



**INTERACTIVE
GAME TUTORIAL**

**REDEEM CODE
INSIDE THE BOX**

LEARN AS YOU PLAY!



RULEBOOK

EXPANSION, BASE GAME REQUIRED.

1–5 Players | Ages 14+ | 50 minutes



THE NIGHT CAGE SHRIEKING HOLLOW

McMAHON, CHAN, SAUNDERS



OVERVIEW

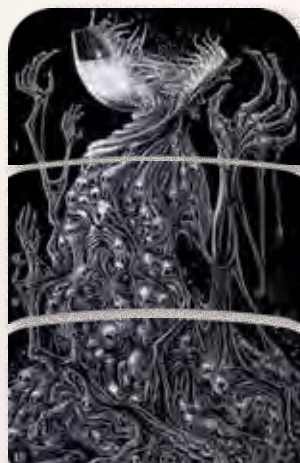
You awake in the dark with nothing but a candle and... have you done this before? The déjà vu is less troubling than the change it implies. Was the ground always this unstable around you? When the tunnels crumbled into pits, did they always scream? And why does it feel like those screams are getting closer?

The Shrieking Hollow is an expansion that adds a new threat and a new space to explore within The Night Cage. A copy of The Night Cage base game is required to play. Pits now connect Prisoners to the Hollow, where The Other lies in wait. Over the course of play, The Other will rise up out of the Hollow and attack the Prisoners, destroying any part of the maze it encounters.

If the Prisoners are brave, they can leap into a Pit and fall to the bottom of the Hollow where the dim light of their candles will hold its advance, temporarily. However, they can't hold it back forever, and Prisoners that stay too close to The Other will be attacked when it lurches toward the flickering light it despises.

CONTENTS

1 Hollow Board



3 "The Other" sections



1 Expansion Discard Board

Core Expansion Tiles



1 Extra Key tile



6 Shrieks

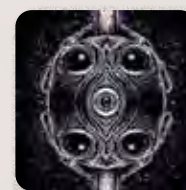


8 Cracked "T" Passages



5 Cracked 4-Way Passages

Advanced Monsters



2 Pathbreakers



4 Light Eaters



1 Endbringer
(2 interlocking pieces)



7 Night Terror Cards



3 Expansion Reference Cards

EXPANSION SET-UP

Begin set-up by performing the following steps. After performing these steps complete set-up by following the core game set-up rules based on the number of players.

1. THE HOLLOW Lay the Hollow Board next to the Main Board.

2. THE OTHER Stack The Other sections in the starting space indicated on the Hollow Board.

3. EXPANSION DISCARD BOARD Lay the Expansion Discard Board nearby the Base Game Discard Board.

4. CRACKED, MONSTER, & START TILES Group the standard passages from the base game, add the 13 cracked passage tiles from Shrieking Hollow and shuffle. Then draw 10 and reserve them for **Step 5**. Now, add Wax Eaters according to player count, shuffle, and divide into 4 roughly equal piles in a row.

5. SHRIEKS, KEYS, & GATES Place 1 key, 1 gate, and 1 Shriek on top of each pile.

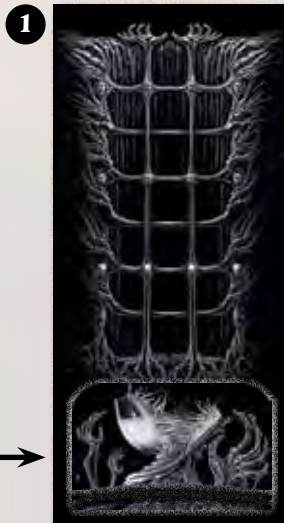
Take the remaining 2 Shrieks and Keys ($4p=3$, $5p=4$), mix face down and distribute evenly to the piles, placing any remainder on the middle piles.

Shuffle each pile individually. **DO NOT shuffle them all together!** Then, stack them in the tile holder starting with the leftmost pile and ending with the rightmost. Last, place the 10 tiles reserved in **Step 4** on top of the assembled stack.

