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誤飲の危険性がありますので、3歳未満のお子様には絶対に与えないでください。
変質の恐れがありますので、高温多湿の場所に放置しないでください。
変質・火災の原因になりますので、火に近づけないでください。



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3-5

30-40

14+



Put on impurity, be a hero.

Every year, a few brave young people are chosen to enter the labyrinth as a coming-of-age ritual. The labyrinth is said to be inhabited by a witch with the head of a cow. Each year, only one person returns safely from the labyrinth, and the one who does would be honored as a hero. On the following day, several people who have disappeared from the labyrinth in the past would also come home. All of them have heroic talents and later achieve some success.

1. Game Overview

You will be one of the young people attending the ritual and explore the labyrinth where the cow-headed witch resides. In this game, you will search corridors in the labyrinth one by one to collect soul fragment tokens. To do so, you have to hold and reveal more search pieces than anyone else to gain the right to search the corridors. (The player who reveals the second most pieces also gains the right.) However, depending on the corridor you search, you may have to take back witch's impurity, which would reduce your points. While trying to avoid them, search many corridors and collect soul fragment tokens. Use the collected tokens to achieve oracle cards and escape the labyrinth with more points.

2. Goal and End of the Game

■ Goal of the game

Add up the points of the acquired soul fragment tokens and the achieved oracle cards, and the player with the highest points is the winner. The winner returns from the labyrinth as a hero.

■ End of the game

The game ends when the Soul Processing Phase of the fourth (final) round is over. (The final round is the next round after the deck of corridor cards becomes empty.)

3. Components

■ 24 Corridor Cards

These cards represent the corridors in the labyrinth that players search during the game. Each corridor card has one or more soul fragments in 5 colors: red, green, blue, yellow, and white (white is treated as any of the other colors) and may have promotion spell or color change spell.

(Front)



Soul fragment
(yellow)

Soul fragment
(green)



Promotion spell

Soul fragment
(green)

(Back)



Soul fragment
(white)

Soul fragment
(blue)



Color-change
spell

Soul fragment
(red)

■ 1 Labyrinth Tile

The numbers on the outer side indicate how many corridor cards are placed in the labyrinth depending on the number of players.



■ 40 Search Pieces

(wolf - purple, rabbit - green, eagle - red, cat - black, sheep - yellow x 8 each)

The number of pieces you hold and reveal determines whether you get the right to search a corridor.



■ 80 Soul Fragment Tokens

(Red, green, blue, yellow x 20 each)

You receive this token when you get a soul fragment.



■ 10 Sign Pieces

(Witch's sign, soul's sign x 5 each)



Witch's sign piece



Soul's sign piece

Oracle Cards

Oracle card can be achieved by collecting the soul fragment tokens shown on the front sides during the Soul Processing Phase. Upon achievement, you will get points and/or new soul fragments.

12 Great Oracle Cards (Front)



Element/points to be acquired at the end of the game

Requirements for achievement

(Back)



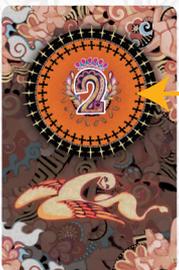
12 Small Oracle Cards (Front)



Element to be acquired immediately

Points to be acquired at the end of the game

(Back)



Requirements for achievement

25 Witch's Impurity Tiles (1-point tile x 19, 3-point tile x 6)



1-point tile



3-point tile
(It is treated as three 1-point tiles and can be exchanged with them at any time during the game.)

5 Screens



5 Personal Boards



5 Summary Cards



4. Setup (Central Play Area)

- ① Place the labyrinth tile in the center of the table.
- ② Shuffle the corridor cards well to make a face-down deck and place them near the labyrinth tile.
- ③ Draw cards from the deck according to the number of players below and put them back into the box without looking at their front side. Returned cards are not used in the game.

Number of corridor cards to return

- 3-player game: 8 cards (use 16)
- 4-player game: 4 cards (use 20)
- 5-player game: 0 cards (use all)

- ④ Draw cards from the deck according to the number of players below and arrange them face up around the labyrinth tile at a regular interval, starting from the position above the witch's head. Place each card so that the top side faces the labyrinth tile. (See the figure on the right).

