



Instructions
These will tell you how to play.

ONE.

First off, thank you for playing my little game. It's a simple game, and there's not much to it, but I think sometimes you can do more with less. I'm sure Andrew will agree.

How to play:

*The game has 60 game cards.
There are 24 Terrain, 13 Rough Terrain, 12 Spiders, 10 Needles,
And 1 Humdrop. Shuffle them.
Eli will be pleased.*

TWO.

When your cards are sufficiently randomized, place them in four face-down piles to represent the cardinal directions. In the middle, leave space for your memory pile. To your right, leave space for your object slot. Ok, you're all set up.

Turn over the top card in a pile to scout it out. You can only do this with the top card in a pile. You can scout out any pile with a face-down top card.

THREE.

The way you can interact with these cards depends on the card. Here's how they work:

Land. You can clear a Terrain or Rough Terrain card by simply placing it in your memory pile. You can't clear Rough Terrain if you have an object.

Objects. An object will stand in your way until you pick it up. Do this by placing it in your object slot. You can only carry one at a time. You cannot drop an object.

FOUR.

Obstacles. A Spider will stand in your way until you kill it. You can only kill it with a needle, but the needle will break. To do this, place the spider and a needle from your object slot in the memory pile.

A note on the memory pile. This pile represents the past: land you have covered, battles you have fought, etc. You can't go back through it. It's behind you. You can only go forward.

Five.

Winning the game.

Once you clear a pile, you've found an entrance to the hive. But you're not done yet. To win the game, you must find the gumdrop, and bring it to an entrance.

Remember:

You cannot drop an object. An object or obstacle will stand in your way until you deal with it. If you cannot proceed, you die.

Don't die. Mother dislikes that.