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, either by fire or by dropping it into a well.
4. Place your player piece on the seal of the white bird.
5. Take the first memory piece (the circular piece with a 1 written on it) and determine its location inside the labyrinth by throwing a die twice. The first number tells you on which horizontal line and the second number on which vertical line the piece should be placed. (For example, if you first roll a 3, the piece must be placed somewhere in the 3rd column. If you then roll a 4, you must place it in the 4th row of that column)

Your Turn

- On your turn, you must **first** move the labyrinth, **then** move your placer piece and **if** you collect a memory piece, place a new memory piece by throwing a die twice.
1. You move the labyrinth by pushing a row with your finger. The labyrinth piece that falls outside the board must be destroyed immediately. **NOTE**: If the memory piece is also pushed outside the board, throw a die twice to determine it's new location (see above).
2. Then you may move your player piece within the path that has been made for you.
3. If you collect a memory piece, take the next memory piece (2, 3, 4 and so on) and determine its location by throwing a die twice (see above).

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.

X. Stop playing.