Expansion Set Up for 4 Prisoners

Hollow Board

Main Board

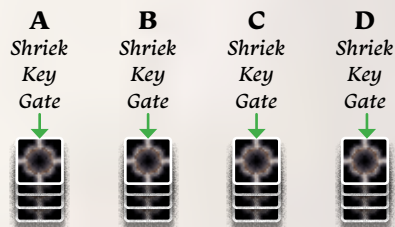


Base Game Discard Board



Expansion Discard Board

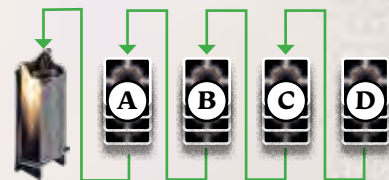
5 Put 1 Shriek, 1 Key, and 1 Gate on each pile.



Then, randomly distribute the remaining 2 shrieks and keys ($4p=3$, $5p=4$) to each pile. Put remainders onto B+C.

Shuffle each pile individually. **Do not mix!**

Stack the shuffled piles into the tile holder from left to right.



Last, place the 10 reserved tiles from **Step 4** on top of the assembled stack in the tile holder.



1

3

5

2

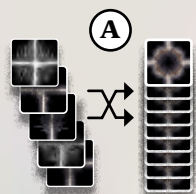
4

The 3 Other sections are stacked from head to bottom.

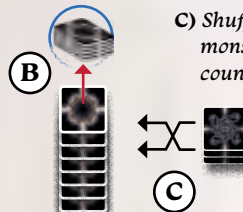
Hatch marks each section's low left indicate the order.



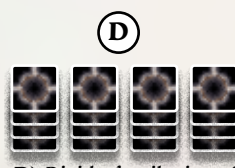
A) Mix cracked and normal passage tiles into a pile.



C) Shuffle in Wax Eaters & other monsters according to player count- except Keepers.



B) Reserve x 10 tiles for Step 5



D) Divide the tiles into 4 roughly even piles.

THE HOLLOW

WHAT'S THE SAME? WHAT'S DIFFERENT?

Begin on your starting tiles and play per the rules of the original game. The major rule change in this expansion relates to Pits. In the original game, falling into a pit caused you to fall back onto the Main Board on the following turn. This is no longer the case in Shrieking Hollow. Instead, *falling or leaping into a Pit on the Main Board sends you into The Hollow*, the new side board.

ENTERING THE HOLLOW

This second board is The Other's lair. It has a top and a bottom. It wraps around on its short sides like the Main Board, but does not wrap vertically. Prisoners enter the Hollow when they fall into pits on the Main Board. Upon entering the Hollow, Prisoners land in the lowest unoccupied row. See the below example for a detailed description of what this entails.

There are several ways to leave the Hollow, described on the next page.



Fig. 1

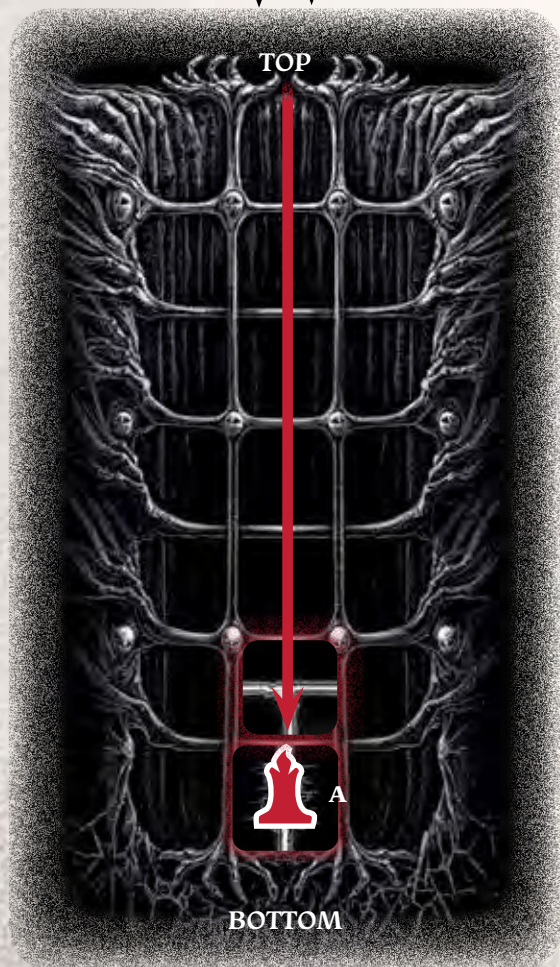
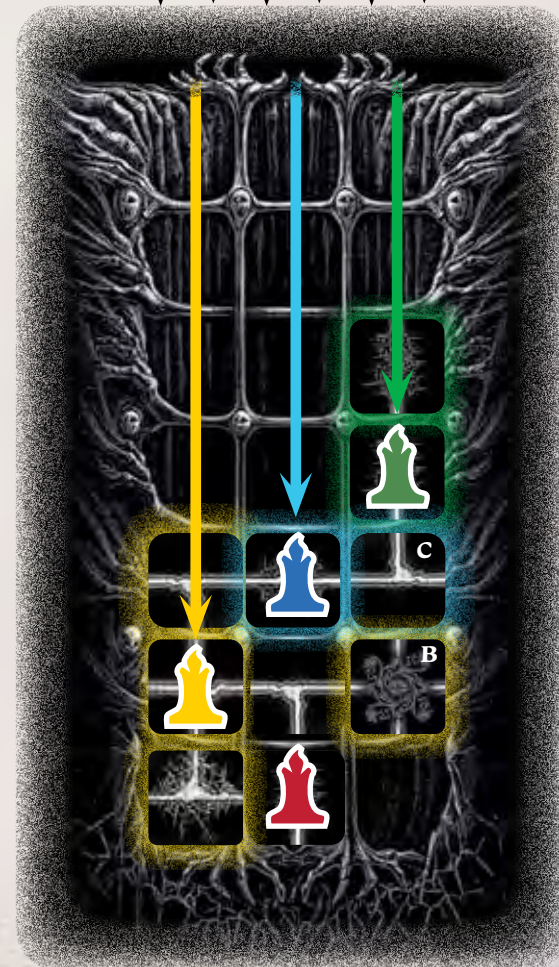


