



MEDUSA'S WRATH

OBJECTIVE

Welcome to Medusa's island, Sarpedon!

Players must work together to make it to navigate to the center of Medusa's palace while collecting Mirror Shards, avoiding her wrath in the process. Once players reach the throne room in the center of the board, they will use their Mirror Shards to protect themselves in an epic battle against the wicked Medusa.

SETUP

Players Supported: 4

Game Contents:

- 4 colored player cubes
- 64 Petrification Cards (16 per player)
- 12 large Special Cards (3 per player: Protect, Save Tile, Save Player)
 - 12 smaller Special Cards that represent the special cards that can be put onto the game board
- Game board
- 12 Mystery Cards (3 per player)



Example of a completed setup.

1. Each player chooses a separate corner of the board (**Position 13**) to start their player piece on.
2. **Players will each receive 4 sets of cards (the color of the cards will correlate to the player's color):**
 - a. **3 Special Cards**, one of each type (Protect Tile, Save Tile, and Save Player). These will be displayed face up next to each player. These cards will not be placed on the game board during the game. Instead, players will need to place corresponding, smaller Special Cards on the board when the Special Cards are used.
 - b. **3 Smaller Special Cards**, one of each type (Protect Tile, Save Tile, and Save Player). These will be placed on the board when the player decides to use a Special Card.
 - c. **3 Mystery Cards**, which will be shuffled and placed face-down on their respective Mystery tiles on the board (tile 2, tile 3, and tile 7).
 - d. **16 Petrification Cards**, which will be shuffled and placed face-down next to the player.

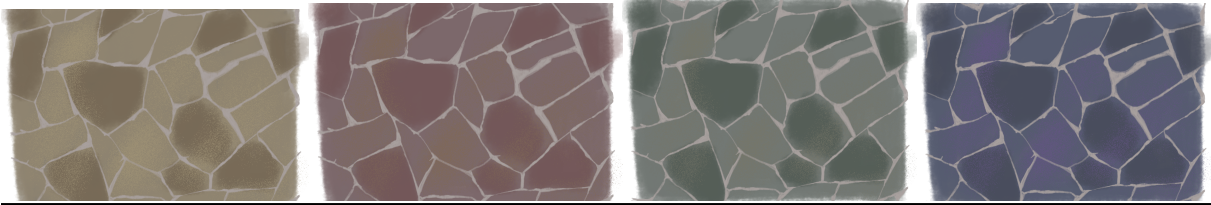
GAMEPLAY

1. Players line up at their respective "Start" tiles (Tile 13) within their quadrants.
2. The youngest player will go first and the order of the players will continue counter-clockwise.

3. The first player flips over **1 Petrification Card** at the start of their turn and places it on the corresponding tile within their quadrant. For example, if the Red player's Petrification Card says 10, the Petrification Card should be placed on top of Red tile 10.
 - a. You cannot move through or onto a Petrified tile.
 - b. If the Petrification Card lands on the player's current position, they cannot move or use Special Cards until another player sacrifices their own turn by using a Save Player card to unpetrify them.
 - c. If no players rescue the petrified player before his or her next turn, the petrified player remains frozen for **1 more round**.
4. If the player is not petrified, they have two options:
 - Option 1: Players can move one space forward, backward, left, or right within their specific quadrant during each turn.
 - Option 2: Players can use 1 Special Card they haven't used yet.
5. When players move to a tile with a **face-down Mystery Card**, they must flip it over and then follow the card's instructions.
6. After moving or using a Special Card, the player's turn is over.
7. Once a player reaches the center (**Tile 4**) they cannot leave.
 - a. Players **may only use 1 of their remaining Special Cards** after making it to the center (Tile 4).
 - b. Players **continue to draw from their Petrification Cards** after reaching the center. If they become petrified while on Tile 4, they cannot use their Special Cards for the remainder of the game.
8. Players engage in a battle with Medusa once they all reach the center (**Tile 4**). Players lose automatically if at least one player fails to make it to the center.
 - a. Once the players all reach the center, they should first count up all of their mirror pieces gathered during the game.
 - b. If players gathered **0 Mirror Shards** during the game, there is no chance for them to beat Medusa and the game is lost.
 - c. If players gathered **all possible Mirror Shards (4)**, then they will automatically defeat Medusa and win the game.
 - d. If players gathered **1-3 Mirror Shards**, they will roll a 4-sided die to determine the result of the game. The number of Mirror Shards collected serves as the team's odds to defeat Medusa.
 - i. For instance, if the team collected 3 Mirror Shard, rolling a 1, 2, or 3 would result in defeating Medusa and winning the game. However, if the

team rolls a 4 after only collecting 3 Mirror Shards, Medusa would be victorious and the players would lose the game.

