

The Strange Case of Dr. Jekyll and Mr. Hyde

Introduction

You are in a race to get the ingredients that will help you create the potion to cure you from your “Jekyll & Hyde” split personality syndrome. It is not easy with the street-maze of the old city, other players blocking your way and your personality changing all the time.

Components

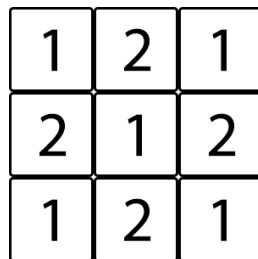
- 9 map cards
- 4 coins, of different values
- Papers and pencil for each player

Setup

Split the 9 cards into decks: 5 cards in deck 1 with out resources, 4 cards in deck 2 with the resources (will be referred as “Resource” cards).

Shuffle the two decks separately.

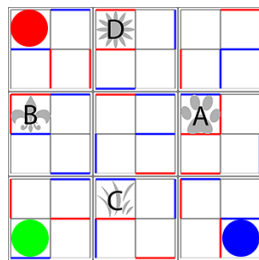
Lay deck 1 in an X format and put the deck 2 cards in the middle of the sides to create a square of 3x3 cards. This will create the map of the game.



Each player selects a coin to represent himself and places it in one of the corners of the map. Put the coin face up to represent that he is currently playing as Dr. Jekyll.

Select a “First player”.

On the right is an example of a map layout with 3 players in their starting positions.



Your goal is to be the first player to collect the 4 resources on the map.

Turn

The “First player” can first change the map.

After that each player plays his turn.

On his turn, a player can do the following 2 actions in the following order:

- Switch personality
- Move his player marker

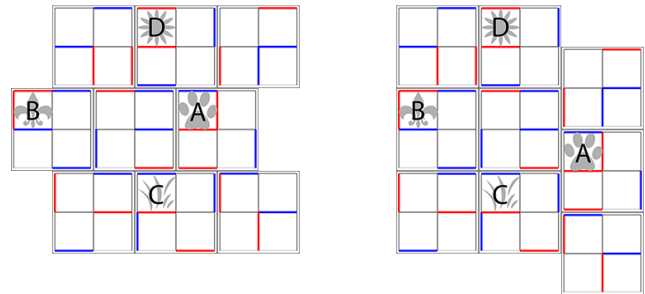
After all players played their turn, the “First player” moves to the player on the left of the current “First player”.

Changing map layout

The map layout change is done in two steps:

1: The player can rotate one of the “Resource” tiles 90 degrees clockwise or counter clockwise. (180 degrees if playing with rectangle cards).

2: The player can select a row or a column that will be shifted 2 map areas (half a card). If no card is selected then the map cards are set so no card is shifted (as the initial map placement). Below are two examples of shifting the map.



Middle row shifted half a card left
Right column shifted half a card down

Switch Personality

Once a switch personality occurs, the player flip the coin over and change his personality. Heads up marks that the player is currently Dr. Jekyll, tail he is currently Mr. Hyde.

This action can be done voluntarily twice during the game. If the switch is done as a voluntary action mark it on your paper.

The switch personality occurs also whenever a player collects an ingredient. (see moving the player marker).

Moving the player marker

Each player on his turn can move his marker around the town in order to collect the potion ingredients.

Moving is done from one map area to the vertically or horizontally adjacent area that does not have a colored wall between them.

Movement Limitations:

As Dr. Jekyll

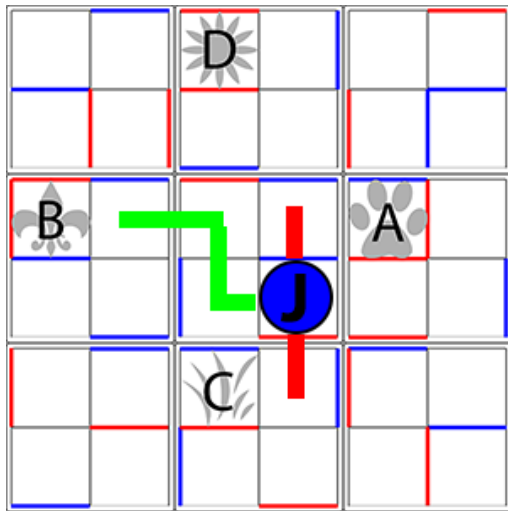
- A player can move two areas.
- The player can not move from an area to an area with borders marked in blue or red lines.
- The player can be with other Dr. Jekyll tokens.

As Mr. Hyde

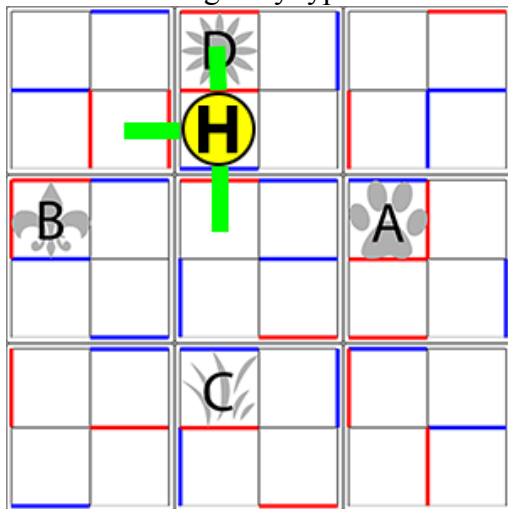
- A player can move three spaces.
- The player can not move from an area to an area with borders marked in blue lines.
- A player can not move into a space already containing other players no matter what personality they have.

Crossing line rules:

- A double line of the same color is treated as one line of that color.
- A double line that is made of blue and red lines, it is considered as a red line so Mr. Hyde can cross it but not Dr. Jekyll.



Example of “Dr. Jekyll” movement: The green line shows a valid 3 area movement. The two red lines shows blocked passages since Dr. Jekyll is not allowed to move through any type of walls.



Example of “Mr. Hyde” movement: All three green line represent valid first step movement. Going down is allowed since blue and red wall are treated as a red wall which is passable by Mr. Hyde.

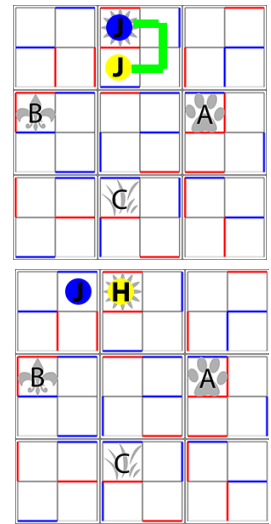
Once the player reach a place that is marked with one of the resources that he did not collect before he marks it on his paper, and does a personality switch.

If because of changing personality Dr. Jekyll may find himself with Mr. Hyde. In that case he must escape. The controlling player of Dr. Jekyll must move the marker to an adjacent area that he can legally move to. If there is no such place, he must move to one of the map corners (one of the game starting positions)

Example of changing and escaping:

Yellow Dr. Jekyll moves 3 areas to collect the Star resource (D) the he did not collect before.

After collecting the resource, Dr. Jekyll forgoes a personality change and now he is Mr. Hyde. Because of the blue Dr. Jekyll, that is standing in the same area, must flee, and he moves to the left of the area he was before.



Game End

The game ends on the turn when a player collects all the four resources. All players get a chance to finish their turns. If more then one player get all the resources in the same turn, then the player that did less voluntary personality switches wins otherwise there is a tie.