Number of corridor cards in the labyrinth

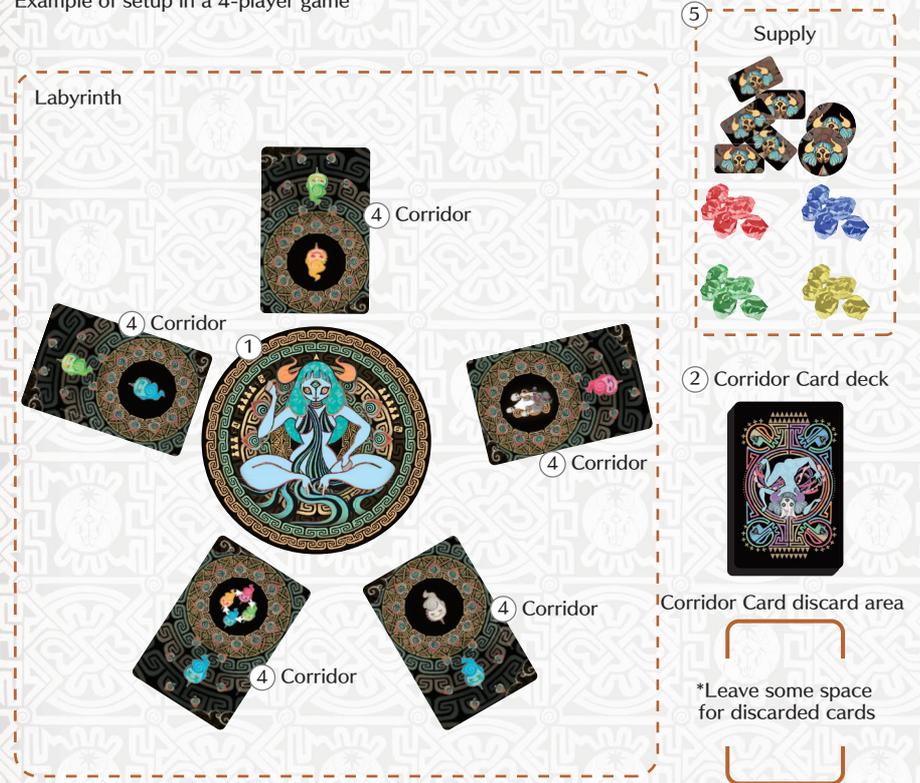
- 3-player game: 4 cards
- 4-player game: 5 cards
- 5-player game: 6 cards

- ⑤ Sort the soul fragment tokens and witch's impurity tiles by color and place them near the deck of the corridor cards.

*These are called a supply.

*The supply is unlimited. Substitute them with something else if you run out of them.

Example of setup in a 4-player game



5. Setup (Players)

- ① Each player chooses a color and takes 1 personal board and 1 screen of their color, 1 witch's sign piece, 1 soul's sign piece, and 1 summary card.
- ② Each player takes 8 search pieces of their color and return a few according to the number of players below.

Number of search pieces to be returned

- 3-player game: 2 pieces (use 6)
- 4-player game: 1 piece (use 7)
- 5-player game: 0 pieces (use all)

- ③ Each player hides their search pieces and sign pieces inside the screen so that the other players cannot see them.
- ④ Shuffle the great oracle cards and small oracle cards separately and deal 2 cards each to each player. Place the great oracle cards face up above your personal board, and the small oracle cards near them. The remaining oracle cards will not be used in this game, so return them to the box.

Example of a player's setup in a 4-player game



6. Gameplay

The game is played over 4 rounds and it ends after the Soul Processing Phase of the 4th (final) round is over. In each round, the following phases are played in this order.

round	1. Search Phase	Search the corridors one by one in clockwise order. Determine the players who have the right to search, and they will perform the search.
	2. Soul Processing Phase	Spend the soul fragment tokens and the spells gained in the Search Phase to perform upgrading of souls and achieve oracle cards.
	3. Preparation Phase	Prepare for the next round.
round	1. Search Phase	Search the corridors one by one in clockwise order. Determine the players who have the right to search, and they will perform the search.



Local Legend

Once upon a time, there was a young man who entered a labyrinth that was no longer known to be built by anyone.

The labyrinth was inhabited by a witch with a bull's head, who tore apart and collected human souls. The young man bravely entered the labyrinth to save a village child who had wandered into the labyrinth. He then retrieved the torn soul of the child from the witch.

The next day, the child returned to the village as if nothing had happened. The young man later laid the foundation for the present nation.

7. Search Phase

In this phase, players search the corridors one by one in clockwise order, starting from the corridor card placed above the witch's head in the labyrinth tile. However, only the player who holds the most search pieces and the player who holds the second most search pieces when declaring the search of the corridor can search the corridor.