Fig. 2



An Example

Red falls into the Hollow. (Fig. 1) There are no other Prisoners and The Other hasn't started advancing yet, so they land on the bottom row (A) and draw tiles accordingly.

Then **Yellow** falls into the Hollow. (Fig. 2) They must land on the second row, even though **Red's** draw has left open spaces in the bottom row. **Yellow** draws a Wax Eater (B).

Blue falls into the Hollow next. Because of the Wax Eater, **Blue** chooses to land in the middle column and draws 1 tile (C).

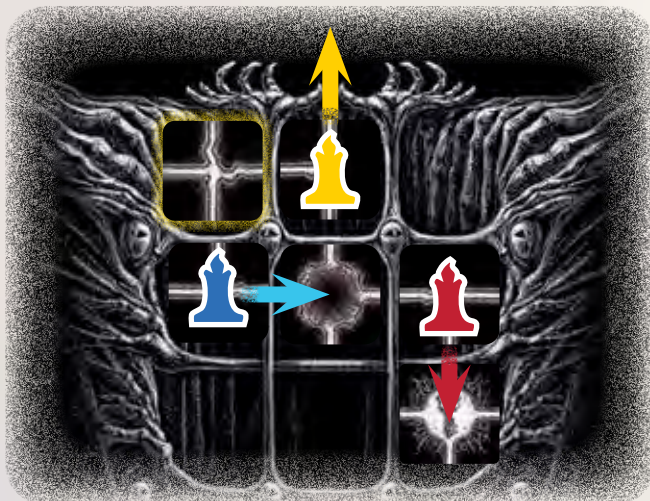
Green falls in last and chooses to land in the right column. They couldn't land in the bottom row because **Red** is in that row, even though the space is unlit.

LEAVING THE HOLLOW BY CHOICE

A Prisoner can leave the Hollow on their turn by doing one of three things:

- Move up past the top row of the Hollow.
- Fall into a pit in the Hollow.
- Move onto a Key tile in the Hollow.
† Only this Prisoner will leave the Hollow.

Fig. 3



Yellow can climb out of the Hollow by moving one more space up.
Blue can fall into the adjacent pit to land on the Main Board.
Red can move onto the Key. If they do, **Red** will immediately return to the Main Board, whether they can collect the key or not.

RETURNING TO THE MAIN BOARD

When a Prisoner leaves the Hollow they may choose any unoccupied space on the Main Board to land on. After committing to a space, they then draw a tile, place it on the chosen space, place their Prisoner, illuminate any connected pathways, and **end their turn**.*

***IMPORTANT:** This is different from how pit jumping works when playing the base game without the Hollow. **Prisoners do not get an extra move upon landing in the Hollow or the Main Board.**

LEAVING THE HOLLOW BY FORCE

A Prisoner is immediately ejected from the Hollow if one of the following occurs. Resolve in turn order if multiple Prisoners are affected.

