

# Hallway4

Multi-player Game, Paw Hermansen



## Candy Craving

You wake up in the wee hours with a rumbling tummy craving something fizzy, chewy, or covered in chocolate to lull you back into a candy-coated slumber.

But alas! The path to sugar salvation lies beyond the treacherous Green Corridor, where the walls wiggle and lurch like bewitched jelly. It's a race, young spellcasters! Quick feet and smart thinking will get you there first and earn you the title of Treatmaster—and the one who does bags the tastiest treat before the others even notice!

## Preparation

- Snip out the needed homunculi and all twelve wall segments.
- All stand cheerful at the start arrow by the bottom-left entrance.
- Arrange all the wall segments on the board to match this image:



## Move

### Step 1: Each Wizard Moves one after the other

Roll a die, and move from dot to dot through the corridor—up to the number shown. You can't pass through walls, but may travel in any direction and even change course mid-move.

Lingering on a dot still counts as a move even if you are captured in the corridors. And yes, more than one young conjurer may share a dot. Space at this school doesn't follow ordinary rules!

### Step 2: Let Walls Move

Roll a die, and help the two matching walls jump to their twin spots—every roll swaps them back and forth, like clockwork magic. But mind you, the walls are moody; help one, trap the next.