Perform a corridor search in the following order.

- ① Declare corridor search
- ② Determine the players to search the corridor
- ③ Solve the corridor search

The labyrinth sings. It dominates people's minds with a voice like hellfire and like praise. A weak mind generates weakness. A strong mind generates strength.
Weakness defiles. Strength saves.
It will soon be found in me as a mirror.
I make premonitions and illusions a reality.

① Declaration of corridor search

All players perform this step at the same time. Each player takes any number of search pieces and sign pieces left inside their screen and hold them in their hand so that the other players cannot see them. Then, all players put their hands out, still closed. After everyone takes out their hand, all players open their hands at the same time to reveal how many pieces each player holds to search the corridor.

At this time, follow the rules below.

- *You may hold no piece and reveal an empty hand.
- *You may hold only a search piece or only a sign piece.
- *If there are no search pieces or sign pieces left inside your screen, put your closed hand out without holding anything.
- *All search pieces and sign pieces must be used up during each round. You must hold all the remaining search pieces and sign pieces at the declaration of corridor search for the last corridor card to be searched in the round.

Search piece



The players who hold more pieces get the right to search the corridor.

Sign piece

Witch's sign piece



The players who have the right to search the corridor have to take the same number of witch's impurity tile(s) from the supply as the total number of witch's sign piece(s) revealed.

Soul's sign piece



The players who have the right to search the corridor get the same number of soul fragment token(s) from the supply as the total number of soul's sign piece(s) revealed.

② Determining the players who search the corridor

Comparing only the number of search pieces that were revealed in the declaration of corridor search, the players with the most and second most search pieces get the right to search the corridor. The player with the most search pieces will be ranked 1st, and the player with the second most search pieces will be ranked 2nd. Then, all players put their revealed search pieces and sign pieces near their personal boards.

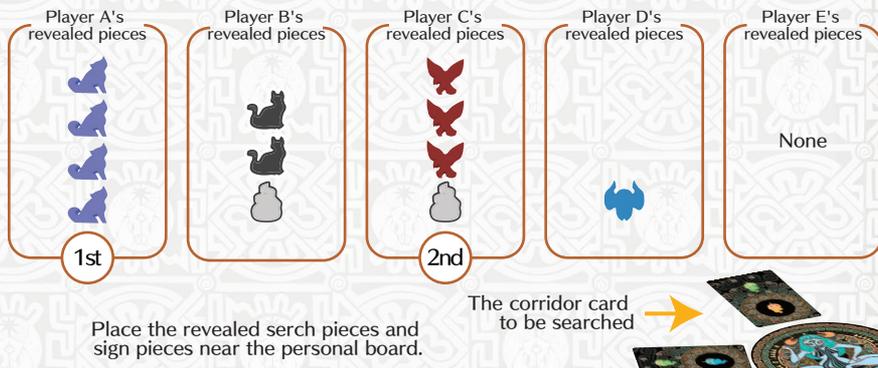
*If there are more than one players who hold the most search pieces, all of them will be ranked 2nd and the 1st rank player will be absent. In this case, the player who holds the second most search pieces does not have the right to search this corridor.

*If one 1st rank player is determined and there are multiple players who reveal the second most search pieces, all of those multiple players will be ranked 2nd.

*If you don't hold any search piece, you cannot get the right to search the corridor.

*If no one holds the search piece, the search of this corridor will not take place. Skip this corridor and move on to the next corridor.

Example in a 5-player game:



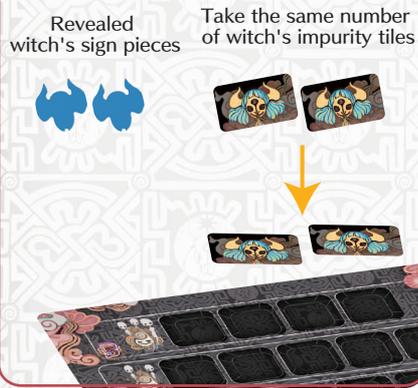
③ Solving the corridor search

The players who get the right to search the corridor solve the sign pieces and the corridor card.

Solving sign pieces

Solving witch's sign pieces

The 1st and 2nd players take the same number of witch's impurity tiles from the supply as the number of witch's sign pieces revealed to search this corridor. Keep the tiles near the personal board.



