








Tilting Floors




If you get at least one , .




If you get at least one , .

If you get at least one , .

You don't want to know what happens if you fall over the edge.


Twisty Passages







Each  or  =  at random.



Shuffle your path. Add this card to the start of your path instead of the end.

Tilting Floors




If you get at least one , .




If you get at least one , .

If you get at least one , .

If you time it just right, you can walk in a straight line without stopping.


Twisty Passages






Each  or  =  at random.

Shuffle your path. Add this card to the start of your path instead of the end.


Grasping Fog






Each  =  or .

It knows where you are.


Twisty Passages



Each  or  =  at random.

Shuffle your path. Add this card to the start of your path instead of the end.


Grasping Fog






Each  =  or .

The maze is hungry.


Twisty Passages






Each  or  =  at random.

Shuffle your path. Add this card to the start of your path instead of the end.


Backtracking






Each  or  =  .

“Was it left, left, right, left or left, right, left, left?”


Lost






Each  or  =  from the start of your path.

Don't listen to the voices.


Backtracking






Each  or  =  .

“Hey, that's not my chalk mark...”


Lost





Each  or  =  from the start of your path.

“Hello? Anyone?”


- Pit Trap -





Each  =  .

- If this is at the end of your path at the start of your turn, end your turn and put this card somewhere else in your path or discard it.


- Greased Slide Trap -





Two or more  =  .

If this is at the end of your path at the start of your turn, end your turn and put this card somewhere else in your path or discard it.


- Pit Trap -





Each  =  .

- If this is at the end of your path at the start of your turn, end your turn and put this card somewhere else in your path or discard it.

- Greased Slide Trap -




Two or more  =  .

If this is at the end of your path at the start of your turn, end your turn and put this card somewhere else in your path or discard it.




Shifting Walls



Each  = Move the card at the end of your path to the end of another player's path.

- Snapping Turtle Trap! -




Each  or  =  to appease the turtles.

"Turtles?"




Shifting Walls



Each  = Move the card at the end of your path to the end of another player's path.

- Crazy Weasel Trap! -






Each  or  =  to appease the weasels.

"...and I only brought lemur repellent."

Dead End





Each  or  =  from the end of your path.

"Aw, nuts."




- Net Trap -



Two or more  = .
If this is at the end of your path at the start of your turn, roll three dice. Your speed may not be greater than the lowest number you rolled.

Dead End





Each  or  =  from the end of your path.

"Argh! Not again."

- Net Trap -




Two or more  = .
If this is at the end of your path at the start of your turn, roll three dice. Your speed may not be greater than the lowest number you rolled.

Timeslip

Pick a player. Take a card from that player's path and add it to the end of your path. That player simultaneously does the same to you.


Sideslip

Move  cards from the start of your path to the end of another player's path in the same order. That player simultaneously does the same to you (with the same number you rolled).


Timeslip

Pick a player. Take a card from that player's path and add it to the end of your path. That player simultaneously does the same to you.

Sideslip

Move  cards from the start of your path to the end of another player's path in the same order. That player simultaneously does the same to you (with the same number you rolled).

Distant Wailing


A randomly-selected player must  from at the start of his or her path.

Lost wanderers eventually go quite mad.

Timeshuffle

Pick a player. That player may put the cards in his or her path in any order he or she wishes. You may choose yourself.

Rattling Chains

A randomly-selected player must  from at the start of his or her path.

What do the chains bind?

Timeshuffle

Pick a player. That player may put the cards in his or her path in any order he or she wishes. You may choose yourself.

Retrograde

Direction of play reverses at the end of your turn.

(If play passes to the left when a turn is done, it now passes to the right, and vice versa.)

Crossslip

Each player must pick a card from his or her path. Once all cards are picked, each player must add the selected card to the end of the path of the player to his or her left.

Retrograde

Direction of play reverses at the end of your turn.

(If play passes to the left when a turn is done, it now passes to the right, and vice versa.)

Crossslip

Each player must pick a card from his or her path. Once all cards are picked, each player must add the selected card to the end of the path of the player to his or her right.

Retrograde

Direction of play reverses at the end of your turn.

(If play passes to the left when a turn is done, it now passes to the right, and vice versa.)

The Living Maze

If you have the fewest cards in your path, no one may look at the cards in the deck or shuffle the deck.

