ASTERION

Crete edition

A tile-laying game for 2 to 4 players
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INTRODUCTION

Asterion, the Minotaur, awaits in the centre of the labyrinth. His labyrinth is strewn with treasure chests… and wings plucked from his more mythical victims. You can work together or against one another to ensure that the minotaur's horns impale your opponents' people, while your own flee or fly away with all the treasure they can carry.

Dare to enter the labyrinth, find its treasures, discover the true nature of your opponents, and escape before they can lead Asterion to you.

MATERIAL (CRETE EDITION)

- 68 labyrinth cards (17 for each player)
- 1 Minotaur card
- 68 black tombs.
- 1 Minotaur.
- Tube.
- Board (the island).

SETUP FOR BASIC RULES (NO BOARD)

Each player chooses a colour and takes all 17 labyrinth tiles that have prisoners of that colour.

Each player shuffles her tiles face-down to create a draw deck, then draws her topmost tile without showing it to the other players.

Place the Asterion tile in the middle of the table and the Minotaur figure on top of it[1].

The player with horns starts. In case of several players (or none of them) having horns, determine the starting player by any peaceful means.

PLAY

Players take turns in anticlockwise order placing their tile on the table so that:

a) It aligns with an imaginary square grid and is orthogonally adjacent to at least one previously placed tile.

b) Asterion has at least one continuous path that connects him to the outside of the labyrinth (the playing surface). This is, it is forbidden to 'trap' the Minotaur.


Correct placement   Incorrect placement

[1]Asterion doesn't move. This is just for aesthetic reasons.

If, after the tile placement, one or more prisoners get connected to Asterion by a continuous path, place a black tomb on all of them. They've been impaled by Asterion. The player in turn scores as many points as opponent prisoners are impaled minus the number of her own prisoners killed[2].
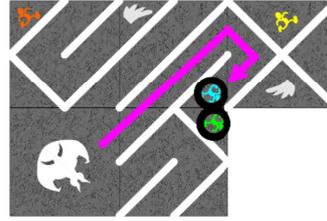
Example: Yellow's tile placement has connected two prisoners (blue and green) to the Minotaur, so they are immediately killed.

At the end of your turn, draw a new tile from your deck.

GAME END

The game ends when the last tile has been played. To determine your score, check the number of prisoners of your colour that are connected to at least one treasure chest (coin) and also to either the outside of the labyrinth **or** at least two wings (they need two to fly). These prisoners manage to escape the labyrinth with part of the treasure. **Each of them** scores 1 point **for each coin** to which they are connected. Also add the points that you scored previously (opponents killed by Asterion minus your own). The player with the highest score wins the game. In case of a tie, the player with more prisoners escaping the labyrinth (without coins) wins. If the tie persists then play again.

"CRETE" ISLAND UPGRADE

The "Crete" upgrade uses a diamond board.
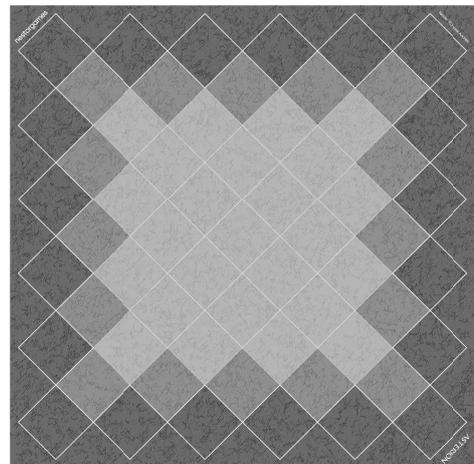
The game plays the same, with the following changes.

Place the board in the middle of the playing surface. Place the Minotaur tile on the centre space and the Minotaur figure on it.

Each player discards as many cards before the game starts and uses board spaces as follows:

4-player: discard 2 cards, use the whole board.
3-player: discard 4 cards, use the inner 41 squares.
2-player: discard 5 cards, use the inner 25 squares only.

When playing, cards must be placed on board squares only, and adjacent to a previously placed tile.

