

Labyrinth Chronicles Rules Summary (v1)

Setup (include steps 16-19 after 1st game):

1. Connect the four pieces to make the game board
2. Place the four corner tiles in the four corners of the board
3. Place 2 dark wall tiles (wall side out) on each edge (8 total)
4. Place 4 immovable tiles in middle holes (rotating orientation)
5. Randomly place tiles on all remaining spaces (1 left over)
6. Slide yellow columns one space. Put pushed out tiles on the empty space (same orientation). Same for blue rows.
7. Randomly place 4 echo tokens alternating down the middle column and row, then 2 diagonally between the ends.
8. Place Portal board near the main board with 4 portals on it
9. Shuffle 16 item cards face down on the Portal deck spot
 - o Draw 4 cards and place face up on each Portal space
 - o Place the 4 Portals on the game board on its matching spot
 - o Return those 4 echo tokens to the bag
10. Put Goblin board with 4 Looters near the main board
11. Shuffle event cards facedown onto the spot on Goblin board
 - o Begin with 5 starter event cards. More later in campaign.
12. Each player takes a Character card and puts their miniature on their starting space (game board corners in early games).
13. Players each get an oversized Help card.
14. Set the two dice nearby.
15. The person reading the rules is the first player (or choose).
16. Put crystal, checkmark and hourglass tokens nearby.
17. Put Scroll tokens next to Portal board
18. Set out applicable Quests by the game board
19. Perform additional setup instructions according to Campaign binder Village cards.

Campaign Setup (after first game):

1. Campaign binder: Insert 4 Setup cards on the first page and 4 End of game cards on the last page.
2. Take a standard Campaign sheet to track campaign progress
3. Spend 10 crystals (back to supply) earned in 1st game to buy a hammer and x the Inn & color in the hollow hammer icon.
4. Open the **Inn box**. Follow the instructions inside but don't open the bags yet. Now play the game (see above & below)

Game Play (clockwise beginning with first player):

- On a player's turn, **the Labyrinth goes first!**
 - o Roll 1 Labyrinth die. Resolve it's effect:
 - ? => draw & resolve the top event card. Then, depending on the icon on the card, either place it back on the bottom of the deck, shuffled into the deck, or discard it.
 - **Goblin icon** => activate the goblin looter of that color
 - If a goblin is already at the portal of that color, it collects the item that is there & returns to home base
 - Otherwise, place a goblin at the portal of that color.
 - If that color portal is not available, use the next color.
- Now (after the Labyrinth) **the player** has three options that they may take in any order (1 move, 1 shift, unlimited bonus):
 - o Move: move your miniature along an unblocked path, then:
 - If on a tile with a Portal, collect the item from that tile
 - Put the token back in the bag and take the item card
 - If this is the LAST item in the Labyrinth: **Game Ends**

- If on a tile with a Goblin, return it to its home base
- Some skills/effects may be done in the middle of a move
- o Shift: push the extra wall tile into a movable row/column.
- o Bonus (*later in campaign*): use skills and effects as allowed
- If an item was collected (*by a player or goblin*):
 - o Draw a new item card. Place it on the Portal board.
 - If there are no more item cards, put the portal on the portal board
 - o Move the Portal to the tile with the matching item token

End of Game:

- Game ends when the last item is removed from the Labyrinth.
1. Discard checkmark tokens from uncompleted Quests
 2. Insert completed Quest cards into Campaign binder with other Village cards for the same building.
 3. Check if you meet requirements on Village cards 3-4 in the Campaign binder. If so:
 - o Resolve all required Village cards 3-4
 - o Leave empty bags in their respective boxes
 - o Put building instruction sheets in pg 23 rulebook envelope
 4. Take out the Campaign sheet
 5. Gain 1 crystal for each item collected (by all players)
 6. Count the crystals you collected in this game.
 - o Check if you meet the end chapter requirements. If so:
 - Read the corresponding script
 7. Put crystals gained in this game into the "box" slot
 8. Mark the boxes for each item the Goblins collected.
 - o If you mark a special box immediately perform that effect
 9. You may spend crystals in the Shop.
 - o If you buy a hammer, color in a hammer icon by the chosen building. If all hammers are colored in for a building, open its box and follow the instruction sheet inside the box.

Play Again or Save Campaign:

- Continue playing
 - o Remove all components from the main board
 - Leave the dark immovable wall tiles in place
 - o Return all cards to their decks (including discarded cards)
 - o Begin at step 5 of the Setup procedure
- Save your campaign
 - o Place Event, Item, Skill, Objective and uncompleted Quest cards behind the corresponding dividers
 - o Place Help and Character cards in the game box
 - o Place all purchased Scroll tokens and Crystals you have in the large slot with the open box icon
 - o Place all unlocked tokens in the large slot with the open padlock icon
 - o Place all remaining components in their appropriate slots

Scoring:

- Begin with 100 points (for completing the campaign)
- Subtract 1 point for each mark on the Goblin track
- Subtract 5 points for each Easy mode modification
- Add 5 points for each Challenge mode modification

New Game+

After completing a campaign, try the New Game+ variant!