Retrograde



Direction of play reverses at the end of your turn.

(If play passes to the left when a turn is done, it now passes to the right, and vice versa.)



The Living Maze


If you have the most cards in your path, no one may look at the cards in the deck or shuffle the deck.

Shortcut
A randomly-selected player must take the top card of the deck, obey it, and add it to the end of his or her path (unless the card says to do otherwise).


Vortex Mine
Item
: Pick a player to  of his or her choice.

Shortcut
A randomly-selected player must take the top card of the deck, obey it, and add it to the end of his or her path (unless the card says to do otherwise).

Vortex Mine
Item
: Pick a player to  of his or her choice.

Temporal Anchor
Item
: Ignore the effects of a card with “time” or “slip” in its name.

Timepatcher
Item
: Re-roll all dice in a roll.

Temporal Anchor
Item
: Ignore the effects of a card with “time” or “slip” in its name.

Timepatcher
Item
: Re-roll all dice in a roll.

Lantern
Item

Before you declare your speed, you may look at the top two cards of the deck. Do not change their order.

"This little light of mine..."

Ball Of Twine
Item

When this card is discarded, it prohibits you from discarding any more cards until you draw another card.

"If it's good enough for Theseus..."

Lantern
Item

Before you declare your speed, you may look at the top two cards of the deck. Do not change their order.



"...I'm gonna let it shine."

Ball Of Twine
Item

When this card is discarded, it prohibits you from discarding any more cards until you draw another card.

"...It's good enough for me."

Helpful Node
Item

 : Ignore the effects of a card with a  icon. Continue your turn normally.



"Is this the right direction?"
"Yes!"

Tattered Map
Item

Before you declare your speed, you may look at the third or fourth card in the deck. You may shuffle the deck after you put the card back.

"Funny... This wall isn't on the map."

Helpful Node
Item

 : Ignore the effects of a card with a  icon. Continue your turn normally.

"Should I press this button?"
"NoNoNoNoNo!"

Tattered Map
Item

Before you declare your speed, you may look at the third or fourth card in the deck. You may shuffle the deck after you put the card back.

"Fifty seven, fifty eight, fifty ni... Ouch!"
Um... Oh nuts."

Whatchmacallit
Item



: Take an item that's being discarded.

"What is it? It's a thingamajiggy kind of knick-knack."

Thingamajig
Item




: Take an item that's being discarded.

"What's it like? It's kinda like a doohickey or a whatchmacallit."

Entropic Vortex




: Pick a player to  of his or her choice. If this card is used on you, you may use this effect on another player or let the effect end.

This is the way the world ends.

Entropic Vortex



: Pick a player to  of his or her choice. If this card is used on you, you may use this effect on another player or let the effect end.

"It's the end of the world as we know it, and I feel fine."

Pocket Demon
Item


Keep this card to the side of your path. It still counts as being in your path, but is not at the start or end. The next time you roll a 1, you must take a card from another player's path, add it to the end of your path, and give this card to that player.

Pocket Angel
Item

Keep this card to the side of your path. It still counts as being in your path, but is not at the start or end. The next time another player rolls a 6, you must take a card from that player's path, add it to the end of your path, and give this card to that player.

Missing Time




: Pick a player. That player gets to pick a card in your path that you must , then that player's turn ends.

"What happened?"


Missing Time



: Pick a player. That player gets to pick a card in your path that you must , then that player's turn ends.


"It's two-thousand and what?..."

Timewarp


 at the end of any other player's turn: Take a turn. After your extra turn, play continues as if it was never interrupted.

"It's just a jump to the left..."

Timesink


 : Roll two fewer dice for any roll.
*"...by shunting excess temporal potential into a flux capacitor, relative perceptive affect becomes extended."
"Time slows down?"
"Exactly."*

Timewarp


 at the end of any other player's turn: Take a turn. After your extra turn, play continues as if it was never interrupted.

"Put your hands on your hips..."

Timeblast


 : Roll two extra dice for any roll.
"...Next thing I knew, I was on a conveyor belt, running away from a pit filled with hungry alligators"

Laying Traps


 when you draw a "Trap" card: Secretly put the Trap card anywhere in the maze deck instead of taking the effects of the Trap.

Sometimes it's as easy as writing "Exit" in an arrow with chalk on the floor.

