Cryptid (2018)

3-5 Players   Designer: Kwanchai Moriya

Duration: 30 - 50 minutes.

Setup

- Play in normal or advanced mode. Advanced mode includes negative clues as well as positive, and all 4 structures of each type are used instead of 3. Black border map cards are for advanced game.
- Pick a start player, give a set of colored pieces 🟥 🔴 to each player
- Shuffle the map cards 🗺 [normal or **advanced**] and draw 1. Construct the map tiles and structures per the card, then flip card over. Find row = # players & give 1 clue book to each player for symbol shown. The # will match a # in that clue book – this is the player's clue for the game [keep hidden]. All clues will be different. Any hex on board is 0 spaces away from itself.

Game Play

water   mountain   forest   swamp   desert
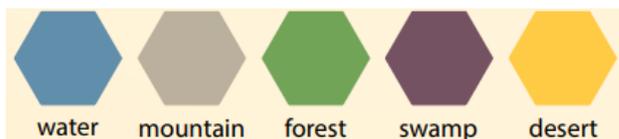
🔵 standing stones 🔺 abandoned shacks ⬡ bear territory ⬡ cougar territory 🟥 = space cannot be the creature's habitat   🔴 = space could be creature's habitat

- You must be honest in placing pieces. Pieces are never moved or removed from board.
- You cannot question, search, or place any additional pieces on a space that contains any cube.
- If you make someone place a cube on your turn, you must also place 1 of your cubes elsewhere on the board. If 1 of your pieces is on a space, you cannot add another of your pieces there. You can place on a space with a structure, but not with another player's cube.
- There can only be a single cube on any space, but any # of discs.

On your turn, *Question* or *Search*. If you don't win, play moves clockwise to next player.

- **Questioning**: place the pawn on a space and ask any 1 player "could the creature be here?" That player places either a disc or a cube on that space. If a cube placed, you must also place a cube on a different space, following the rules of your clue – then next player's turn.

- **Searching**: place the pawn and 1 of your discs on a space and declare a search. If your disc is already there, you must place a disc somewhere else [without your disc], according to your clue. Ask all other players clockwise "could the creature be here?". If their disc is already there, they pass, otherwise they place a cube or disc. If they place a cube, everyone stops, & you place a cube elsewhere – then next player's turn. If nobody places a cube, **you win!**

  Hint: if all players agree [or all but 1 if **4p/5p**], use card to find the Hint # in the back of rules.