End of the Labyrinth Manual
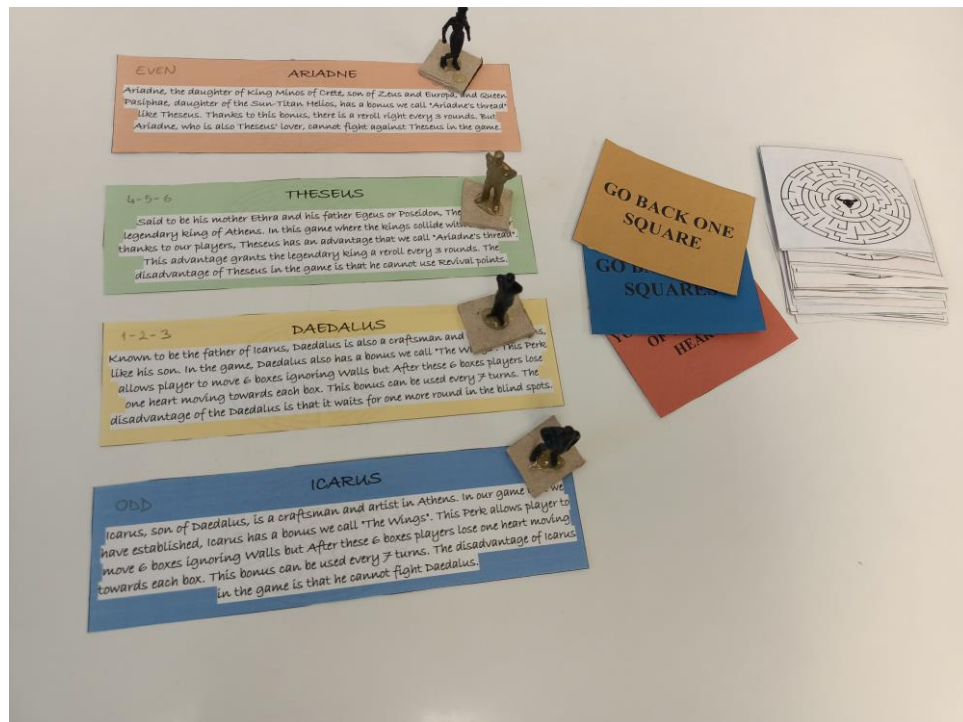
Buse Özel

Egemen Akgüner
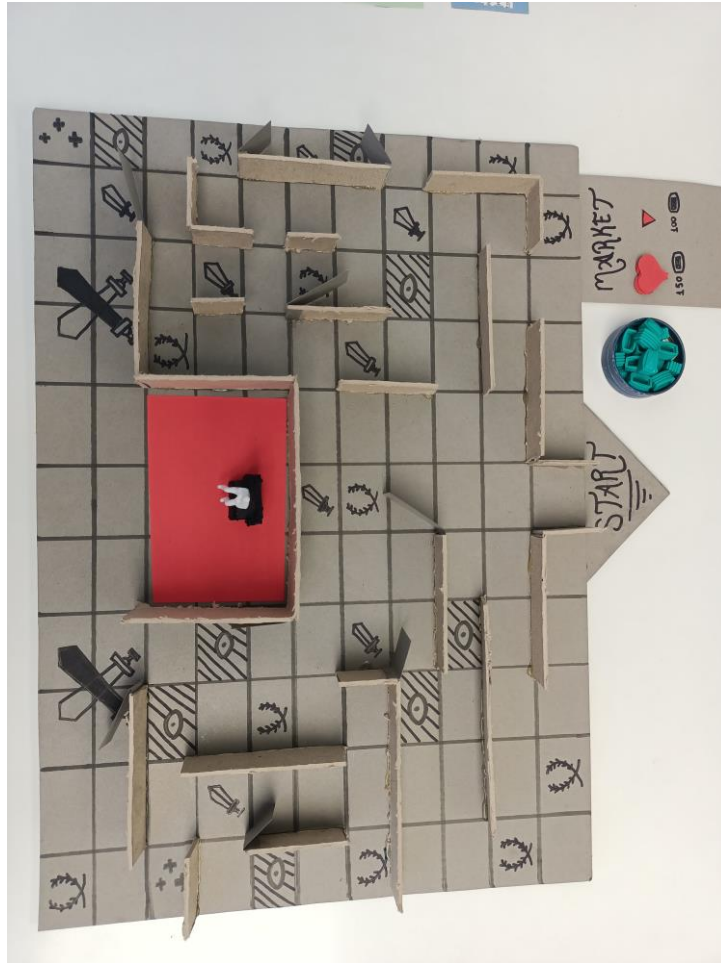
Gizem Kılıç

Character Tokens & Minotaur

EVEN   ARIADNE

Ariadne, the daughter of King Minos of Crete, son of Zeus and Europa, and Queen Pasiphae, daughter of the Sun-Titan Helios, has a bonus we call "Ariadne's thread" like Theseus. Thanks to this bonus, there is a reroll right every 3 rounds. But Ariadne, who is also Theseus' lover, cannot fight against Theseus in the game.