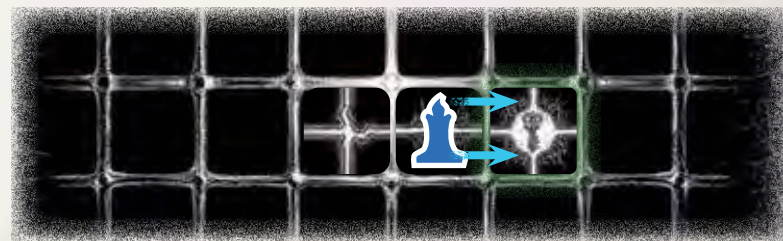
- The Other smothers a Prisoner as it moves.
† Take a 3 tile penalty and go Lights Out.
- A Prisoner moves onto a Key tile on the Main Board.
† All Prisoners in the Hollow are ejected, but remain lit.
- 3 Shrieks are drawn while The Other is in the Hollow.
† All Prisoners in the Hollow are ejected, but remain lit, if they weren't smothered in the process.

Fig. 4



Green is in danger of being smothered by The Other the next time it moves (Fig. 4). However, if **Blue** moves onto the Key tile on the Main Board before then (Fig. 5), **Green** will be forced out of the Hollow, escaping unscathed.

Fig. 5



THE OTHER

IN THE HOLLOW

The Other is one of the most terrifying monsters you will ever encounter in The Night Cage. It is a giant monster made of 3 sections, each measuring 4 tiles wide and 2 tiles tall. The Other's goal is to escape The Hollow and attack the Main Board. Beginning the turn AFTER all Prisoners have left their crumbling Start Tiles, pit formation triggers The Other's movement.

If at least 1 pit is formed on the Main Board during a Prisoner's turn, The Other advances one length (2 spaces) up the Hollow (marked by the head ornaments). HOWEVER, if a Prisoner with a lit candle is in the Hollow, they prevent The Other from advancing when pits are formed on the Main Board. Once all 3 segments have been placed, the next time The Other advances, it escapes the Hollow and moves to the Main Board as described on the next page



Fig. 1

Blue creates a pit on the Main Board. The first section of The Other is placed onto the bottom two rows of the Hollow.

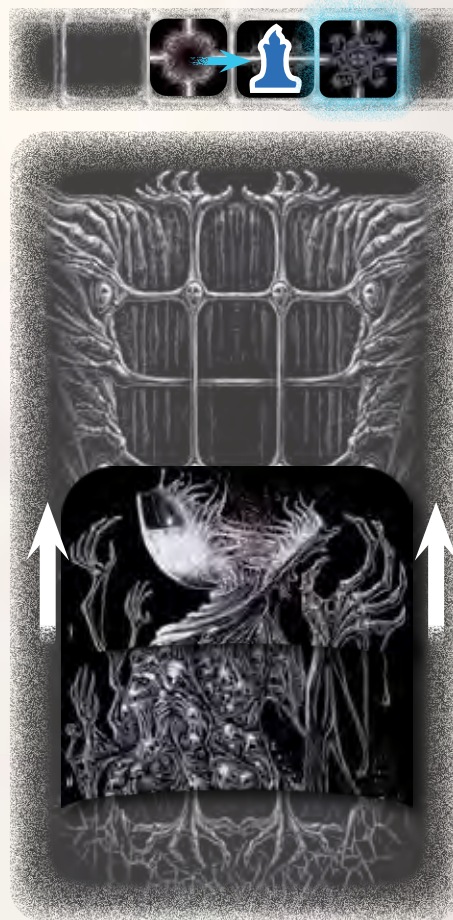


Fig. 2

Blue creates another pit on the Main Board. Another section of The Other is pushed in behind it from the supply.



Fig. 3

Blue stays to dodge the Wax Eater in Fig. 2, creating a pit and falling. The Other advances **before** **Blue** lands.*

***NOTE:** If The Other would escape the Hollow as Blue falls into it, they would not encounter each other. The Other moves to the Main Board first and then the Prisoner falls to the bottom of the Hollow.

