

Labyrinth Pokemon Rules Summary (v1)

Goal:

Be the first to capture all the Pokemon in your deck.

Setup:

1. Place the game board in the center of the table
2. Randomly place the wall tiles on the open spaces on the game board.
 - There will be 1 tile left over. It is for the starting player.
3. Each player takes one of the player standees.
 - Place it on its matching color corner
4. Randomly deal pokeball cards facedown to each player
 - They remain facedown in front of them
 - Each player reveals the top pokeball card in their deck
 - This is the first pokemon they will seek to capture
 - May play that this card is kept secret from others
5. 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 from either side (marked with red & white triangles)
 - 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
 - If a player's standee is on the tile that fell off the board, place it at the opposite side of that row or column.
- Move your standee 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 the space already occupied by another player's standee
 - If you end on the tile that contains the pokemon you seek:
 - Capture that pokemon & place that poke ball card off to the side (stack the captured pokemon cards on the side)
 - If you have no poke ball cards left (you found and captured all your pokemon):
 - **WIN!**
 - **Optional: Must move your standee back to your corner before it is a win!**
 - Reveal the next poke ball card on top of your deck
 - This is the next pokemon that you seek

NOTES:

This rule summary likely applies to other Labyrinth games. Just replace the Pokemon references to treasures or whatever theme the game uses for the tokens.