

The aMAZEing Labyrinth

Magically shift the maze to reach your goal.

Author: Max J. Kobbert

Design: Herbert Lentz

A game for 1 – 4 players, ages 8 and up

Contents: 1 playing board
34 maze cards
24 treasure cards
4 wooden playing figures



Object of the game

Enter the enchanted labyrinth. Your task is to reach all of the mysterious objects, treasures and creatures assigned to you. To fulfill your task you must use your magical powers to skillfully manipulate the walls of the maze. The first player to accomplish this and return to the starting point wins.



Game preparation

Shuffle the maze cards and place them face up on the board at random, thereby creating a chance patterning of maze corridors. One maze card will be left over.
Shuffle the 24 treasure cards and deal them out equally among the players, face down.
Choose a playing piece and place it on the board on the corner position of the same color.



Game play

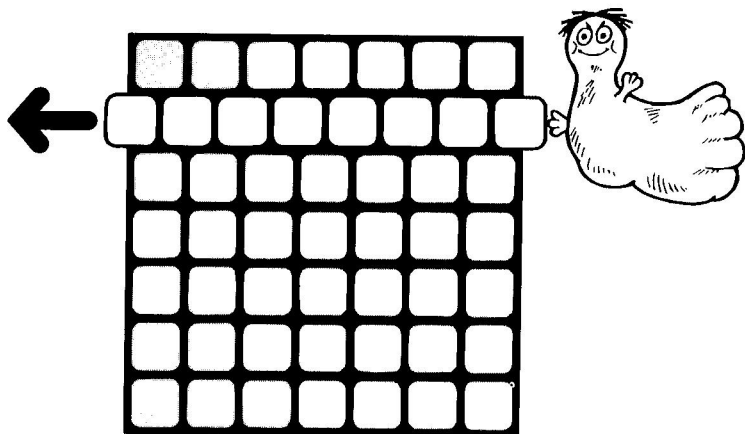
Turns are taken in a clockwise direction. The players decide who will begin.

If you are the first player, look at your first treasure card and return it, face down, to your pile of cards. This is your first goal in the labyrinth. You may not look at your other cards until you have reached this goal.

To reach your goal you must shift the walls of the maze. This is done by pushing the extra maze card into the labyrinth at some point so that you can move as far as you wish along its open passageways.

Moving the maze

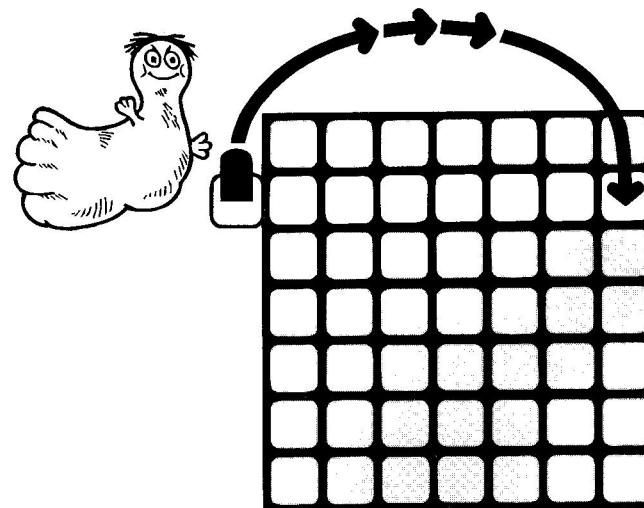
From the edge of the board, push the extra maze card into the labyrinth. The places where the maze card can be added are indicated on the edge of the board by an arrow. The maze card that is pushed out will become the next player's means of shifting the maze. Until the next player's turn, the new extra maze card is left where it is so that all player's will know how the maze has been shifted on this turn.



Note: You must move the maze before each turn, even if you don't need to in order to reach your goal. This way you can wall in another player!

You may not immediately reverse the last player's move by returning the extra card to the position it was just pushed out of.

If the shifting maze pushes out a player's piece, the piece is transferred to the newly inserted maze card at the other side. This applies whether the piece belongs to the person making the move or to another player. Transferring this piece does not count as a move.



Moving the playing pieces

After shifting the maze, move your playing piece **as far as you choose** along the open corridor. You can also choose not to move at all. Often you will be able to reach your goal in one move. If not, try to get in the best possible position for your next turn.

Note: More than one playing piece can occupy a single square.

Once you reach your first goal, turn over the top treasure card and leave it face up beside your pile of cards. The next card in the pile will be your next goal. The turn then passes to the next player.



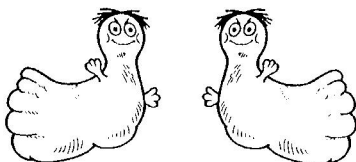
End of the game

Once you have reached all your goals you must return to the corner position from which you entered the labyrinth. The winner is the first player to turn up all the treasure cards and return to his or her starting position.

Variation for younger children

Younger children, even when playing with an older group, can be allowed to look at their treasure cards before the game begins and try to reach them in any order they can. On every turn the player tries to reach the most accessible treasure.

Players can also decide not to return to the corner, but to end the game when one player has reached all the assigned goals.



Labyrinthe

Chasse aux trésors dans un labyrinthe en mouvement

Auteur: Max J. Kobbert

Design: Herbert Lentz

Jeu de société pour 1 à 4 joueurs dès 8 ans

Contenu: 1 plan de jeu
34 cartes «labyrinthe»
24 cartes de trésors
4 pions



But du jeu

Les joueurs partent à la découverte d'objets et d'êtres mystérieux, cachés dans un labyrinthe ensorcelé, en déplaçant adroitement les couloirs. **Le gagnant** est celui qui le premier arrive à éclaircir tous les mystères et à rejoindre le point de départ.



Préparation

Mélanger les **cartes «labyrinthe»** et les poser sur les cases vides du plan de jeu en formant un dédale. La carte «labyrinthe» en trop sera utilisée au cours du jeu.

Mélanger les 24 **cartes de trésors**, les distribuer équitablement entre les joueurs et les empiler à l'envers devant soi.

Choisir un **pion** et le poser sur la case de couleur identique dans un coin du plan de jeu.