

Competitive rules

A Game of Midnight Robbery and Extreme Cunning

Four stealthy thieves slip the perimeter security of an anonymous warehouse. Springing through air ducts they silently merge with the shadows that dominate the building's interior. Each criminal tries to outdo the others and reach a vault hidden at the furthest end of the silent storage facility. However standing in their way are the two security guards of the Shadow Shift who relentlessly patrol the darkened corridors trying to apprehend any trespassers.

In Shadow Shift stealth is the name of the game. Criminal players choose to guide their thieves, through the darkened maze of corridors using subterfuge, bluffs, misdirection and cunning to be the first to reach the vault doors. The Security Guards player must use his two Guards and powers of deduction to uncover which of the warehouse's many shadows conceal the criminals.

Objective

The object of Shadow Shift depends on what role you choose.

Criminals must get from the break-in point, one of four unsecured air vents, to a vault without being detected by a Guard.

The Guards must find all of the Criminals before any of them reaches a vault.

Components

- 1 - Deserted Warehouse board
- 2 - Blue Guards counters (you will need to apply the stickers yourself)
- 16 - Black Shadow counters (12 with shadows on both sides and 4 with an Criminal on one side and a shadow on the other. You will need to apply the stickers yourself)
- 2 - Blue Guards dice and 2 - Black Criminal dice

Setup

You can play the game with 2 - 5 people. First decide who is going to be the Guard player. Next divide the Shadow counters equally among the other players making sure that they also get an equal number of Criminal counters. If there are four players discard one of the Criminal counters to make it so each Criminal player has one Criminal counter.

The Criminal players must make all of the other players aware of which color Criminal counters are theirs. This is important for determining who has won the game.

Each Criminal player now places their counters down one at a time. The counters may only be placed on a break-in point (the square with the air vent on it) or on an adjacent square. Make sure that all of the Criminal counters are placed down shadow side up and don't let any of the other players know which counters have the Criminals on.

The Guard player places down the two Guard counters. They must be placed on a vault door square.

Turns

The Guards player always goes first, after that play passes around the Criminal players clockwise until it gets back to the Guards player.

The player whose turn it is gets to roll two dice together. Then move two different counters, one the number of squares scored on the first dice, and the other the number of squares scored on the second dice.

The Guards player can only move the Guard counters.

Criminal players may move absolutely any of the shadow counters, even if it is not one of the counters that they placed on the board at the start of the game.

Moving

Counters may move up to the number of squares scored on the dice.

Counters may not move through walls.

Counters may not move diagonally.

Only one counter may occupy a square at time, ever.

If a player wants a counter to move past another counter then they move it to a square that is adjacent to the occupied square and the two counters swap places. This swap counts a moving one square.

Detection

If at any point a Shadow counter is in view of a Guard counter the Guard player may flip it over. Being in view means that there is a straight line of squares with no wall between the two counters. If a Shadow counter is flipped over and it reveals a shadow nothing happens and the game continues. If a Shadow counter is flipped and it reveals a Criminal then that Criminal has been detected and is out of the game. A Criminal player who has had all of his original Criminals removed is out of the game.

Reaching the Vault

If a Shadow counter reaches a vault square it gets flipped over. If a Shadow is revealed then the counter is returned to a break-in point square of the Criminal player's choice. If a Criminal is revealed then it has successfully raided the vault!

Consolidating

A Criminal player may choose to skip their turn to consolidate. Instead of rolling any dice or moving they may look at the underside of any four counters. The player must not show anyone else and must place each counter back on its original square without flipping it.

Winning the Game

If the Guard player uncovers all the Criminals before a single vault is reached by a Criminal then they win the game. If a Criminal counter reaches a vault door without being detected then the player who's Criminal it is wins the game.

Family rules

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Objective

The object of Shadow Shift depends on what role you choose.

Criminals must get from the break-in point, one of four unsecured air vents, to a vault without being detected by a Guard.

The Guards must find all of the Criminals at least once before any of them reach a vault.

Components

1 - Deserted Warehouse board

2 - Blue Guards counters (you will need to apply the stickers yourself)

16 - Black Shadow counters (12 with shadows on both sides and 4 with a Criminal on one side and a shadow on the other. You will need to apply the stickers yourself)

2 - Blue Guards dice and 2 - Black Criminal dice

Setup

You can play the game with 2 - 5 people. First decide who is going to be the Guard player. Next divide the Shadow counters equally among the other players making sure that they also get an equal number of Criminal counters. If there are four players discard one of the Criminal counters to make it so each Criminal player has one Criminal counter.

The Criminal players must make all of the other players aware of which color Criminal counters are theirs. This is important for determining who has won the game.

Each Criminal player now places their counters down one at a time. The counters may only be placed on the break-in point (the square with the air vent on it) or on an adjacent square. Make sure that all of the Criminal counters are placed down shadow side up and don't let any of the other players know which counters have the Criminals on.

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The Guards player can only move the Guard counters.

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Counters may not move through walls.

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Detection

If at any point a Shadow counter is in view of a Guard counter the Guard player may flip it over. Being in view means that there is a straight line of squares with no wall between the two counters. If a Shadow counter is flipped over and it reveals a shadow nothing happens and the game continues. If a Shadow counter is flipped and it reveals a Criminal then that Criminal has been detected. A detected criminal counter is immediately returned to break-in point of the Criminal player who owns that counter's choice and is placed shadow side up again.

Reaching the Vault

If a Shadow counter reaches a vault square it gets flipped over. If a Shadow is revealed then the counter is returned to a break-in point square of the Criminal player's choice. If a Criminal is revealed then it has successfully raided the vault!

Consolidating

A Criminal player may choose to skip their turn to consolidate. Instead of rolling any dice or moving they may look at the underside of any four counters. The player must not show anyone else and must place each counter back on its original square without flipping it.

Winning the Game

If the Guard player detects all the Criminals at least once before a single vault is reached then they win the game. If a Criminal counter reaches a vault door then the player who's Criminal it is wins the game.