

The Path Not Taken Rulebook:

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Number of Players: 2-4

Contents:

- 1 Start bar
- 1 City of Gold (End) bar
- 4 Explorer player pieces
- 24 path tiles – 3 one-way treasure tiles, 2 two-way corner tiles, 2 two-way straight tiles, 14 three-way tiles, and 3 four-way tiles.
- 14 Artifact cards
- 1 six-sided die – The die contains the values 3, 3, 3, 4, 4, and 5.
- 1 Rulebook

Each hailing from an equally experienced and passionate background, four explorers coincidentally reach the base of the enchanted forest at the same time. They have traveled long and far, and now must navigate the secrets of the Forest to unveil the City of Gold. There are enough riches for everyone, but only one will be immortalized as the discoverer, etched into history forever.

Objective:

Players will compete to navigate through the shifting forest as they race to reach the City of Gold. Players will compete for first, second, and third place.

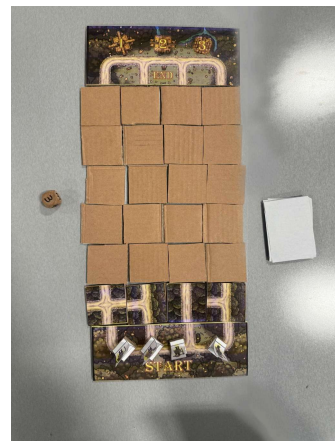
Setup:

The map setup is pictured on the right.

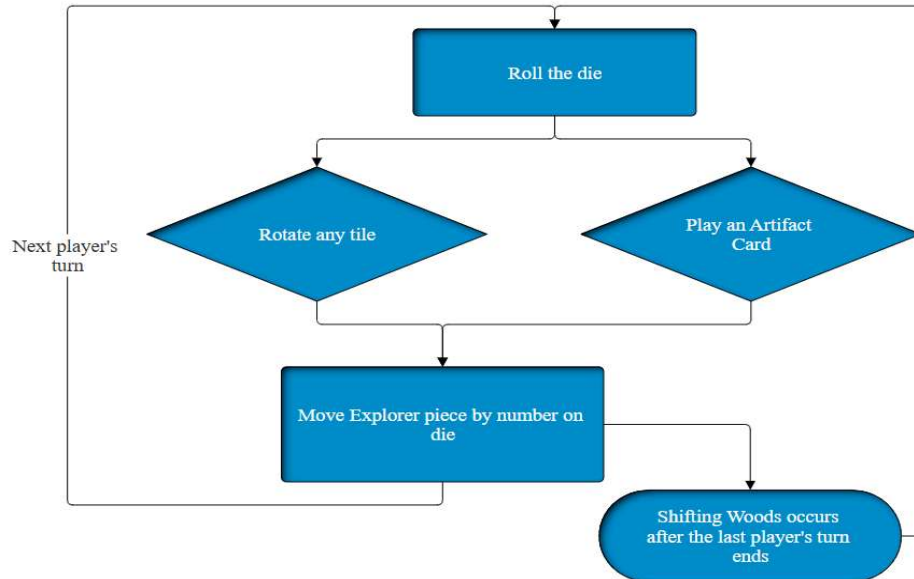
The Start card is placed at the bottom. Above the Start card, a grid of **6** path tiles high by **4** path tiles across is placed **Face down**. The End card is placed above all of the path tiles. The Artifact cards are placed **face down** in a stack next to the forest. The setup is correct when there are 6 rows by 4 columns of path tiles.

The player pieces are placed on the Start bar. The youngest player will go first. The turn order will follow clockwise.

Before the first turn, the whole row of path tiles closest to the start is revealed (flipped face-up).



Gameplay Flow:



Play:

Each player begins their turn by **Rolling** the dice. The resulting number is the number of tiles a player **must** move that turn.

After rolling, the player **Must** choose **One** action:

Option 1: Rotate – The player **Must** choose **ANY** (including player-occupied) tile on the map (face-up or face-down) to rotate it 90 degrees in either direction.

Option 2: Artifact – If the player has an Artifact card, they can choose to play it.

Next, the player **moves**.

When moving, the player can only go from one tile to another if the path connects on **Both** tiles. This applies to the start of the game as well; players can only step from the start to a tile that is connected to the start.



A path that can be taken.



A path that cannot be taken.

Notes about movement:

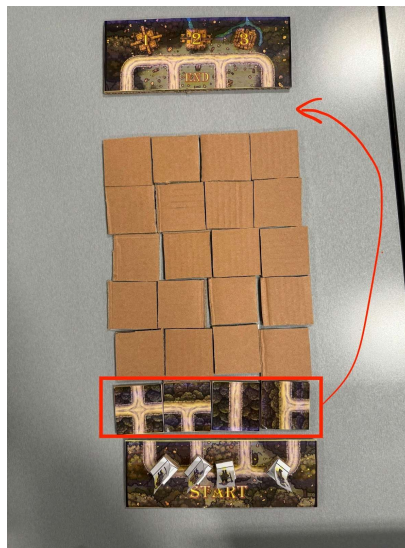
- Players **can move back to the start bar** during their move if they wish to do so (the Start bar is considered a tile, but it cannot be shifted or rotated).
- Players **can** occupy the same tile as another player.
- If you have remaining steps and reach a dead end (apart from the treasure tile), you **must use all** your steps (so you have to move back).

Revealing the Map:

For **EVERY STEP** the player takes, the **adjacent** tiles (**above, below, and on both sides**) of the **stepped-on** tile are **revealed** (flipped face-up). These tiles remain revealed after the player moves away from them.

Shifting Woods:

After every player has taken their turn, the dice is rolled to determine if **Shifting Woods** occurs.



If a **3** is rolled, the row closest to the start is picked up, **shuffled**, and **randomly** placed **face down** between the row closest to the top and the end bar (Shown in picture).

If a player is on the row closest to the start, they are moved back to the start.

Artifact Cards:

An artifact card is received when a player lands on a treasure. Once the player steps on a treasure tile, they **CANNOT MOVE** for the remainder of their turn, and will draw an artifact card from the top of the pile.

There are seven types of **Artifacts**:

- 1) **Echoing Compass** – Swap places with the player **nearest** to you.
- 2) **Architect's Medallion** – Swap 2 tiles that are **not** occupied by one or more players.
- 3) **Ancient Totem** - Knock any player back 2 tiles, **ignoring** whether the roads are connected or not.
- 4) **Roaring Winds** – Choose any **row** to shift one space to the left or right, looping the extra tile around. The extra tile is then **revealed**.
- 5) **Spire Crystal** – Choose any **column** to shift one space up or down, looping the extra tile around. The extra tile is then **revealed**.
- 6) **Cosmic Gyro** – rotate **either** 2 tiles once, **or** 1 tile twice, including tiles that are occupied by one or more players.
- 7) **Nullifying Orb** – This card can be played **immediately** after another player plays an Artifact card to **prevent** its effects from activating.

Note: Players may counter a counter to allow the original artifact to take effect.

Once an **Artifact** card is played, it will be placed to the side in a discard pile. If there are no more **Artifact** cards in the deck, shuffle the used **Artifact** cards together and place them face down as a new deck.

Endgame:

When a player reaches the end tile, they win the game. Congratulations! They are now immortal. The game fully stops when three players reach the end.

The first player to reach the end is placed in the 1st place spot, the second player in the 2nd place spot, and the third player in the 3rd place spot. When the 3rd place spot is taken, no matter where the last player is on the map, they will automatically become fourth place, and the game ends.