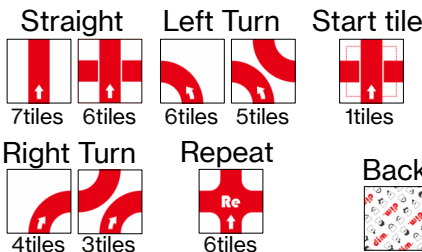


	iiii	ii
15min	1-5 players	10+

38 Path tiles



There are 10 Path tiles with Ghost icons on them, but the Ghosts are used for additional rules only. In the standard rules, count these tiles like any other tile.

dungeon in memory.

דנג'ון נזכר בזיכרון

Rule Sheet

5 LOST cards



5 score cards



Story

I've found a fun-looking dungeon. Do you want to go to explore it? It's called "Diminuendo" and it makes you gradually lose memory until you get lost. If you get lost, you can always use magic to get out, right? But getting scared and fleeing when you're still not lost is lame, really.

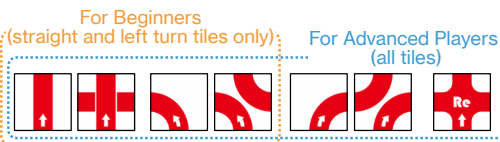


Game Setup

Each player receives a set of LOST card and score card of the same color and places their score card in front of themselves with "0" closer to them.



Prepare the Start tile and Path tiles according to the player level.



Overview

The players take turns to stack the Path tiles as they try to memorize how the path is connected. If you think that the path is longer connected, announce "Lost" and exit the dungeon. The first player to announce Lost three times at the right timing wins the game.

You can also play with any combination of the additional rules on the last page.

Determine the starting player in whatever way you like. Then take turns clockwise from the start player.

Dungeon Exploration

1. Dungeon Exploration Setup

1. Place the Start tile in the center of the table as the "Dungeon". Shuffle all other Path tiles face down and deal 3 tiles to each player (or 2 tiles in the advanced rules) as their hand. Place the remaining pile of Path tiles face down as the "deck" next to the Dungeon.



In this rule sheet, Path tiles may be simply called "tiles".

In the figures in this rule sheet, the tiles are numbered and connected to each other, but in the actual game, they are stacked on top of each other.



Two-Path tiles



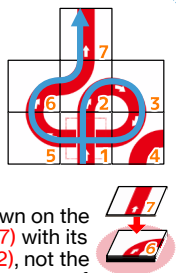
There are two paths to take on each Two-Path tile. When passing through a Two-Path tile for the second time, the direction of the arrow does not matter.

Rules on Two-Path Tiles

The Start tile (1) has two paths to take, so after the tile (4), place the tile (5).

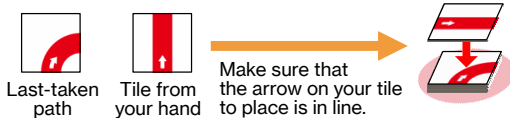
The tile (2) also has two paths to take, so after the tile (6), place the tile (7).

The tile (6) has been placed in the Dungeon, but since you pass through the tile (2) before proceeding to the tile (7), as shown on the right, you need to place the tile (7) with its path in line with that on the tile (2), not the tile (6). Thus, the path on the tile on top of the Dungeon may not always be the last-taken path. Make sure that the path on the tile you place is in line with the last-taken path.



2-A. Exploration (Active Player)

The active player chooses a tile from their hand and places it face down on the Dungeon, making sure that the direction of the arrow on that tile is in line with that on the last-taken path.



You must not look under the top tile of the Dungeon. However, if a LOST card (to be described later) is on top of the Dungeon, you can see the tile directly under the LOST card.

After placing a tile on the Dungeon, draw a tile from the deck and add it to your hand. If the deck runs out, continue the game with the tiles in your hand.

Repeat tiles (Advanced Rules)



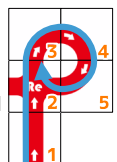
On each Repeat tile, repeat the movement on the last-taken path. The direction of the arrow does not matter when passing through a Repeat tile for the second time.

Rules on Repeat Tiles

After going straight on the tile (1), go straight again on the Repeat tile (2). After turning right on the tile (5), turn right again on the Repeat tile (2). As a result, you end up circling around in a loop and become Lost. (To be described later)

When you pass through Repeat tiles successively, repeat the movement of the first Repeat tile on the subsequent Repeat tiles.

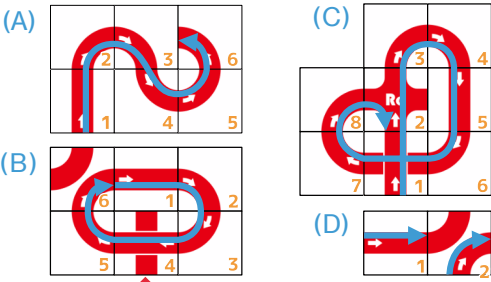
* In some cases, due to the use of Two-Path tiles, the path on the tile on top of the Dungeon may not be the last-taken path. In such cases, make sure to repeat the movement on the last-taken path on the Repeat tile.



2-B. Lost Announcement (Non-Active Players)

Lost

If there is no more path to proceed, as shown in (A), it counts as getting Lost. You are Lost also if you: (B) "circle in a loop", (C) "move in reverse", or (D) "place a tile in an incorrect orientation (misplace a tile)".



