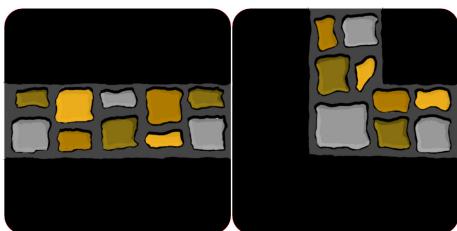


The Lunatic Labyrinth

Version 1.0. Download the latest version at www.risingphoenixgames.com



Print out the map on card stock, then cut out each tile and counter. Lay out the map at random, with the start and end Y sections at opposite corners of the map. No continuous paths are needed. The tiles are your map of the action, hide them from the players view. Characters turn adjacent tiles by using a magical command word or artifact, once a tile is turned, simply rotate the tile on your map and relate the new information to the player's. Use the counters to represent the location of encounters on the map. Any tile that opens onto the edge of the map is considered closed.



Spare tiles to replace Y sections when using multiple sets.



Party and Encounter tokens