ON THE MAIN BOARD

Put the head section on the edge of the Main Board so that its line of sight intersects with the next Prisoner in turn order on the Main Board. In a 4-Prisoner game, place The Other so that its head covers 4 edge spaces on the grid. In a 5-Prisoner game, place it just off the edge of the board's grid. **At the end of each subsequent turn**, add a new section to The Other, advancing the head one more length onto

4-Prisoner Other Movement

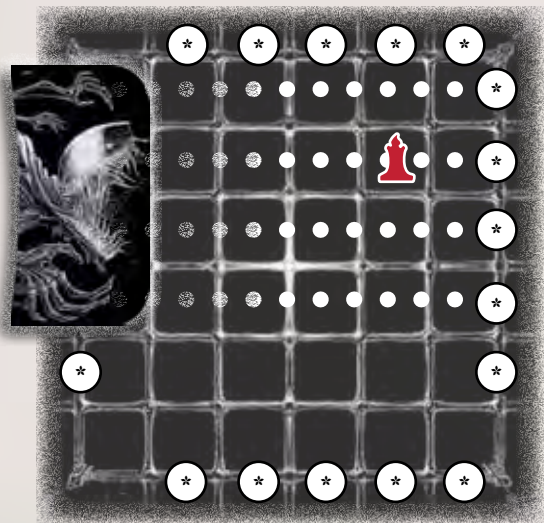


Fig. 4

A placement targeting **Red**, The Other is placed on 4 edge spaces of the grid. It doesn't move this turn. Alternate placements = (⊛)

5-Prisoner Other Movement

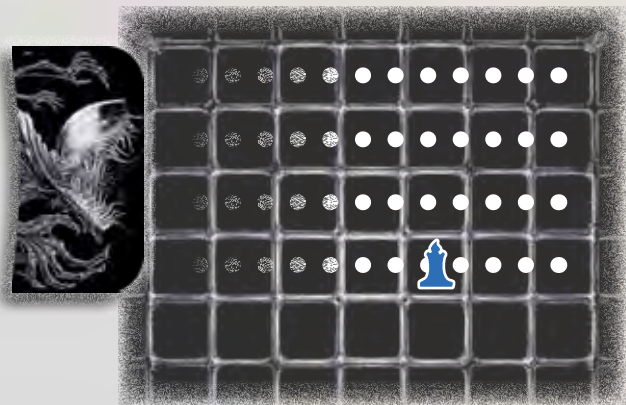


Fig. 7

An initial placement centered on **Blue**. In a 5-Prisoner game, The Other starts fully outside of the grid. It doesn't move yet.

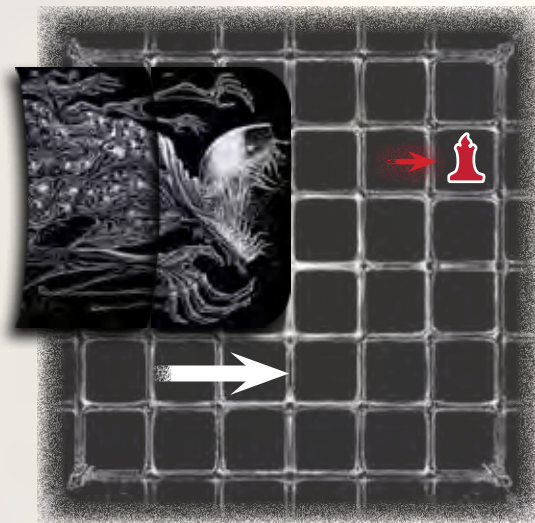


Fig. 5

The next turn has passed. **Red** moves in hopes to outrun it. The Other advances 1 length in the direction it was placed.



Fig. 6

A turn passes. The Other advances its final length. Next turn, it will stay in place and return to the Hollow at the end of the turn. **Red** is safe, for now.

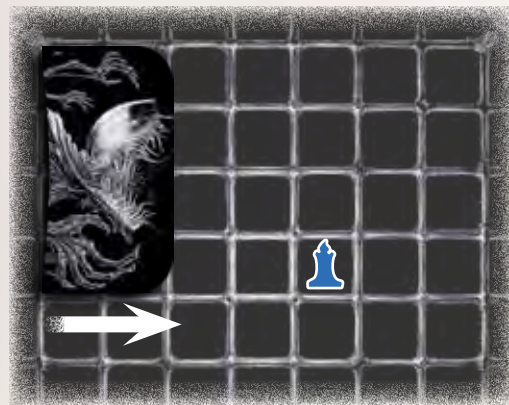


Fig. 8

A turn finishes and The Other begins advancing across the board. It will move 3 times in total. **Blue** is in danger.

