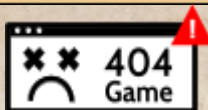




The Other Side



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On the border of the spirit realm, four vainglorious adventurers think they've found a map to untold riches. But there's one tiny problem. The treasure is buried in a realm crawling with ghosts! Slip between worlds, snatch the treasure, and brag to your fellow explorers in this tabletop adventure game. But beware! At any moment, the tables can turn, and your treasure-hunting buddies might become your worst ghostly nightmare. Find out if you have the guts (and brains) to grab the loot before you are hurled back into the world of the living!

Requirements

- Four competitive friends
- Two sheets of paper
- At least two pencils and an eraser
- 1 Deck of cards (remove face cards & Jokers)
- Four unique tokens
- Tape (optional)
- A ruler (optional)

The Overworld:

	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

	2	7	9	1	10	6	3	8	5	4
4										
5										
10										
8										
6										
3										
7										
1										
9										
2										

Turn order

Clockwise in *The Overworld*

Counter-clockwise in *The Other Side*

The Other Side:

EXAMPLE LABELING

Phase 1: create Your worlds

1. On each sheet of paper, draw a 10x10 grid; make the squares equal sizes and large enough for the tokens.
2. Label one paper *The Overworld* and the other paper *The Other Side*.
3. On *The Overworld*, mark the rows and columns 1-10 in order. Refer to the example above.
4. On *The Other Side*, randomly label the rows and columns 1-10. Refer to the second example above. *The Other Side* should look the same other than the randomized numbers.
5. Pick a starting **player** based on who last walked through a doorway. In turn order, **players** choose their starting location in *The Overworld* using their token.

6. In turn order, each **player** pulls two cards from the deck. The first is the column number of a **tunnel** location, and the second is the row number of the **tunnel** location. In *The Overworld*, mark the **tunnel** with a circle and draw a unique symbol inside. Find the corresponding coordinate on *The Other Side* and mark it with the same symbol. If the space is a starting location or another **tunnel**, redraw.
7. In turn order, each **player** cleverly marks a **treasure** on *The Other Side*, denoted by a star. **Treasures cannot** be placed within 2 blocks of any **tunnel**.
8. In turn order, each **player** strategically marks a 'block' tile by filling a tile in. **Repeat once more**. No enclosed spaces may be created.
9. In turn order, each **player** strategically marks 3 'walls'. **Repeat once more**. No enclosed spaces may be created.
10. In turn order, **players** erase one wall in *The Overworld* and **repeat** in reverse turn order for *The Other Side*.
11. When the worlds have been created, tape the papers back-to-back or flip *The Other Side* over and begin the *Adventure for Treasure*.

Phase 2: Adventure for Treasure

1. In turn order, move two spaces (not diagonally). **Players** cannot walk through other **players**. All **players** can choose not to move if desired.
2. In *The Overworld* or *The Other Side*, all **players** can choose to exchange one space of movement for pulling one card from the deck. If the card is **black**, the **player must** place a wall, if the card is **red**, the **player must** remove a wall. **Players** can only do this once per turn.
3. If a **player** enters a **tunnel** tile, they are the **traveler** and flip the board to *The Other Side*. All **players** go to the corresponding grid coordinates on *The Other Side*. The other **players** who did not pass through the **tunnel** are **ghosts**. The **traveler's** goal is to reach the **treasure** without being caught by the ghosts.
4. **Ghosts** can only move one space per turn, and can't pass through other **ghosts**, but they can move through walls/blocks. They cannot move onto **tunnels**. **Ghosts must move onto the same tile as the traveler to end their treasure quest**. **Ghosts** are allowed to draw cards!
5. If the **traveler** is caught, the board is flipped to *The Overworld*. The **traveler** returns to their original **tunnel**, which is unusable until a different **tunnel** is used. **Ghosts** go to their current corresponding grid coordinates on *The Overworld* and are no longer **ghosts**.
6. If the **traveler** lands on a **tunnel** space different from where they entered while on *The Other Side*, they flip the board and go back to *The Overworld*. That **tunnel** is unusable until a different **tunnel** is used.
7. When a **traveler** reaches a **treasure**, they win!