4-5-6   THESEUS

Said to be his mother Ethra and his father Egeus or Poseidon, The legendary king of Athens. In this game where the kings collide with... thanks to our players, Theseus has an advantage that we call "Ariadne's thread". This advantage grants the legendary king a reroll every 3 rounds. The disadvantage of Theseus in the game is that he cannot use Revival points.

1-2-3   DAEDALUS

Known to be the father of Icarus, Daedalus is also a craftsman and ... This Perk like his son. In the game Daedalus also has a bonus we call "The Wings". allows player to move 6 boxes ignoring Walls but After these 6 boxes players lose one heart moving towards each box. This bonus can be used every 7 turns. The disadvantage of the Daedalus is that it waits for one more round in the blind spots.

ODD   ICARUS

Icarus, son of Daedalus, is a craftsman and artist in Athens. In our game ... we have established, Icarus has a bonus we call "The Wings". This Perk allows player to move 6 boxes ignoring Walls but After these 6 boxes players lose one heart moving towards each box. This bonus can be used every 7 turns. The disadvantage of Icarus in the game is that he cannot fight Daedalus.

GO BACK ONE SQUARE

GO B... SQUARES

...OF HEAR...

Cards (Characters & Chance cards)

Game Board

How to Play?

End of the Labyrinth is a board game based on Greek mythology. Characters starts at the same area and tries to reach the minotaur and defeat it. Whoever completes this task first, wins the game.

Players roll dice and the one who gets the higher number becomes the first player. Core mechanic is to roll dice and move on the labyrinth. Players can encounter with non-player enemies, other players and some obstacles. Aim of the game is to get enhancements as much as possible, reach to the Minotaur and defeat it.

Labyrinth

Game area has obstacles and specific locations such as blind spots, doors, fighting areas, luck rooms, revive points.

Blind spots : If a player moves to a blind spot, he/she will not make a move next round

Doors : Players can close any doors at the map to block other players path. If a player chooses to shut a door, he/she will not roll dice that round

Fighting Areas : These specific locations contains non-player enemies. Players might choose to fight with them to get coins

Luck Rooms : Player will pick a chance card and depending on its luck, player will be affected positive or negative way

Revive Points : When a player walk over a revive points, it activates it. Whenever he/she dies, will move to there. Otherwise it will move to the start (exceptional situations should be considered)

Combat System

Every character has a different pattern. Ariadne successfully strikes if she gets an even number, Theseus needs 4, 5 or 6, Daedalus 1,2 or 3 and Icarus odd number.

PVP

If players meet at the same square, they will fight. The one who was already there strikes first. If player gets a necessary number, other player loses 1 heart. Else, nothing happens and other player rolls dice. In the end, who loses all of his/her hearts gives 50 coins to other

player (exceptional situations should be considered)

PVE

Players roll dice, if gets a necessary number a entity loses 1 heart. It continues until player gets a useless number on dice. In that case player loses 1 heart and rolls dice again. If player loses, it will wait 1 round

Both in PvP and PvE, players hearts will be restored before another fight.

Minotaur

Minotaur fight works just like PVE but minotaur has 8 hearts. Also minotaur health will not regenerate, so if a player loses against him and comes back he/she will try to eleminate his remaining hearts