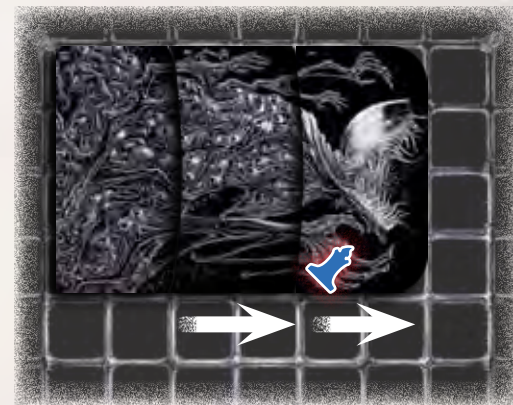


Fig. 9

After The Other's 3rd move. **Blue** is smothered. They go lights out, take a 3 tile penalty and fall into the Hollow. Next turn, the Other will stay in place and return to the Hollow at the end of the turn.

SHRIEKS

THE FIRST TWO SHRIEKS

Shrieks are the heralds of The Other. When the third Shriek is drawn, they call to The Other, advancing it even if there are Lit Prisoners in the Hollow. However, those first two Shrieks are obstacles. Because of their endless screaming, Shrieks persists within the maze even when not illuminated. While a Shriek is present, Prisoners can no longer move onto that space. However, Shrieks do NOT block other monsters' attacks or interfere with any other monster's line of sight.



PLACING A SHRIEK

When a Shriek is drawn in the process of illuminating tiles on the Main Board, place it like any other tile. If a Shriek is revealed by discard or if one is drawn in the Hollow, place it onto the Main Board, connected to any open passage tile on the board. Continue illuminating other tile spaces as normal.

CALLING TO THE OTHER

As soon as the third Shriek is drawn, they call to The Other. Flip the first two Shriek tiles on the Main Board to their pit side (if illuminated) and discard the third. The current location of The Other determines what happens next.

IF THE OTHER IS IN THE HOLLOW

- Advance The Other 1 length, regardless of whether a Prisoner with a lit candle is present in the Hollow.
- Any Prisoners not caught in the attack are ejected to the Main Board.



Fig. 1

Both Prisoners are lit but **Blue** draws the 3rd Shriek. The effect resolves immediately so **Blue** only draws 1 tile here.

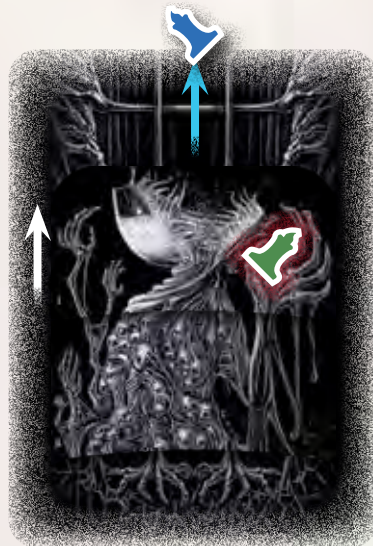


Fig. 2

The Other moves, ignoring the lit candles. **Green** is smothered. **Blue** is ejected to the Main Board without penalty.



Fig. 3

Red draws the 3rd Shriek. The Other advances one length. This is the first of 2 moves that will happen this turn.



Fig. 4

Red uses a nerve before ending their turn **1**. Then The Other advances as usual **2**. Unfortunately **Yellow** is hit.

CORE FAQs

This FAQ covers questions focused on the expansion's core concepts, for further errata see, **Advanced FAQs**

THE HOLLOW

Does the Hollow loop like the Main Board?

- Yes, but only on the sides. The Top and Bottom do not loop.

What happens if there are no unlit spaces in the Hollow when a Prisoner would fall in?

- They land on a lit space in the highest available row.

A Prisoner on the Main Board moved onto a key tile, when do the Prisoners on the Hollow return to the Main Board?

- They are removed from the Hollow before the PITS step in the Turn Flow. After the active Prisoner finishes lighting any tiles/resolving any effects, they land in turn order and reveal tiles in turn order. *This is all considered part of the same turn.*

A Prisoner in the Hollow moved onto a key tile, when do they return to the Main Board?

- They return to the Main Board during the FALL step in the Turn Flow. Thus, the key may be taken if they do not already have one. If they already have a key, it is even possible to pass a key to an adjacent Prisoner and collect the one on that tile.

THE OTHER

Can The Other trigger Wax Eaters, etc.?

