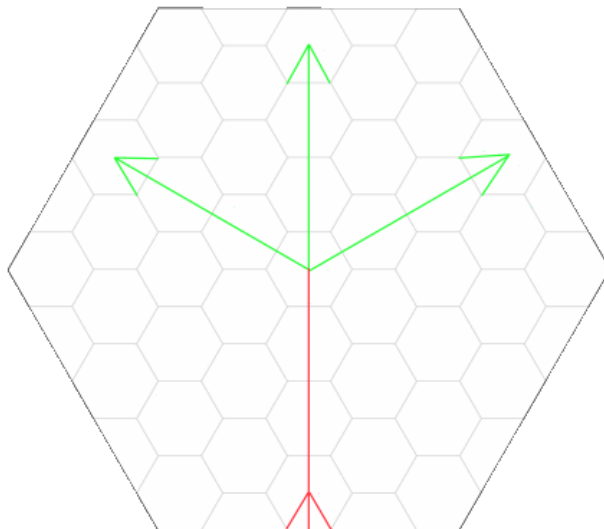
- *How can the rooms be placed?*

Rooms have to fit together in a hexagonal fashion, and you can't block a door with a wall.



- *What does "The three opposing walls" mean*

The three opposing walls are the walls not touching the door you just came in from. In this diagram, the red line is where you came from, and the green arrows are where you can go.



- *What is the difference between a tile and a room?*

The rooms are the big hexagonal shapes, and the tiles are the smaller hexagonal areas within the rooms. In this diagram the blue line represent a tile, while the yellow circle shows a room.