Solving soul's sign pieces

The 1st and 2nd players get the same number of soul fragment tokens from the supply as the number of soul's sign pieces revealed to search this corridor. The color of the tokens you can get is the same as the color of the soul fragment shown on the lower half of the corridor card currently being searched.



How to acquire Soul Fragment Tokens

The soul fragment tokens acquired during the corridor search shall be placed on the empty low rank spots of the soul fragment space of the personal board. The maximum number of soul fragment tokens that can be placed on the low rank spots is six.

*If the game progresses and the low rank spots become full, you can return any of the low rank soul fragment tokens on your personal board to make space for a newly acquired tokens.



Soul fragment space

Low rank soul fragment space
(You may place up to 6 low rank soul fragment tokens.)

Ranks of the Soul Fragment Tokens

Newly acquired soul fragment tokens must be placed on the low rank spots of the soul fragment space. These tokens can be promoted to the higher rank later in the Soul Processing Phase.

The rank of the soul fragment tokens is divided into low, medium, and high. There is a space on your personal board to place tokens of different ranks. The number of tokens you can own depends on the rank, as follows.



The labyrinth intrigues. It deceives people's senses with a wriggling, rumbling voice.
Difficult corridors lead away, easy corridors lure in.
Difficult is a trial, easy is a false reality.
It invites only the brave ones.
I will face them without a single step back.

Solving the Corridor Card

The 1st and 2nd players get the elements shown on the corridor card, depending on their place.

Elements the 1st player gets



The first player gets both the upper and lower elements of the searched corridor card.

Element the 2nd player gets



The second player gets only the lower element of the searched corridor card.

Corridor cards have the following elements.

Acquiring Soul Fragment Tokens

You can get a soul fragment token of the color shown on the card (see also p.17).

*White represents any color.
You can get a soul fragment token of your choice (red, green, blue, or yellow).



White soul fragment

Red soul fragment

Acquiring Spells

The effects of the acquired promotion spell and color-change spell are solved in the Soul Processing Phase. The player who has acquired a spell takes one of their revealed search pieces and place it on the spell space of their personal board.

Promotion spell

Color-change spell



Personal board



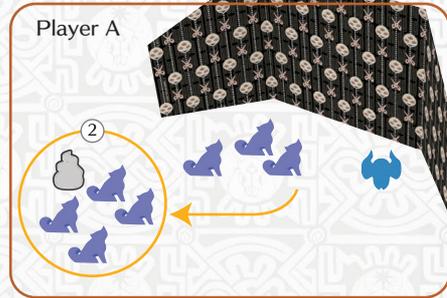
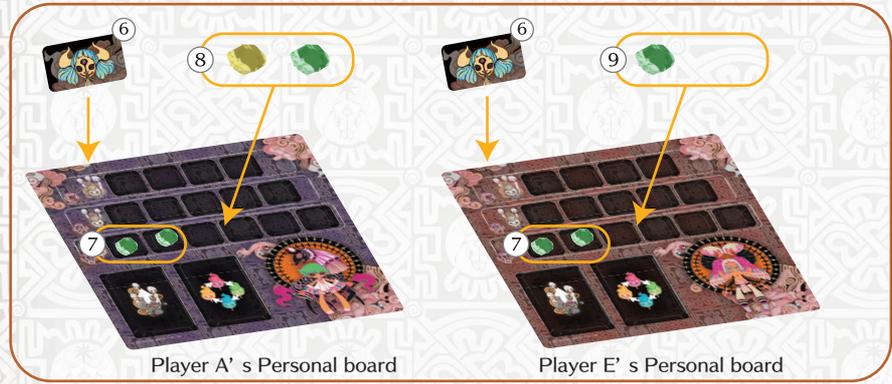
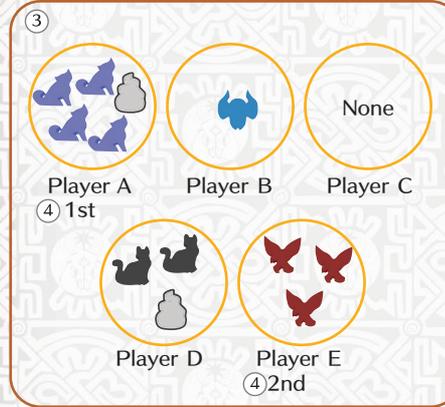
Promotion spell space

Color-change spell space

This completes the search of the corridor. Flip the searched corridor card and leave it face down. In clockwise order, search all the remaining corridors in the labyrinth one by one in the same way. After searching all the corridors, proceed to the Soul Processing Phase.