- Yes, if its movement ends in a Wax Eater or any other motion sensitive monster's line of sight that monster activates.
- HOWEVER, if The Other's movement ends on top of another monster, that monster does not activate.

Can a Prisoner charge The Other in the Hollow and/or Main Board?

- Yes, but they would still take a 3 tile penalty, go lights out, and end up on the opposite board.

When a pit is made on the Main Board, when does The Other advance up the Hollow?

- It moves it the end of the PIT step in the Turn Flow, as soon a pit on the Main Board is made.

Multiple pits were made on the board this turn, does The Other advance multiple times?

- No matter how many pits are made during a turn by nerve or by monsters, The Other only advances up the Hollow once per turn. Only Shrieks can cause The Other to move multiple times during a turn.

Why is one side of The Other sections dark and the other light?

- It's cosmetic, but some groups may find it helpful to track when the Other is in the Hollow and when it's on the Main Board. It may be called out more deliberately in future expansions.

If the third Shriek is drawn when the Other is fully extended on the Main Board, what do you do?

- Advance the Other 1 more length on the Main Board covering the whole board. Return it to the Hollow at the end of that turn.

If multiple prisoners are smothered on the Main Board, who occupies the lowest available row?

- Place prisoners into the Hollow in turn order when resolving this effect.

SHRIEKS

What if a Prisoner lands on a Shriek by falling or a lights out draw?

- *If this occurs on The Main Board*, the Prisoner scrambles off the Shriek, but suffers no tile penalty and stays lit.
- *If this occurs in the Hollow*, place that Shriek on the Main Board, then draw again.

What if a Prisoner lands on the third Shriek?

- Resolve the effect of The Other, then land the Prisoner.
- *If this space would now be occupied by The Other*, take a 3 tile penalty, go lights out and land on the opposite board.

NIGHT TERRORS

PLAYING WITH NIGHT TERRORS

If you want to even more challenges to the Shrieking Hollow, more Night Terrors are included. The Night Terrors include advanced + boss monsters from the base game and some new horrors. Beware, every Night Terror you add makes the game harder!

To include any Night Terrors, add the associated tiles into the stack before shuffling in any Shrieks. Refer to the Night Terror cards for any set-up changes + tile counts.

You may also play the advanced mode from the base game with this expansion. Keepers and the Pit Fiends can be treated as stand alone Night Terrors as well.

Some groups may prefer to choose their Bosses. For groups that prefer chaos, Night Terror cards are included for ease of reference and randomization. Simply shuffle and draw a number of cards according to the level of difficulty you desire.

1 Night Terrors	Hard
2 Night Terrors	Cruel
3 Night Terrors	Masochistic
4 Night Terrors	<i>Write us if you make it out.</i>



THE ENDBRINGER

During set up, shuffle 5 Omen Tiles into the Draw Stack. Omens act as a countdown clock. As each Omen tile is revealed place it alongside the board. Upon revealing the 5th Omen, the endbringer arrives. Place the Endbringer token on top of the Draw Stack.



At the end of each Prisoner's turn, discard a tile from the top of the Draw Stack. This effect continues until Final Flickers begins.

IMPORTANT NOTES

- *If playing with the Dirge, use the 5 Omens for both Night Terrors.*

PATHBREAKERS

When a Pathbreaker is drawn, the active Prisoner must place it so one of its faces points at them. Pathbreakers are initially stunned when discovered. Once placed, a Pathbreaker is motion-activated and attacks when a player moves into or out of its line of sight.



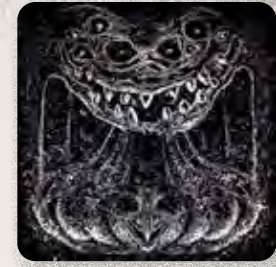
However, a Path Breaker's line of sight is limited to the two directions of its faces. When a Pathbreaker attacks, it turns every tile in a straight line from its faces into a pit regardless of gaps between tiles and/or geography. If the Pathbreaker is still observable after it attacks, it turns into a pit.

IMPORTANT NOTES

- *If a Prisoner lands on a Pathbreaker for any reason, they must suffer a 3 tile wax penalty. Additionally, the Pathbreaker forces them to pit jumps as it turns into a pit.*
- *If a Prisoner lands on a Pathbreaker from a pit jump, the Pathbreaker attacks the row the Prisoner choose to land in and then turns into a pit.*
- *If a Prisoner draws on a Pathbreaker while Lights Out, the Pathbreaker attacks the row the Prisoner moved from.*

LIGHT EATERS

When a Prisoner draws a Light Eater, it activates immediately. The Light Eater's attack causes one Prisoner who isn't adjacent to any other Prisoners to go lights out. These Prisoners are referred to as "isolated." The active player decides who will be affected.