Caltrops Item


 : Add one point to one die that was just rolled
...or...
Pick a player. That player draws one fewer card this turn.

Laying Traps

 when you draw a "Trap" card: Secretly put the Trap card anywhere in the maze deck instead of taking the effects of the Trap.

It's better to give than receive, right?

Caltrops Item

 : Add one point to one die that was just rolled
...or...
Pick a player. That player draws one fewer card this turn.

Red Zone

Hall Of Twisted Mirrors

Describe the alternate reality version of you reflected in one of the mirrors or put one of your cards in the middle of another player's path.

*Which one is the **real** you?*

Red Zone

Tricksy Gnomes

Share a story about a time you did something clever or a good deed or put one of your cards in the middle of another player's path.

Trick or treat?

Red Zone

Very Tight Passageway

Share a story about something that scared or surprised you or put one of your cards in the middle of another player's path.

You're not claustrophobic, are you?

Red Zone

Skeleton From A Previous "Explorer"
Share a story about your childhood or tell a joke to lighten the mood or put one of your cards in the middle of another player's path.

Hopefully, you'll have better luck.

Red Zone

Bed of Red-Hot Coals!

Share a story about a time where you pushed your physical limits or put one of your cards in the middle of another player's path.

Don't pause.

Red Zone

Fallen Masonry

Share a story about an interesting building you've been at or put one of your cards in the middle of another player's path.

Is the maze really that old, or does time just move faster here?

Red Zone

Choking Vines

Share a story involving you and plants or animals or put one of your cards in the middle of another player's path.

Kudzu can grow 12 inches per day.











Red Zone

Moldy Rope Swing Across A Gaping Chasm


Share a story about something brave or exciting you did or put one of your cards in the middle of another player's path.

What's the difference between being brave and being foolhardy?


Green Zone - Carnivorous Forest

 or...

, , : ... an Item.
, , : ... a Zone card.
"Don't you mean coniferous?"



Green Zone
Nipping Fairies

Any player with a Green Zone card in his or her path must .
"Ouch! Nasty little blighter..."


Green Zone
Collapsing Walls

-  +1
 (You'll have to draw one extra card.)
Did it just happen to fall as you walked past?



Green Zone
Locked Door

 unless another player  from his or her path for you.
But it was unlocked just a moment ago!






Green Zone
Giant Rolling Boulder!

-  +2
 (You'll have to draw two extra cards.)
"Run!"






Green Zone
Sulfurous Spring

Draw one fewer card this turn. If this is at the end of your path at the start of your turn, you must  this card and .
The noxious stench nauseates and annoys.

Green Zone
Bad Air

-  X 
 Two or more  = . If this is at the end of your path at the start of your turn,  it and the card next to it before you declare your speed for the turn.

Green Zone
Giant Glowing Fungus

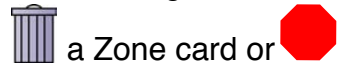

, : Discard two cards.
, : Take a card from the discards and add it to the end of your path.

Blue Zone
Minotaur





“Strong, but slow. Your best bet is to run like heck.”

Blue Zone
Oozing Horror



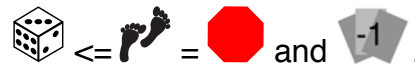
It eats the maze very, very slowly.

Blue Zone
Grue

 an Item or . If you have the Lantern, you may ignore the effect of this card.

“A sinister, lurking presence in the dark places of the earth. Its insatiable appetite is tempered by its fear of light.”




Blue Zone
Giant Spiders



*“Gaaaah! Sticky!
And I ran right into it. Yeech!”*




Blue Zone
Angry Nature Spirit

If you have a Green Zone card, you may draw an extra card this turn.

Otherwise,   that many cards
or .




Blue Zone
Belligerent Dwarves

If you have a Blue Zone card, you may draw an extra card this turn.

Otherwise,   that many cards
or .




Blue Zone
Ravenous Story-Eater

If you have a Red Zone card, you may draw an extra card this turn.

Otherwise,   that many cards
or .


Blue Zone
Demented Fate-Spinner

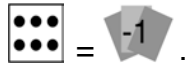
If you have a Black Zone card, you may draw an extra card this turn.

Otherwise,   that many cards
or .

Black Zone


Time isn't what it used to be.