Example of corridor search

- ① Corridor card to be searched
 - ② Player A grabs 4 search pieces and 1 soul's sign piece that are left inside the screen.
 - ③ All players put out their closed hands and opened them at once to reveal the contents.
 - ④ According to the number of the revealed search pieces, Player A is ranked 1st and Player E is ranked 2nd.
 - ⑤ Revealed pieces are placed near the personal board.
 - ⑥ Players A and E each take 1 witch's impurity tile, which equals to the number of the revealed witch's sign piece.
 - ⑦ Players A and E each get 2 green soul fragment tokens, which equals to the number of the revealed soul's sign pieces.
 - ⑧ Player A, the 1st player, gets both the upper and lower elements of the corridor card.
 - ⑨ Player E, the 2nd player, gets the lower element of the corridor card.
- The search of this corridor is over. Move on to the corridor card on the right.



8. Soul Processing Phase

All players perform this step at the same time. Perform the following three actions in any order and as many times as you like.

- Promote soul fragment tokens
- Solve color-change spells
- Achieve oracle cards

Promoting Soul Fragment Tokens

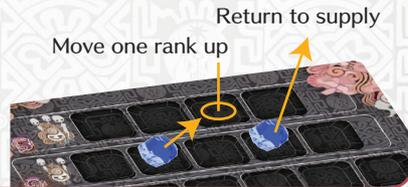
To promote means to move a soul fragment token placed on the soul fragment space of the personal board to the next higher rank. The higher the rank of the soul fragment token, the more points you get at the end of the game. The soul fragment space has three ranks: low, middle, and high. The low rank space has 6 spots, the middle rank has 5 spots, and the high rank has 4 spots. There are two ways of promotion, each of which can be performed as often as possible.

*If there is no empty spot on the higher rank soul fragment space when promoting a token, it is possible to make a spot for the newly promoted token by returning any existing token to the supply.

*High is the highest rank, so it is not possible to raise the rank any higher than High.

Normal Promotion

If you have two tokens of the same color and rank on the soul fragment space of your personal board, move one token up to the next higher rank spot and return the other token to the supply.



Promotion by Promotion Spells

Spend a search piece in the promotion spell space by moving it out of the personal board and promote any one soul fragment token to the next higher rank.

*If you cannot perform promotion, do nothing and move the search piece out of your board.



Solving Color Change Spells

Spend one search piece on the color change spell space by moving it out of your personal board. Switch any one of your soul fragment tokens on the soul fragment space with one token of any color in the supply.

*If you don't want to or can't perform this action, do nothing and move the search piece out of your board.



Achieving Oracle Cards

Achieve your oracle cards dealt at the setup to get soul fragment tokens and points. You can achieve any number of oracle cards, if possible.

Achieving Small Oracle Cards

Small oracle cards are achieved if you own the same number, color, and rank of soul fragment tokens as the ones shown on the lower half of the card. Once achieved, you immediately get the token(s) or the spell shown on the upper half of the achieved card. Soul fragment tokens can be acquired in the same manner as written in p.17. Promotion spell can be solved immediately by promoting any one of your soul fragment tokens to the next higher rank. Keep the achieved small oracle card face down and it will be worth 2 points at the end of the game.

*The rank of the soul fragment token you own may be higher than the rank of the token shown on the small oracle card

*You don't have to spend soul fragment tokens to achieve small oracle cards. You only need to own the tokens that meet the conditions of the cards.

*You don't have to achieve your small oracle card immediately when the conditions are satisfied. You may keep the card to achieve in a later round. (Conditions must be satisfied at the time of achieving the card.)

*You are considered to own the tokens placed on your great oracle card.

Soul fragment tokens owned by the player
Middle rank tokens: 1 red and 1 yellow
Low rank tokens: 1 green and 1 blue



Promotion spell

Tokens required for achievement

The small oracle card is achieved as this player owns the required tokens.

Achieving Great Oracle Cards

To achieve a great oracle card, move two high rank soul fragment tokens that have the same color as the soul fragments depicted on the card simultaneously from the soul fragment space of your personal board onto the card.

*You are considered to own the tokens placed on your great oracle card. They will be calculated into your final score. The achieved great oracle card will be worth 5 points when you calculate the score after the game ends.

*For each great oracle card you achieve, you can return 2 witch's impurity tiles back to the supply when you calculate the score after the game.