The Light Eater's target can be any isolated Prisoner, including the Prisoner who drew it. After resolving this effect, the active player flips the Light Eater tile and places it as a pit (if they are still lit).

IMPORTANT NOTES

- *If all Prisoners are adjacent to each other when the Light Eater is discovered it has no effect and is immediately placed as a pit instead.*
- *If a Prisoner is already Lights Out, they cannot be targeted by a Light Eater's attack.*
- *If a Prisoner draws a Light Eater when landing during a pit jump and/or while lights out, it performs its attack (if possible) and then turns into a pit, forcing the active Prisoner into a pit.*

CREDITS

Designed by Christopher Chan, Chris McMahon, and Rosswell Saunders

Additional Development by Curt Covert

Illustrated by Christopher Chan



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SND 1007
The Night Cage



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ADVANCED FAQs

THE DIRGE

The Final Omen was drawn, but the Prisoner who drew it is in the Hollow, where do we place the Dirge?

- Center it on the next Prisoner in turn order who is on the Main Board.
- If no Prisoners are on the Main Board, the Dirge does not emerge this game.

The Other is attacking the Main Board but the Dirge's pit is in its path, how do they interact?

- They don't. The Other is big enough to advance over the Dirge's pit.

The Other is on the Main Board and we just revealed the final Omen, can the Dirge overlap the Other?

- If the Dirge can be placed without overlapping the Other, it is still placed. If not, the Dirge does not emerge.

Does the Dirge's attack cause the Other to advance in the Hollow?

- Yes.

What happens to a Shriek caught in the Dirge's attack?

- Reposition them to an edge space of your choice on the Dirge's pit.

KEEPERS

Does moving onto a Keeper count as moving onto a Key space when ejecting Prisoners from the Hollow?

- Yes.

Can I draw a Keeper in the Hollow?

- Of course. It's terrible when that happens, though.

PATHLESS

Does the Pathless's attack pass through The Other?

- Yes. The Other even seems to like it.

PATHBREAKERS & PIT FIENDS

What happens to The Other if it is in a Pathbreaker or a Pit Fiend's line of attack?

- The Other is unaffected. It is *much* bigger than either of those monsters.

What happens to a Shriek if it is in a Pathbreaker or a Pit Fiend's line of attack?

- Shrieks are unaffected by Pathbreakers and Pit Fiends.

Does the Pit Fiend and Pathbreaker's attacks cause The Other to move for each pit they create?

- No. The Other only moves once per turn, unless the third Shriek is drawn.

ENDBRINGER

The tile that the Endbringer would discard is a Shriek. What happens?

- Place it onto a connected tile on the Main Board, unless it's the third shriek. Activate the other if it is the third shriek

The Endbringer reveals the last Omen. Who does the Dirge center on?

- Center the Dirge on the next Prisoner in turn order on the Main Board.

MISC.

Where do I place The Other if all the Prisoners fall into the Hollow as it would climb onto the Main Board?

- Sensing a lack of prey, The Other retreats back to the bottom of the Hollow.

Can the Prisoners escape through a Gate in the Hollow?

- It's very difficult, but yes.

ORDER OF OPERATIONS

If **FALLING**, choose an unlit space to land. Draw and place a tile.
Place your Prisoner on it. Illuminate all connected passages.

STAY

OR

MOVE

PITS FORM

FALLING

THE OTHER

If a pit was formed on the Main Board without a lit prisoner in the Hollow or if a 2nd shriek is drawn.

LANDING

TRIGGER MONSTERS

The Other can trigger monsters if it enters their line of sight without smothering them.

HIT BY MONSTERS

Place any Shriek that would be discarded as a penalty onto the Main Board.

LIGHT & DARKNESS

If a 2nd Shriek is revealed return to **THE OTHER** step.

OPTIONAL: Spend a Nerve to Move Again. (Go to **MOVE** step)

IF FINAL FLICKERS

Discard an additional Illuminated tile from anywhere on the board.

PLAY PROCEEDS CLOCKWISE TO NEXT PRISONER.