If you have a Timepatcher, you may draw an extra card. Otherwise, .



Black Zone


It's easy to get lost in here.

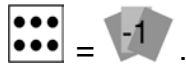
If you have a Ball of Twine, you may draw an extra card. Otherwise, .



Black Zone

Sometimes unexpected things happen.

If you have a Thingamajig or a Whatchamacallit, you may draw an extra card. Otherwise, .



Black Zone

Time is mutable.

If you have a Temporal Anchor, you may draw an extra card. Otherwise, .



Black Zone


A little guidance can help a lot.

If you have a Pocket Demon or Pocket Angel, you may draw an extra card.

Otherwise, .  = .

Black Zone


Something is following you.

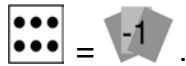
If you have Caltrops, you may draw an extra card. Otherwise, .



Black Zone


Should you go left or right?

If you have a Tattered Map, you may draw an extra card. Otherwise, .



Black Zone

The maze lives!

If you have The Living Maze, you may draw an extra card. Otherwise, .



Twisty Passages

A game of risk-tolerance and management for two to five players
by Jonathan Leistiko.

Goal:

Be the first player to get out of the maze by ending your turn with a certain number of cards in your path.

You Need:

* A Twisty Passages Deck

* At least one six-sided die (six to ten dice is ideal).

Setup:

Shuffle the Twisty Passages deck. Put it where everyone can reach it along with the dice. Leave space in front of you to lay out the cards you draw face up and keep them in sequence. This line of cards is called your path. It represents your trip through the maze. High roll goes first.

Play:

Obey these rules unless a card tells you to do otherwise.

On your turn:

Declare your speed: Your speed is how many cards you'll attempt to draw during your turn. This represents how fast you're running through the maze. You can pick any number.

Draw your cards one at a time from the maze deck. Obey the card, then add it face-up to the end of your path. The first card you resolve creates the start of your path. The card you resolved most recently is the end of your path.

If the deck runs out of cards, shuffle the discards to form a new deck and continue.

If a card reduces your path length by three or more cards, stop drawing cards and end your turn.

If you have to discard cards and you don't have any to discard, your turn ends. When you discard a card, pick any card in your path and place it face-up on the discard pile.

You may not rearrange the cards in your path. Anyone may look at the cards in your path at any time.

Cards with gray backgrounds are Items. Cards that you can discard to cause an effect have a ✨ on them. Cards that affect the rules of the game have dashed borders.

If a card lets you cancel another card, you can do it as soon as the card you want to cancel is played or wait until you know what the effects of the card will be. If the card's effects resolve and you can not put things back the way they were before the card was played (like shuffling your path for the Twisty Passages card), you may not cancel it.

If a card (like the Pocket Demon or Pocket Angel) interrupts the effects of another card, resolve the effects of the interrupting card first. Do this before the effects of the card that's being interrupted are completely resolved.

If you have to give or take more cards than are available, give or take as many as you can. For example: You have two cards and I have seven. You have to give me six cards and take six cards from me. You have to give me both of your cards, but you get six cards from me.

When you draw and resolve your last card, your turn ends. Play passes to the left.

Winning:

The game ends if you end a turn with at least a certain number of cards in your path. The number of cards depends on the number of players.

2 players = 20 cards; 3 players = 17 cards; 4 players = 14 cards; 5 players = 12 cards.

If the game ends at the end of your turn, you've reached the exit and win.

Variants:

** How Long?*

You can make the game shorter or longer by decreasing or increasing the number of cards needed to win. If you increase the number of cards by 4 or more, play with a double deck or the game will be nearly impossible to win.

** Exit Strategy*

To win the game, you must end your turn with enough cards in your path and you must have drawn a Black Zone card during that turn. If you have enough cards at the end of your turn but do not have a Black Zone card, you may force another player to discard a Black Zone card.

** Through The Black*


To win the game, you must end your turn with enough cards in your path and you must have a Black Zone card in your path.


** Gathering Clues*


You need one fewer card to win for every Zone color you have in your path. Examples: If you have a Green Zone card in your path, you need one fewer card to win. If you have three Green Zone cards in your path, you still need one fewer card to win. If you have one or more cards from every Zone color in your path, you need four fewer cards to win.


