The Disappearing Labyrinth - A single-player variant of Master Labyrinth

Setting up the game

1. Put on the most melancholic music you know and play it on repeat.
   (Suggestions: "These Days" by Nico or "Der Leiermann" by Schubert)
2. Lay out the **LABYRINTH** pieces randomly on the game board.
3. Destroy the surplus **LABYRINTH** piece.
4. Place your **PLAYER** piece on the seal of the white bird.
5. Place the circular **MEMORY** pieces randomly on the gameboard

Objective of the game

- Collect all memory pieces to form your final lucid thought.

Your Turn

1. You move the labyrinth by pushing a row with your finger. The labyrinth piece that falls outside the board must be destroyed immediately.
2. Then you may move your player piece within the path that has been made for you. You may collect as many memory pieces as you want, in any order.

Game End

- The game can end in one of two ways.
1. You never tell anyone how you feel.
2. After collecting all memory pieces, write down what they say and tell it to a person you love and trust.