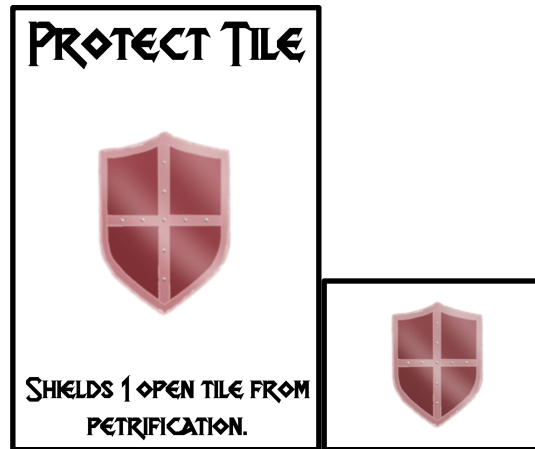
PETRIFICATION CARDS



1. A Petrification Card is randomly drawn and placed on the board at the start of each player's turn.
2. Players will have their own Petrification Cards corresponding to their player color.
3. These cards should be placed on their corresponding locations on the board. For example, Yellow Petrification Card No.16 should be placed on tile No.16 in the Yellow quadrant.
4. Players cannot move onto or through Petrified tiles. They must go around them.
5. If a Petrification Card lands on top of the player's current location, the player is petrified for this turn and their next turn unless someone else uses a Save Player card on them.
 - a. Regardless of being saved or not, the petrified player cannot move in the current round, nor use special cards.
 - b. The user of the Save Player card cannot move after use, as Special Cards require the users to skip their turn.

SPECIAL CARDS

Each of these cards can only be used once per game by a player. Upon use, the player must skip his or her turn.



1. **Protect Tile:** This card allows a player to protect a tile from petrification for the remainder of the game. This does not turn an existing petrified tile into a normal tile. Set this on the selected unpetrified tile upon usage. You cannot use this card to protect a Mystery Card—once you put it on a Mystery Card, the tile cannot be petrified, but the Mystery Card is disabled. **You may use this on other players' tiles.**



2. **Save Tile:** This card allows a player to turn a Petrified tile into a normal tile. The tile cannot be petrified again after being saved for the rest of the game. Set this on the selected Petrified tile upon usage. **You may use this on other players' tiles.**



3. **Save Player:** This card allows a player to save another player who has been stuck on a Petrified tile. Set this on the selected player's petrified tile upon usage. **You cannot save yourself with this card.**

MYSTERY CARDS

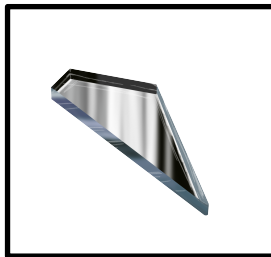
These cards have a question mark on one face and the function of the card on the other. At the beginning of the game, place all 3 Mystery Cards on the board so that the question mark faces up. Players will need to turn over the card and follow instructions once they land on a Mystery Card. Once turned over, this card is used and cannot be turned back to the question mark side.



1. **Magic Trap - Swap Location:** Pick a player to swap locations with on the board (both quadrant and position).
 - **You must also swap Petrification Decks, but keep your own set of Special Cards.**
 - You don't swap the order you take your turn in.



2. **Medusa's Shriek - Remove All Even Numbered Tiles:** Clear all cards that are layered on top of even numbered tiles on **your quadrant ONLY**. This includes Petrification cards as well as any Special/Question Mark cards. These removed cards are now discarded and will not be shuffled back.



3. **Mirror Shard:** If a player turns over a Mirror Shard, they remove the Mystery Card from the board and keep it with them for the rest of the game. Mirror Shards are used to boost the players' odds of defeating Medusa in the final battle.

ADDITIONAL RULES

1. Players are allowed to pass during their turn.
2. **The card on the top of the board always prevails.**
 - a. For instance, if a Protect Tile Special Card is placed on top of a Question Mark tile, the player can no longer flip/use the Question Mark tile because the top card is the Protect Tile Special Card.
 - b. If Medusa's Shriek is used, the player must remove all tiles on even numbers (including any even-numbered Mystery Cards).
3. Players cannot move if they use a Special Card during their turn.
 - a. **Players cannot use their Save Player card on themselves.**
4. If a player lands on a Mystery Card, they flip it face-up on the board. The card must remain face-up on the board from that point onward, unless it is a mirror piece and they remove it from the board.

5. Players cannot move or use a Special Card while petrified. They continue to draw from the Petrified deck even if they cannot move during their turn.
6. Players cannot move outside their quadrant of the board unless they are forced to swap positions by a Mystery Card.