

Soulscape Labyrinth

Player rules — everything a team member needs

The board lives at **soulscapecc.com**. There is nothing to download and nothing to install — open the link and you are looking at the same live event as everyone else. This sheet covers what you need as a player. Setting the event up is the host's job and is not described here.

You do not need to sign in to watch.

Open **Menu → Watch** — or tap the standings bar at the top (anywhere except a team row, which follows that team instead) of the board. No passcode, no code, nothing to join. You get all three labyrinths side by side, every team's trail, live dice rolls and the full activity feed. It is built for a phone. Signing in is only needed to change something.

Your turn, in three steps

- 1 Do the task on the tile you are standing on.** Take a screenshot and have a clan-approved witness, exactly as before.
- 2 Mark it ✓ Complete.** Your team captain can do this for your team, and so can a moderator or the host. Only a host or moderator can × **Reopen** a tile afterwards, so be sure before you tick.
- 3 Roll the d6 and move that many tiles.** The Roll button stays locked until the current tile is marked complete, so nobody can run ahead of their own task. A ★ **free tile skip** is the only thing that lifts that lock early, and it does it by marking the tile complete.

Repeat until you reach the boss gate at the end of the labyrinth — and the gate is the last task of that labyrinth, not a door that opens on arrival. The START tile and blank tiles carry no task, so your very first roll is free.

The rule that drives everything: one tile at a time.

You can only complete the tile you are standing on. You cannot work ahead, and you cannot roll past an unfinished task.

What your roll means

Roll	What happens
1 – 6	Move that many tiles. The track runs left to right, then down to column 1 of the next row.
—	An arrow tile stops you. Land on one and the move ends there, however much of the roll is left — so a 6 can be worth one tile.
—	Standing on an arrow tile you roll twice : the first roll picks the way — 1 or 2 is RED (take the branch), 3 to 6 is GREEN (carry on east) — and the second roll is how many tiles you move. Only the first roll's colour matters, not its number.
—	An arrow tile with only one way out needs no direction roll: you roll once, for the distance.
×	That exit is walled off. A tile whose forward exit is walled carries an arrow showing the way round.

Where you start and which way you go

- Every team begins on the **START tile** — top-left, column 1, row 1 — and all teams start together.
- **The default is left → right.** If your tile has no arrows, you move one tile to the right. No decision needed.
- **Arrows beat the default.** The moment a tile shows arrows, follow the arrow whose colour matches your roll. Arrows are how you turn a corner, drop a row, branch onto a side route or hit a dead end.
- Where a tile has more than one coloured exit, each is lettered (A, B, C...) so you can **call your shot before you roll**. On this board the lettered exits lead to different tiles, so it is a real choice.
- **The number you roll is the number of tiles you move.** Run off the right-hand edge and you drop to column 1 of the next row down — the board does that for you.
- **An arrow tile stops you dead.** Land on one and the move ends there whatever is left of the roll — rolling a 6 on the first turn takes you to (3,1), not six tiles. Your next roll then starts by taking whichever arrow you pick out of that tile.
- Run off the end of the last row, or off the bottom, and you arrive at that labyrinth's **boss gate**.
- If every exit is blocked, the board offers you the remaining legal directions as buttons rather than stranding you.

Special tiles

★ Power-up tiles

Completing the task on a ★ tile banks a one-time perk for your team, and a ★ button appears on your team card to spend later. Hover it to see which one you have.

Perk	What it does	Who spends it
d8 roll	Take this one move on a d8 instead of the d6.	Your captain
🍀 Ring of Fortune	Throw away the number you just rolled and roll again. The button sits on your team card next to Roll & move and is live whenever that is; it disappears once spent.	Your captain. Once per team for the whole event.
Free tile skip	Write off the task on the tile you are standing on. One per team for the whole event.	Your captain. The tile counts as complete for its points, it is logged as a skip so the gate drop check does not ask for its drops, and it unlocks one roll. A skipped tile banks no ★.
Free path choice	Take any legal exit from your tile, no roll needed.	Your captain

● Portal tiles

While your team stands on a portal, the roll pop-up offers ● **portal** as an extra destination alongside the normal route, naming exactly where it lands. Each portal can be taken **once per team**. Some send you forward, some send you back to re-farm what you missed, and two jump straight to a boss gate — forfeiting the scoring tiles after it, so only take one of those if you can already meet the gate requirement.

Boss gates

There are two boss gates and a final boss. You reach one by running off the end of a labyrinth, or through a portal that goes there, and **your token moves onto the gate. A gate is a tile: its requirement is your team's task, and it has to be completed before you go through.** Rolling is locked while you are standing there, and the board shows the requirement as your current task. **Arriving at a gate spends nothing** — if you cannot meet the requirement yet, close the prompt and nothing is lost. No ● portal on this board leads to a gate, so reaching one never costs you a portal.