Tokens required for achievement
Blue soul fragment token (high rank)
Green soul fragment token (high rank)

Move two tokens from your board onto the card simultaneously to achieve the card.

The labyrinth whispers. It brings oracles with a roaring, rippling voice.
Is it evil or is it good?

"Gather the fragments of souls." "Weave them together and be their guide."
It leads me to new fragments of souls.
I collect them and save them.

Example of Soul Processing Phase

① On your personal board, you have 1 low rank soul fragment token in yellow, 2 in green, 3 in blue, and 1 promotion spell and 1 color-change spell.

② First, you promote 1 green token and 1 blue token to the middle rank by normal promotion.

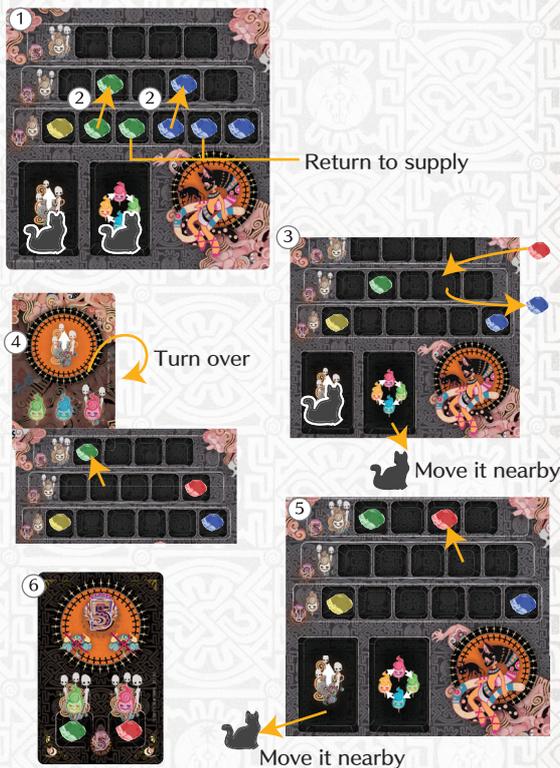
③ Then, you spend the color-change spell to change the blue middle rank token to red one.

④ Since you own the required tokens, you achieve the small oracle card and get a promotion spell, which you spend to promote the green middle rank token to high rank. Then, you turn over the achieved small oracle card.

⑤ Next, you use the remaining promotion spell to promote the red middle rank token to high rank.

⑥ Now you have red and green high rank tokens, you move them from your board onto the great oracle card.

⑦ You wait for the other players to finish and end the soul processing phase.



9. Preparation Phase

Prepare for the next round. All players put their search pieces and sign pieces back inside their screens.

Collect all corridor cards from the labyrinth and put them in a face-up discard pile next to the corridor card deck. Draw corridor cards from the deck and place them around the labyrinth tile, just as in the game setup.

*There is no preparation phase in the final round.



The labyrinth rescues. Torn souls will rise again as higher souls.
 Blessing or curse? Hero or death?
 The oracle of the labyrinth blesses rescued souls.
 It is the curse as a fate, the truth of a hero.
 I will be guided to become a hero.

10. Game End and Determination of the Hero.

The next round after the corridor card deck becomes empty is the 4th and final round. There is no preparation phase in the final round. The game ends when the soul processing phase of the 4th round is over. Each player calculates their score as follows and compares the final scores. The player with the highest score wins and becomes the hero.

① Add up the points of the soul fragment tokens on your personal board and great oracle cards as follows.

*The points you get depends on the rank of the tokens.

Low rank soul fragment tokens: 1 point each
Middle rank soul fragment tokens: 2 points each
High rank soul fragment tokens: 5 points each
(including the tokens on the great oracle cards.)

② Add 5 points for each achieved great oracle card and 2 points for each achieved small oracle card.

③ Return 2 witch's impurity tiles to the supply for each achieved great oracle card.

④ Subtract 1 point for each witch's impurity tile that remains.

If there is a tie, the player who has achieved more great oracle cards wins. If it's the same, compare the number of high rank tokens, middle rank tokens, and small rank tokens in order. If there's still a tie, the player with less witch's impurity tiles wins. If that doesn't break a tie, share the victory.



Those who return from the labyrinth understand their impure fate.
Impurity changes their forms and corrupts their minds.

A strong mind saves others, and premonitions become reality.

The blessed soul knows the truth of cause and effect.

The reason why a hero is a hero and fate is fate.

They walk and decay, feeding on the impure and abhorred sacrifices.