UNDERGROUND HUSBANDRY

"So you're looking for treasure, eh?" says an eccentric blind prospector who seems to have appeared out of nowhere. "Well, there's plenty in this cave, but it's not safe for humans in there. That's why I whipped these up." The prospector gestures toward a menagerie of hybrid animals gruesomely stitched together.

"If you send these fellers in through the right tunnels, they should be able to retrieve the loot. I'd do it myself, but these maps aren't very useful to me... I do most of my reading by touch."

The prospector has created 28 hybrids, one of each possible combination of two out of the eight animals listed below. Each hybrid has the traits of both of its animal components. (So for example, a spider-sloth can move diagonally, but it can only move on one turn.)

In order to retrieve the treasure, you must place a different hybrid in each tunnel square. Each hybrid must be placed exactly once. Each hybrid must move into the treasure room (the highlighted 2x3 rectangle) in the specified number of turns, and without dying. No two hybrids may occupy the same square at the same time.

Each cave contains river, wall, and chasm squares that block most animals. Additionally, some squares contain lurkers which will kill any creature that enters the lurker square or an adjacent square, unless the lurker is avoided or killed.

Hybrids, unless otherwise specified, move one space orthogonally (up, down, left or right) with each turn. Each animal has a trait as described below:

- The **Bat** may move into chasm spaces.
- The **Fish** may move into river spaces.
- The **Mole** may move into wall spaces.
- The **Turtle** cannot be harmed by lurkers.
- The **Sloth** may only move on one turn.
- The **Spider** may move diagonally as well as orthogonally.

- The **Rabbit** may move two spaces (both legal moves, not necessarily in the same direction) in each turn.
- The **Bear** kills any lurkers orthogonally adjacent to its space. It does so immediately, so if another creature moves next to the lurker at the same time, the Bear kills the lurker and the other creature is unharmed.

	Bear	Spider	Bat	Mole	Rabbit	Fish	Sloth
Turtle	Turtle-Bear	Turtle-Spider	Turtle-Bat	Turtle-Mole	Turtle-Rabbit	Turtle-Fish	Turtle-Sloth
Bear		Bear-Spider	Bear-Bat	Bear-Mole	Bear-Rabbit	Bear-Fish	Bear-Sloth
Spider			Spider-Bat	Spider-Mole	Spider-Rabbit	Spider-Fish	Spider-Sloth
Bat				Bat-Mole	Bat-Rabbit	Bat-Fish	Bat-Sloth
Mole					Mole-Rabbit	Mole-Fish	Mole-Sloth
Rabbit						Rabbit-Fish	Rabbit-Sloth
Fish							Fish-Sloth

Treasure Room: All animals must be within the treasure room in the allotted number of turns, lest the traps of the caverns kill them.

L Lurker: Kills any animal adjacent or in its square, except bears and turtles. This rule applies to a hybrid's starting square. Bears kill adjacent lurkers before this effect triggers, allowing them to protect other animals.
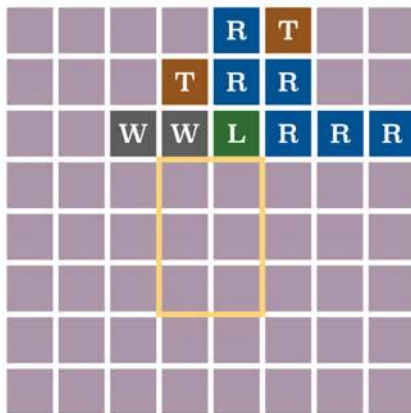
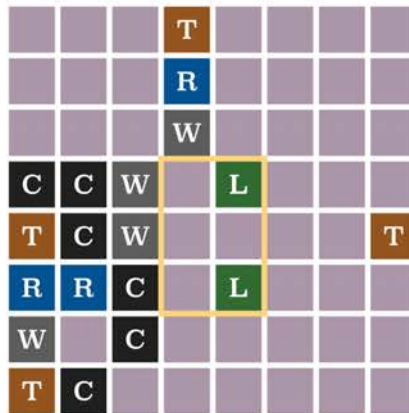**T Tunnel:** Starting location for an animal.
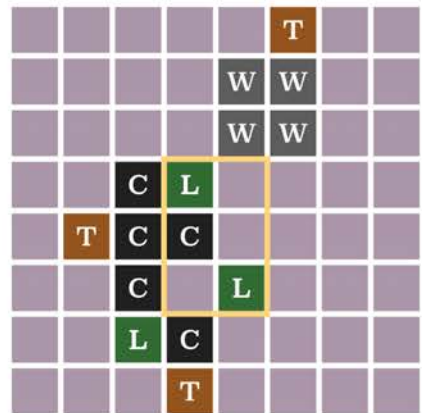
C Chasm: Passable only to Bats