Only a host or moderator can clear a gate — never the team standing at it. Your captain presses ☒ **Ask a mod to clear**, which sends a request with the board's own **drop check** attached: every completed tile in that labyrinth, checked against the drops you have banked, listing what is verified, what is short, what it cannot read and what you wrote off with a ★ skip. Staff approve or decline it. Two things the check does NOT do: it never clears a gate by itself, and it does not judge the gate requirement itself — a human confirms that. Once the gate is cleared, → **Enter Labyrinth N** takes you through; clearing and going through are two separate steps.

↶ Undo — mistakes can be taken back

↶ **Undo move** steps your team back to the previous tile and gives back everything that move spent: the tile's task is reopened, a spent ● portal is returned, and any ★ earned on that tile is taken back. Your own captain can undo — you do not need staff for it.

The one thing you cannot undo yourself.

A captain can tick a tile ✓ Complete but cannot un-tick it. ✕ **Reopen** is a host or moderator action. That is deliberate: ticking runs on the honour system, so anything disputed goes to somebody outside your team.

How scoring works

A tile's "Np" is what it COSTS, not what it pays.

"20p Vorkath" means bank 20 points' worth of Vorkath uniques to clear that tile. Clearing any tile pays the same flat amount, whatever its Np. A harder tile is not worth more points — it is worth the same, for more work.

Where points come from	Value	Notes
Completing any task tile	10	Flat, regardless of the tile's Np requirement.
Clearing a gate	100	Three of them pay: both boss gates and the final boss — 300 at most.
Clearing every gate	250	One-off, for all three including the final boss.

Where points come from	Value	Notes
Banking a drop	per the sheet	Every drop has a value — open Point Sheet in the menu (292 items). Duplicate cap: only the first 3 copies of any one item score for your team. A 4th is logged for the record and adds nothing. The cap counts every member's drops together, and it caps points only — a tile asking for “4x Unsired” still clears on the 4th. Every drop is credited to the player who got it, so say whose it is when you hand it in. The points are the team's either way — the credit is a record of who contributed.

Only a host or moderator can log a drop, so hand your screenshots to them. The default values above are what the host has set for this event; if they change them, the Rankings screen shows the live numbers.

Who gets credit for a drop

When a drop is logged, staff pick **which player got it**. Say whose it is when you hand it in, or it goes down as unattributed. You can see the breakdown two ways: the **Found by** column in Drop Log, and **Drop points by player** in Rankings.

Credit does not change anyone's score.

The points and the duplicate cap belong to the team, not to you. Where several players hand in the same item, the copies that actually score are shared out largest contributor first — so the per-player figures always add up to exactly the team total. It is a record of who contributed, not a separate competition.

How the standings are ranked

Tiles completed comes first. The team that has cleared the most tiles leads, full stop — clearing more tiles always beats clearing harder ones. **Total points only breaks a tie** between teams level on tiles, and progress through the labyrinths breaks a tie on both. So what separates level teams is banked drop points.

Winning outright is separate. The event is won by the first team to reach and clear the **Final Boss** requirement, at which point the host crowns them. Tiles-then-points only decides the standing if nobody gets there.

Who can do what

	You	Your captain	Mod	Host
Watch the board, see every team, roll and drop	✓	✓	✓	✓
Mark your own team's tile ✓ Complete	✗	✓	✓	✓
Roll and choose the path for your team	✗	✓	✓	✓
Spend a ★ perk / ↶ Undo a move	✗	✓	✓	✓
Add or remove your own team's players	✗	✓	✓	✓
✗ Reopen a tile that was ticked by mistake	✗	✗	✓	✓
Log a drop (crediting a named player)	✗	✗	✓	✓
Ask for a boss gate to be cleared	✗	✓	✓	✓
Clear a boss gate, place a token	✗	✗	✓	✓
Touch another team at all	✗	✗	✓	✓
Change scoring, edit the board, crown a winner	✗	✗	✗	✓

“You” is any team member without a captain's join code. Everything above is enforced by the server, not just hidden on screen — there is nothing to gain by poking at your own browser.

If something goes wrong

- **Ticked the wrong tile?** Ask a host or moderator for ✗ Reopen — which also hands back a ★ skip if that is what wrote the tile off. If you already rolled and moved, ↶ Undo first — your captain can do that, though it does not give a spent ★ skip back.
- **Rolled by accident?** ↶ Undo gives the move back, including a spent ● portal.
- **Disagree with something?** Every roll, move, completion, drop and correction is written to a tamper-evident log by the server — not by anyone's browser. The host can export the whole thing. Bring the timestamp and it can be settled from the record.
- **Board looks frozen?** It reconnects on its own. If the badge does not go back to “live” within a minute, reload.

The full rules, the setup guide and the point sheet all live on the board itself at soulscapecc.com and are always the authoritative version. Disputes are resolved by the host — the host's ruling is final.