The vertical path on this tile is not connected to the tile above it, but it does not make you Lost, because this path has not been taken.

After the active player performs "2-A. Exploration", non-active players each determine whether they are Lost or not. If you think that you are Lost, announce "Lost!", place your LOST card on top of the Dungeon, and leave the Dungeon exploration team.



This sequence is called Lost Announcement.

* Only non-active players can announce Lost.

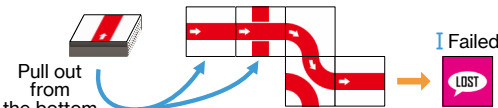
You can also announce Lost after another player(s) has announced Lost. If you do this, place your LOST card on top of their previously-placed LOST card.

If all non-active players announce Lost (and only the active player remains), proceed to "3. Checking the Memorized Path".

If any non-active player did not announce Lost, continue exploring the Dungeon with the remaining players. Move the turn clockwise to the next player and return to "2-A. Exploration".

However, if the next active player does not have any card in hand, proceeds to "3. Checking the Memorized Path".

3. Checking the Memorized Path



Pull out the tiles one by one from the bottom of the dungeon without changing their orientation and connect them on the table in order along the path.

I. If you announced Lost before getting Lost Your Lost Announcement fails.

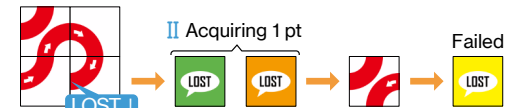
II. If you announced Lost after getting Lost

Keep connecting the tiles, and the first player(s) whose LOST card(s) appear acquire 1 pt each. (All players who announced Lost at the same time/spot acquire 1 pt each.)

The first group of players whose LOST cards appear acquire 1 pt each even if these LOST cards did not appear immediately after getting Lost.

III. If you do not get Lost until the end

All players who did not announce Lost acquire 1 pt each.



Each time you acquire 1 pt, rotate your score card 90 degrees clockwise to add 1 pt.

Then start another dungeon exploration.

Return the LOST cards to their owners and collect all Path tiles, including those in the players' hands.

Return to "1. Dungeon Exploration Setup" with the last player in the turn order being the next start player.

End of the Game

The first player to score 3 pt wins the game. In the case of a tie, the tied players share the victory.

Solo Variant

Play the game with all Path tiles. In the solo variant, instead of playing a hand of cards, draw each tile directly from the deck and place it on the Dungeon.

There is not any "2-B. Lost Announcement".

If you think you are "Lost", take a tile from the top of the deck and place it face up next to the Dungeon. Then continue the exploration using this tile as the start of another Dungeon. If the new Dungeon starts with a Repeat tile, repeat the movement on the last-taken path in the previous Dungeon.

If the deck runs out, proceed to "3. Checking the Memorized Path" and check each Dungeon in order. You fail if you "placed a tile in an incorrect orientation (misplaced a tile)" or "did not create a new dungeon immediately after getting Lost".

Count the number of tiles used up to that point (including the Start tile) as your score. The maximum score is 38 pt.

The additional rules on the right (except for #1) may be applied also to the solo variant.

For each additional ruleset, add 4 pt, adding up to the maximum score of 50 pt.



Additional Rules

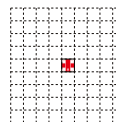
It is also possible to combine these 4 additional rules.

#1: It is not allowed for multiple players to announce Lost during the same turn.

If multiple players simultaneously announce Lost, the earliest player in the subsequent turn order has priority.

#2: If any tile crosses over the imaginary square of 9x9 grid centered on the Start tile, it counts as getting Lost.

This restriction prevents being too far away from the Start tile and makes the Dungeon exploration even more challenging.



It is also possible to play with the additional rules using the tiles with Ghost icons. There are 5 types of Ghost icons and 2 tiles of each Ghost, adding up to 10 "Ghost tiles".

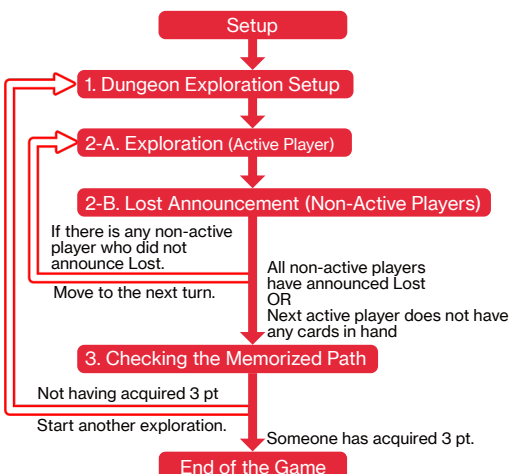
#3: If a Ghost is placed in the dungeon 5 times in total, it counts as getting Lost.

The Ghosts surprise you each time you encounter them. Getting surprised so many times makes you forget the path.

#4: Placing the same Ghost twice counts as getting Lost. (Advanced rules only)

Each Ghost surprises you for real on the second time you encounter them.

Game Flow



Link to the online PDF rule sheet and additional info.



Special thanks to: Kirinnabe, Mashikamaru, Hara Celeb, Toukado, Kurage System, Nagoya Test Play party, Okazaki Board Game party, Okazaki City

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