Iconic Card Vocabulary:


The cards use icons to make them a little easier to read. Here's what the icons mean:


 Roll a die


 Roll your speed in dice. If your speed is five, you would roll five dice.

 Discard a card from your path. You choose what to discard unless the card specifically tells you otherwise.

 Discard something from your path. "Discard what," you ask? The card will tell you.


 Stop drawing cards and end your turn.




 When you see this, or some other specific die face, it means to look for it on the die or in the dice you just rolled.

 Discard this card to cause the effect that follows the star.

An example:

Backtracking

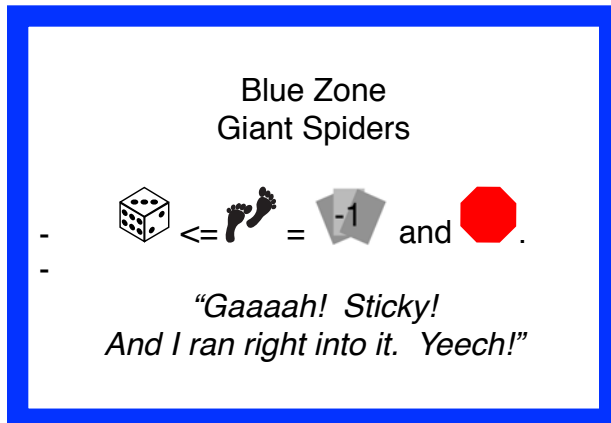


Each  or  =  .

"Was it left, left, right, left or left, right, left, left?"

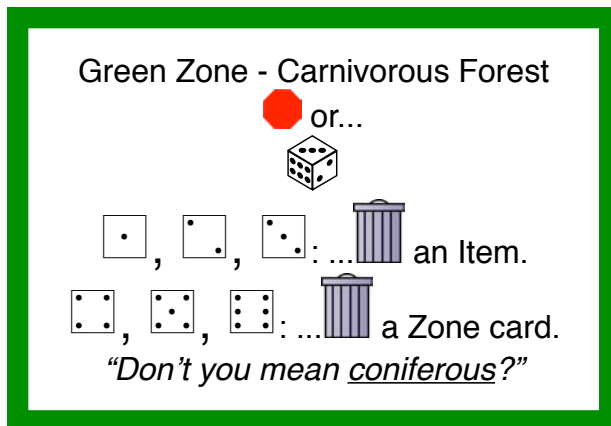
This card tells you to roll your speed in dice, then look for fives and sixes. You have to discard a card from your path for every five or six you rolled.

Another example:



This card tells you to roll a die. If it is less than or equal to your speed, you must discard a card, stop drawing cards, and end your turn.

Yet another example:



This card tells you to stop drawing cards and end your turn or roll a die. If you roll a die and it is a one, two, or three, you must discard an item from your path. If it is a four, five, or six, you must discard a Zone card from your path.

Origin & Credits:

This game was originally called Speed Trap. It was about speeding on the freeway, trying to reach a destination before the other players did. I changed the theme to a maze theme for two reasons:

1. People drive poorly enough as it is already. I don't want to encourage reckless behavior.
2. The driving theme didn't have enough material in it to create an interesting range of card descriptions and effects.

Right now (February 13, 2006) several of the cards are strongly influenced by the movie *Cube 2: Hypercube*. This is not something I'm particularly proud of.

The first iteration of the game was one of the shortest rule sets I've ever written. It's probably because the cards contain most of the mechanics for the game.

(March 21, 2006) - Modified the number of cards needed to win depending on the number of players. Added effects to all of the Black Zones. Based on the, "draw one fewer card," effect for the Black Zones, many other cards were altered. All "hard stops" were replaced with, "draw x fewer cards this turn." This change is especially important for the Red Zones, as everyone who's played so far has either adored or abhorred the Red Zone effects. Minimizing the Red Zone punishment makes it less painful for non-storytellers.

Thanks to Frank (Green Zone), Griffjon (Blue Zone) and Sharon (Red Zone) for card ideas. Thanks to the ACC Northridge gamers, Ben, Brandon, Frank, JP, Leif, Liz, Marcus, Rachel, Remi, Remi's parents, Sharon, and Thomas for playtesting and encouragement. Thanks to Remi for general game mechanics and feedback.

Dedicated to Leif Brown. Thanks for the words of encouragement, Leif.