Final rooms

There are two large squares near to the minotaur which is shown with crossing swords. When a player reaches there, he/she must check 5x5 area around its token. If there is another player, should wait until other one arrives. Otherwise move to the Minotaur
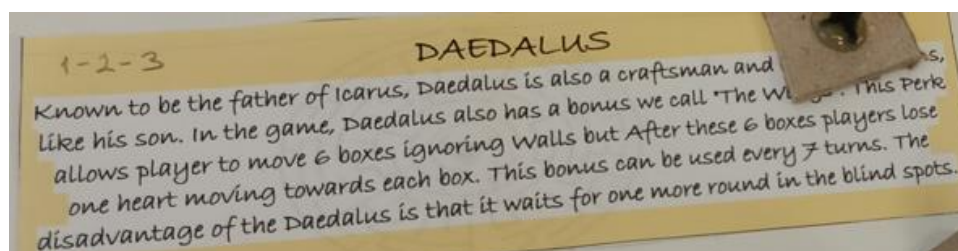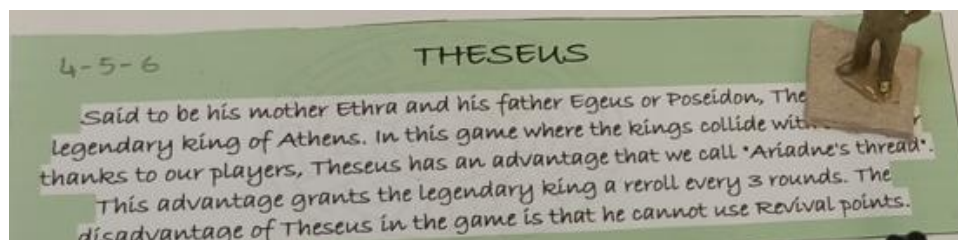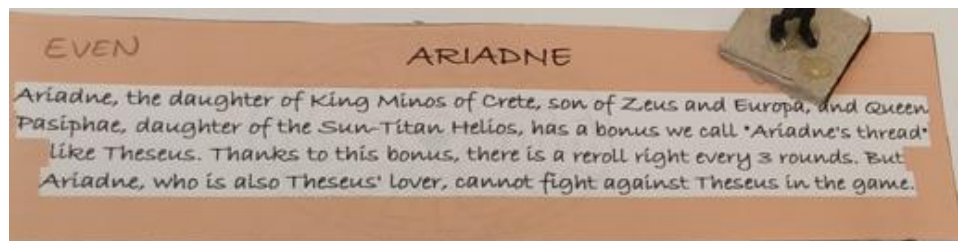
Escaping from a fight

Every character has initally 2 dexerity points. Dexerity points is useful for escaping. When a player is in a battle and has a sinlge heart, it can try to escape from the battle. When dice is rolled and number is smaller than or equal to it's dexerity point, player can run away. This way he/she will not lose coins or move to the start
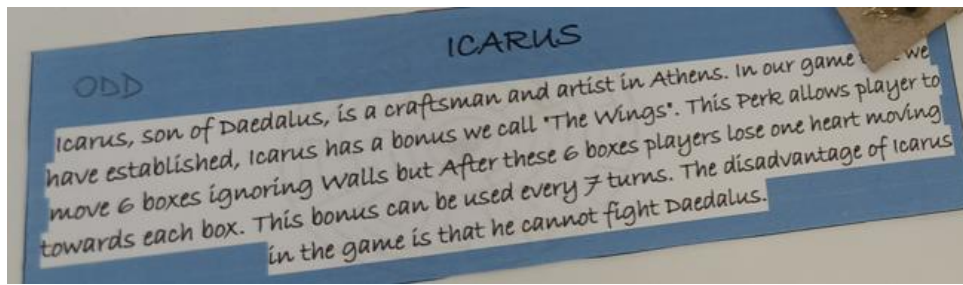
Market

Players can buy Dexerity Points or Hearts
from the market. These will be permanent

Characters

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Chance Cards

WAIT FOR A TURN

RETURN TO PREVIOUS POSITION

GO BACK ONE SQUARE

GO BACK TWO SQUARES

MOVE FORWARD ONE SQUARE

MOVE FORWARD TWO SQUARES

YOU LOST A HEART FOR THE NEXT MATCH

YOU GAIN A HEART FOR THE NEXT MATCH

YOU LOST ONE OF YOUR BASE HEARTS

YOU HAVE WON ONE OF THE BASE HEARTS

YOU LOST AN DEXTERITY POINT FOR THE NEXT MATCH

YOU HAVE GAINED DEXTERITY POINT FOR THE NEXT MATCH

YOU LOST ONE OF YOUR BASE DEXTERITY POINTS

YOU EARNED ONE OF YOUR BASE DEXTERITY POINTS

IF THE CLOSEST PLAYER IS WITHIN 5X5, SWITCH PLACES

IF THE CLOSEST PLAYER IS WITHIN 5X5, MOVE ON THE WHERE THEY ARE