[2] For a less 'confrontational' game you can agree on not scoring for this.
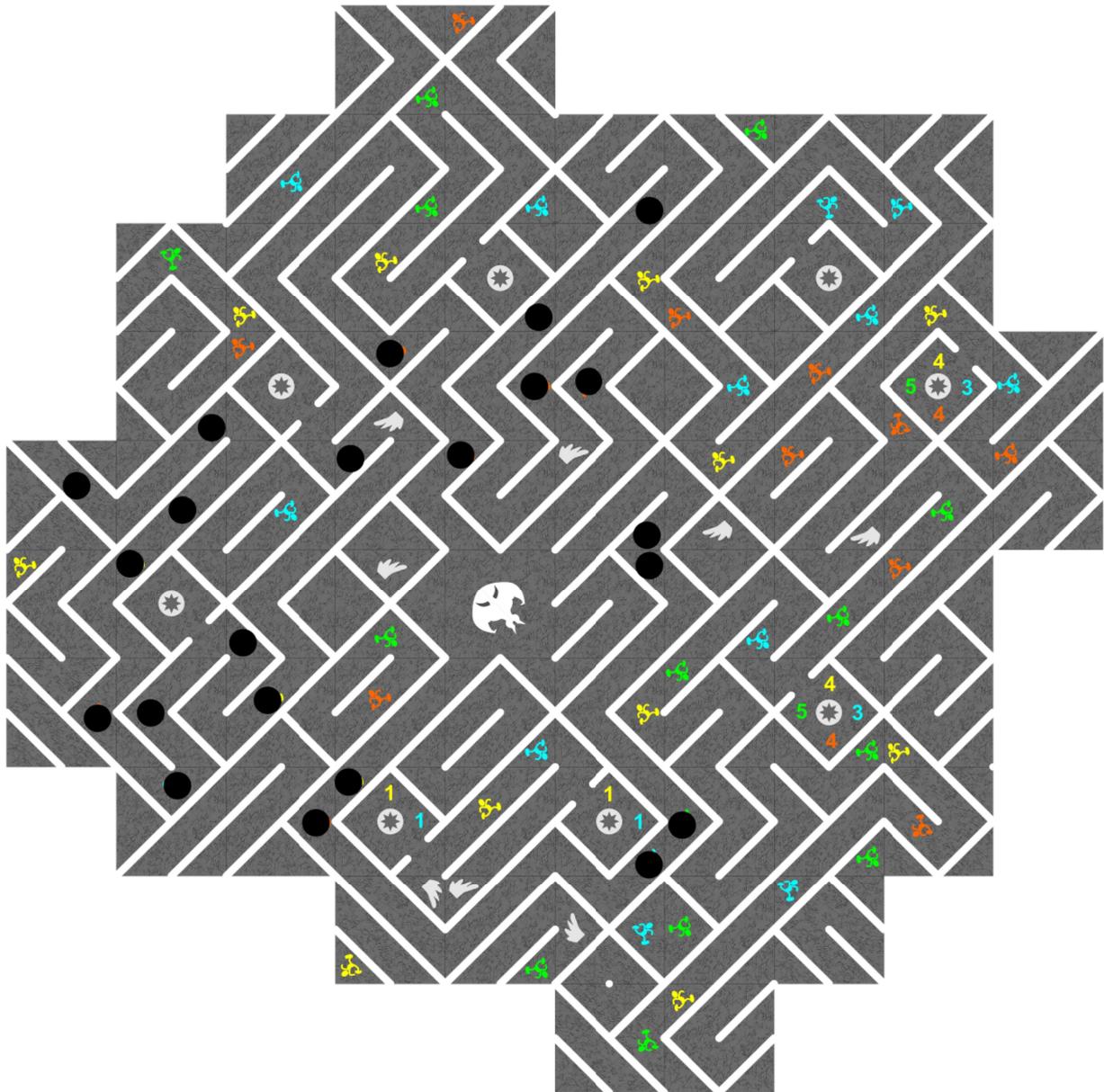
Endgame example for a basic 4-player game without board:

Asterion has captured 22 prisoners.

Two coins are connected to the outside of
the labyrinth (and not to Asterion).

Two coins are not connected to the outside,
but are connected to two wings.

Scores (not including the killings made during the game)

Yellow scores 1 + 1 + 4 + 4 = 10
Blue scores 1 + 1 + 3 + 3 = 8
Red scores 4 + 4 = 8
Green scores 5 + 5 = 10