R River: Passable only to Fish

W Wall: Passable only to Moles

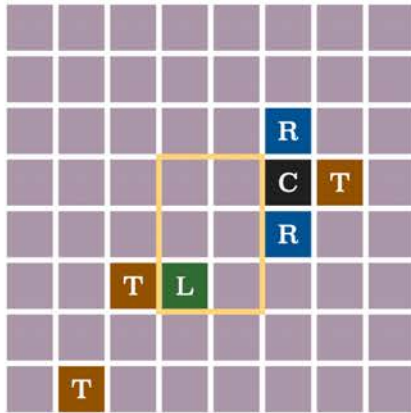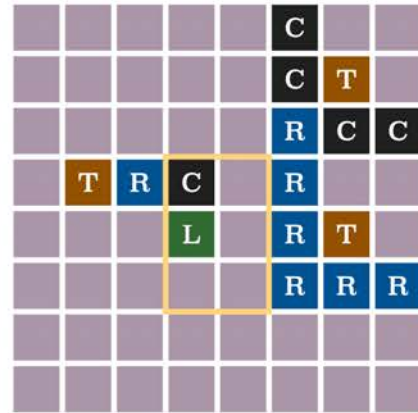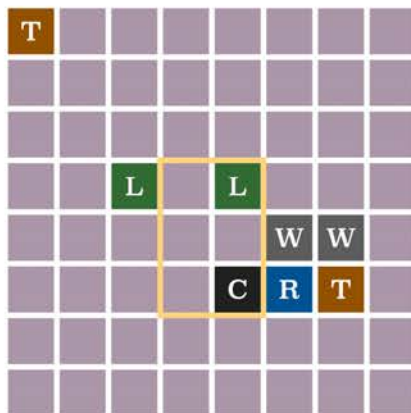In 2 Turns

In 3 Turns

In 2 Turns
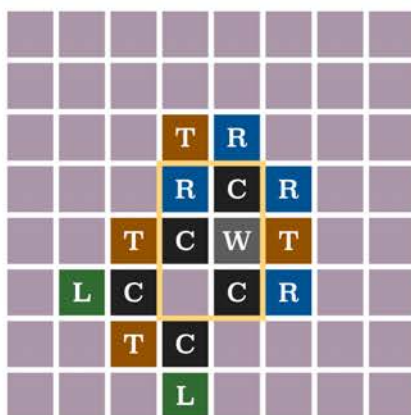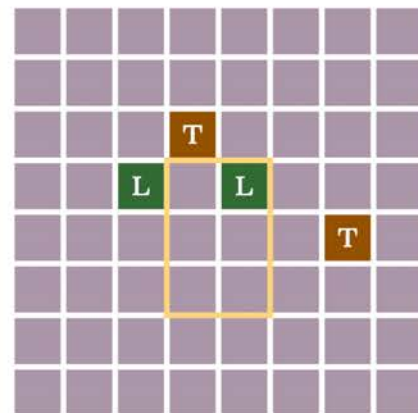
In 1 Turn
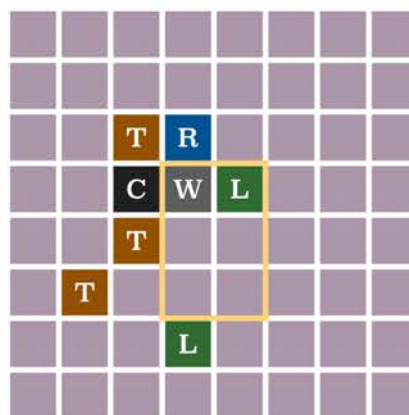
In 1 Turn
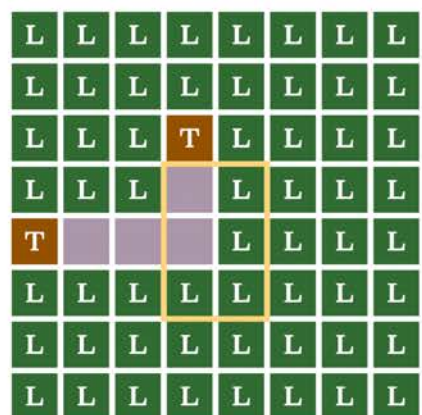
In 3 Turns

In 1 Turn

In 2 Turns

In 3 Turns

In 1 Turn

Once you've placed all the hybrids, consider the treasure rooms in the following order:

1. The one with the **Bear-Mole**
2. The one with the **Spider-Bat**
3. The one with the **Turtle-Rabbit**
4. The one with the **Mole-Rabbit**
5. The one with the **Bear-Spider**
6. The one with the **Turtle-Sloth**
7. The one with the **Mole-Sloth**
8. The one with the **Rabbit-Sloth**
9. The one with the **Turtle-Spider**
10. The one with the **Spider-Fish**