

Labyrinth Original Rules Summary (v1)

Goal:

Be the first to capture all the treasures in your treasure deck and return your miniature back to your corner.

Setup:

1. Connect the four large tiles to form the game board.
 - Place game board in the center of the table
2. Randomly place dark gray wall tiles on non-movable cut-out spaces of the game board (corner walls in each corner).
3. Randomly place the other wall tiles on the rest of the spaces on the game board.
 - There will be 1 tile left over. It is for the starting player.
4. Randomly choose 24 treasure cards
 - Find the matching treasure tokens for the chosen cards
 - Place the 24 treasure tokens randomly on game board tiles (but not on the corners)
5. Each player takes one of the player miniatures
 - Place it on the matching color corner (this is your corner)
 - After capturing all your treasures, you must return your miniature to your corner to win the game.
6. Randomly deal facedown treasure cards to each player
 - A player's cards remain facedown in front of them
 - Each player reveals the top card in their deck
 - This is the first treasure they will seek to capture
 - Option: keep this card secret from others.
7. Choose a starting player

Game Play (*clockwise beginning with starting player*):

Summary: On their turn players do two things: use the extra wall tile to slide one row or column then move their miniature.

- Use the extra wall tile to push tiles in any movable row or column (with an arrow on its edge) from either side.
 - You may turn the tile in any of four ways.
 - The wall tile that falls off the other side of the game board is the new extra wall tile that the next player will use
 - You may not push back a row or column that the previous player pushed.
 - If a player's miniature is on the tile that fell off the board, place it at the opposite side of that row or column.
 - Treasure tokens remain on the tile that falls off the board.
- Move your miniature as far as you wish along an unblocked path through the maze
 - You may choose to not move it at all
 - You may end on a space already occupied by another player's miniature
 - If you end on the tile that contains the treasure you seek:
 - Capture that treasure token
 - Discard the treasure card (you now have the treasure)
 - If you have no treasure cards left (you found and captured all your treasures):
 - **Return your miniature to your corner to win!**
 - Reveal the next treasure card on top of your deck
 - This is the next treasure that you seek

Note: in addition to the new Chronicles game, you can play the original and the master versions of Labyrinth. This is a summary of the rules for the original game adjusted for the components as announced and pictured on Gamefound. If the original game rules in the official Labyrinth Chronicles game differ, this summary will also be modified to match them.